

# 10 JavaScript Projects - Laurence Svekis

## requestAnimationFrame and cancelAnimationFrame Code Sample

```
<!doctype html><html>

<head>
  <title>Questions and Answers JavaScript</title>
</head>

<body>
  <div class="top">
    <div class="nested1">Nested 1</div>
    <div class="nested2">Nested 2</div>
    <div class="nested3">Nested 3</div>
  </div>
  <script>
    let tog = true;
    const div = document.createElement('div');
    div.textContent = "hello";
    div.style.color = "red";
    div.style.position = "absolute";
    div.style.left = '50px';
    div.x = 50;
```

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```
div.addEventListener('click', stopper);
const topEle = document.querySelector('.top');
topEle.append(div);
let myAni = requestAnimationFrame(mover);

function stopper() {
  if (tog) {
    cancelAnimationFrame(myAni);
    tog = false;
  }
  else {
    tog = true;
    myAni = requestAnimationFrame(mover);
  }
}

function mover() {
  div.x = div.x + 1;
  div.style.left = div.x + 'px';
  myAni = requestAnimationFrame(mover);
}
</script>
</body>
</html>
```

# JavaScript Switch Statement

```
<!doctype html>
<html>

<head>
  <title>Questions and Answers JavaScript</title>
</head>

<body>
  <div class="top">
    <div class="nested1">Nested 1</div>
    <div class="nested2">Nested 2</div>
    <div class="nested3">Nested 3</div>
  </div>
  <div class="message">What time is it</div>
  <input type="text">
  <button>Click</button>
  <script>
    const btn = document.querySelector('button');
    const answer = document.querySelector('input');
    const message = document.querySelector('.message');
    btn.addEventListener('click', function () {
      console.log(answer.value);
      //let ans = Number(answer.value);
      let ans = parseInt(answer.value);
      //console.log(typeof(answer.value));
      console.log(typeof (ans));
      console.log(ans);
    });
  </script>
</body>
</html>
```

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```
    if (!Number(ans)) {
      console.log('not a number');
    }
    else {
      console.log('Okay');
      message.textContent = checkTimeOfDay(ans);
    }
  })
  outputToday();

function outputToday() {
  const today = new Date().getDay();
  let dayName = 'Unknown';
  let weekStatus = 'Unknown';
  switch (today) {
    case 0:
      dayName = "Sunday";
      break;
    case 1:
      dayName = "Monday";
      break;
    case 2:
      dayName = "Tuesday";
      break;
    case 3:
      dayName = "Wednesday";
      break;
    case 4:
```

```

    dayName = "Thursday";
    break;
case 5:
    dayName = "Friday";
    break;
case 6:
    dayName = "Saturday";
    break;
}
switch (dayName) {
case "Thursday":
case "Friday":
case "Saturday":
    weekStatus = "end of Week";
    break;
default:
    weekStatus = "Start of Week";
}
console.log(today);
message.textContent = `Today is a ${dayName} its the
${weekStatus}`;
}

function checkTimeofday(num) {
    switch (num < 12) {
case true:
    return 'Good Morning';
    break;

```

```
    case false:
      return 'Good Afternoon';
      break;
    default:
      return 'something went wrong'
  }
}
</script>
</body>

</html>
```

## Example of using Continue and Break in For loop and While Loop

```
<!doctype html>
<html>

<head>
  <title>Questions and Answers JavaScript</title>
</head>

<body>
  <div class="top">
    <div class="nested1">Nested 1</div>
    <div class="nested2">Nested 2</div>
    <div class="nested3">Nested 3</div>
```

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```
</div>
<div class="message">What time is it</div>
<input type="text">
<button>Click</button>
<script>
  for (let i = 0; i < 10; i++) {
    if (i === 3) {
      continue;
    }
    if (i === 8) {
      break;
    }
    console.log(i);
  }
  let x = 0;
  while (x < 10) {
    //if(x===3){continue;}
    if (x === 8) {
      break;
    }
    //console.log(x);
    x++;
  }
  //console.log(x);
</script>
</body>

</html>
```

# Keyboard Event Listeners - Dynamically Add Page Elements input and divs

