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Assignment 4(A)

<!DOCTYPE html>

<html>

<head>

    <title>Swipe Buttons Example</title>

    <link rel="stylesheet" href="/style.css">

    <meta name="viewport" content="width=device-width, initial-scale=1">

    <link rel="stylesheet" href="https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">

    <script src="https://code.jquery.com/jquery-1.11.1.min.js"></script>

    <script src="https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>

    <script src="https://hammerjs.github.io/dist/hammer.min.js"></script>

</head>

<body>

    <div data-role="page" id="page-swipe">

        <div data-role="header">

            <h1>Swipe Buttons Example</h1>

        </div>

        <div class="main" data-role="content">

            <button id="left-button">🡸</button>

            <button id="right-button">🢂</button>

            <button id="up-button">🢁</button>

            <button id="down-button">🢃</button>

        </div>

        <img id="moving-image" src="https://upload.wikimedia.org/wikipedia/commons/thumb/b/b6/Image\_created\_with\_a\_mobile\_phone.png/330px-Image\_created\_with\_a\_mobile\_phone.png" alt="Moving Image">

    </div>

    <script>

        $(document).on("pagecreate", "#page-swipe", function () {

            var hammertime = new Hammer(document.getElementById('page-swipe'));

            var movingImage = document.getElementById('moving-image');

            var imagePosition = { x: 0, y: 0 };

            var imageStep = 10; // Adjust this value to change the step size of image movement

            hammertime.get('swipe').set({

                direction: Hammer.DIRECTION\_ALL // Enable recognition of all directions

            });

            hammertime.on('swipeup', function () {

                imagePosition.y -= imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px, ${imagePosition.y}px)`;

                alert('Swiped Up!');

            });

            hammertime.on('swipedown', function () {

                imagePosition.y += imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px, ${imagePosition.y}px)`;

                alert('Swiped Down!');

            });

            hammertime.on('swipeleft', function () {

                imagePosition.x -= imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px, ${imagePosition.y}px)`;

                alert('Swiped Left!');

            });

            hammertime.on('swiperight', function () {

                imagePosition.x += imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px, ${imagePosition.y}px)`;

                alert('Swiped Right!');

            });