```
<!doctype html><html>

<head>
  <title>Questions and Answers JavaScript</title>
</head>

<body>
  <script>
    const output = document.createElement('div');
    const message = document.createElement('div');
    const btn = document.createElement('button');
    document.body.append(output);
    output.append(message);
    output.append(btn);
    btn.textContent = "Click to add input";
    btn.style.backgroundColor = 'red';
    btn.style.color = 'white';
    btn.style.padding = '10px';
    btn.addEventListener('click', maker)

    function maker() {
      const tempDiv = document.createElement('div');
      const newInput = document.createElement('input');
```

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```

        output.append(tempDiv);
        tempDiv.append(newInput);
        newInput.value = 'test';
        newInput.hiddenValue =
Math.random().toString(16).substr(-6);
        newInput.style.backgroundColor = '#' +
newInput.hiddenValue;
        newInput.focus();
        newInput.addEventListener('keyup', log);
        newInput.addEventListener('keypress', log);
        newInput.addEventListener('keydown', function (e) {
            console.log(e.keyCode);
            if (e.keyCode == 13) {
                message.innerHTML += `

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```

# Create Page Elements add Dynamically on the Page

```
<!doctype html><html>

  <head>
    <title>Questions and Answers JavaScript</title>
  </head>

  <body>
    <script>
      const btn = document.createElement('button');
      const output = document.createElement('div');
      const message = document.createElement('div');
      btn.textContent = "Click Me!";
      message.textContent = "Hello World";
      document.body.append(output);
      output.append(message);
      output.append(btn);
      btn.addEventListener('click', () => {
        const today = new Date();
        message.textContent = `${today.getHours()}
${today.getMinutes()} ${today.getSeconds()}`;
      })
    </script>
  </body>

</html>
```

# Pure JavaScript Dice - Create Elements and Build HTML for Dice

```
<!doctype html><html>

<head>
  <title>Questions and Answers JavaScript</title>
</head>

<body>
  <script>
    const diceView = [[5], [1, 9], [1, 5, 9], [1, 3, 7, 9],
[1, 3, 5, 7, 9], [1, 3, 4, 6, 7, 9]];
    const btn = document.createElement('button');
    btn.textContent = "Roll Dice";
    const playArea = document.createElement('div');
    document.body.prepend(playArea);
    playArea.append(btn);
    const area1 = document.createElement('div');
    const area2 = document.createElement('div');
    const container = document.createElement('div');
    playArea.append(container);
    container.append(area1);
    container.append(area2);
    area1.textContent = "first Dice";
    area2.textContent = "second Dice";
    addBorders(area1);
```

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```

addBorders(area2);

btn.addEventListener('click', () => {
  rollValue();
  console.log(area1.val);
  console.log(area2.val);
})

function genDice(val) {
  let html = '<div>';
  let tempArr = diceView[val];
  console.log(tempArr);
  for (let x = 1; x < 10; x++) {
    let tempVal = 'white';
    if (tempArr.includes(x)) {
      tempVal = 'black';
    }
    html += `<span
style="width:90px;display:inline-block;height:90px;border-radius
:20px;background-color:${tempVal};margin:2px;"></span>`;
  }
  html += '</div>';
  return html;
}

function rollValue() {
  area1.val = Math.floor(Math.random() * 6);
  area2.val = Math.floor(Math.random() * 6);
  area1.innerHTML = genDice(area1.val);
}

```

```

        area2.innerHTML = genDice(area2.val);
    }

    function addBorders(el) {
        el.style.border = '1px solid #ddd';
        el.style.borderRadius = "10px";
        el.style.padding = '10px';
        el.style.fontSize = '1.5em';
        el.style.width = '290px';
        el.style.height = '290px';
        el.style.margin = '10px';
        el.style.backgroundColor = 'white';
        //el.style.width = '40%';
        el.style.float = 'left';
        //el.style.height = el.offsetWidth+'px';
    }
</script>
</body>

</html>

```

## Create a JavaScript popup Modal

```

<!doctype html><!doctype html>
<html>

<head>
  <title>Course</title>

```

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```
<style>
  .modal {
    position: fixed;
    z-index: 5;
    left: 0;
    top: 0;
    width: 100%;
    height: 100%;
    background-color: rgb(0, 0, 0);
    background-color: rgba(0, 0, 0, 0.3);
    display: none;
  }

  .modal-body {
    background-color: white;
    margin: 20% auto;
    padding: 20px;
    border: 1px solid #333;
    border-radius: 25px;
    width: 70%;
    min-height: 200px;
  }

  .close {
    float: right;
    color: red;
    font-size: 2em;
    font-weight: bold;
  }

```

```

}

.close:hover {
  color: black;
  cursor: pointer;
}
</style>
</head>

<body>
  <button class='modal1'>Open 1</button>
  <button class='modal1'>Open 2</button>
  <div class="modal" id="main">
    <div class="modal-body"> <span class="close">&times;</span>
      <div class="modal-text">Modal Text
        <br> test </div>
      </div>
    </div>
  </div>
  <script>
    const btns = document.querySelectorAll('.modal1');
    const output = document.querySelector('.modal-text');
    btns.forEach((btn) => {
      btn.addEventListener('click', (e) => {
        myModal.style.display = 'block';
        console.log(e.target.textContent);
        let val = e.target.textContent;
        let html = "";
        switch (val) {

```

```
    case 'Open 1':
      html = 'Number one is open <h1>ONE</h1>';
      break;
    case 'Open 2':
      html = '<h1>TWO</h1>';
      break;
    default:
      html = '<h1>ERROR</h1>';
  }
  output.innerHTML = html;
})
})
const closer = document.querySelector('.close');
const myModal = document.querySelector('#main');
closer.addEventListener('click', closeModal);
myModal.addEventListener('click', closeModal);

function closeModal() {
  myModal.style.display = 'none';
}
</script>
</body>

</html>
```



# JavaScript Request Animation Frame Simple Counter

```
<!DOCTYPE html>
<html>

<head>
  <title>test</title>
</head>

<body>
  <h1>Hello World</h1>
  <script>
    const output = document.querySelector('h1');
    output.textContent = 'Counter';
    let reqVal = requestAnimationFrame(step);
    let start;

    function step(cnt) {
      console.log(cnt);
      if (start == undefined) {
        start = cnt;
      }
      const val = Math.floor(cnt - start);
      const str = String(val);
      console.log(str[0]);
      const mil = str.slice(1, 4);
      console.log(mil);
    }
  </script>
</body>
</html>
```

```
console.log(val);
output.textContent = `${str[0]} : ${mil}`;
if (val < 5000) {
    reqVal = requestAnimationFrame(step);
}
}
</script>
</body>

</html>
```

## QuerySelector adding elements dynamically to page use of NodeList

```
<!doctype html>
<html>

<head>
  <title>Example querySelectorAll</title>
</head>

<body>
  <ul></ul>
  <input type="text" name="myInput" value="test">
  <button>Click Me to add item</button>
  <script>

    const ul = document.querySelector('ul');
```

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```

const li = document.querySelectorAll('li');

const myInput =
document.querySelector('input[name="myInput"]');
const btn = document.querySelector('button');
let x = 0;
let val = myInput.value;
btn.addEventListener('click', (e) => {
    //console.log(e);
    x++;
    e.target.textContent = 'Clicked ' + x;
    addItem();
})

function addItem() {

    //console.log(myInput.value);
    //console.log(val);
    console.dir(ul);
    console.log(ul.children.length);
    console.log(ul.childElementCount);
    const lis = document.querySelectorAll('li');
    //console.log(lis.length);

    if (myInput.value.length > 3 && lis.length < 5) {
        const li = document.createElement('li');
        li.textContent = myInput.value;
        const val1 = ul.appendChild(li);
    }
}

```

```
        //console.log(val1);
    }

}

</script>

</body>

</html>
```

## Adding Event Listeners to All Matching Elements on Page - Dynamically adding

```
<!doctype html>
<html>
<head>
  <title>Example querySelectorAll Click</title>
  <style>
    .active {
      color: blue;
    }
  </style>
</head>
<body>
  <h1>Hello</h1>
  <ul class="myList">
```

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```

<li>One</li>
<li>Two</li>
<li>Three</li>
</ul>

<script>
  const ul = document.querySelector('ul.myList');
  const lis = ul.querySelectorAll('li');
  const btn = document.createElement('button');
  let counter = lis.length;
  btn.textContent = 'Click Me';
  document.body.append(btn);
  btn.addEventListener('click', (e) => {
    counter++;
    const li = document.createElement('li');
    li.acter = 0;
    li.textContent = `Value (${counter}) ${li.acter} - `;
    li.addEventListener('click', updateItem);
    ul.append(li);
  })

  lis.forEach((li) => {
    console.log(li);
    li.acter = 0;
    li.addEventListener('click', updateItem);
  })

  function updateItem(e) {

```

```
    const ele = e.target;
    console.dir(ele);
    ele.acter++;
    console.log(ele.acter);
    let temp = ele.textContent;
    ele.textContent = `${temp} ${ele.acter}`;
    ele.classList.toggle('active');
    console.log(ele.classList.contains('active'));
  }
</script>
</body>
</html>
```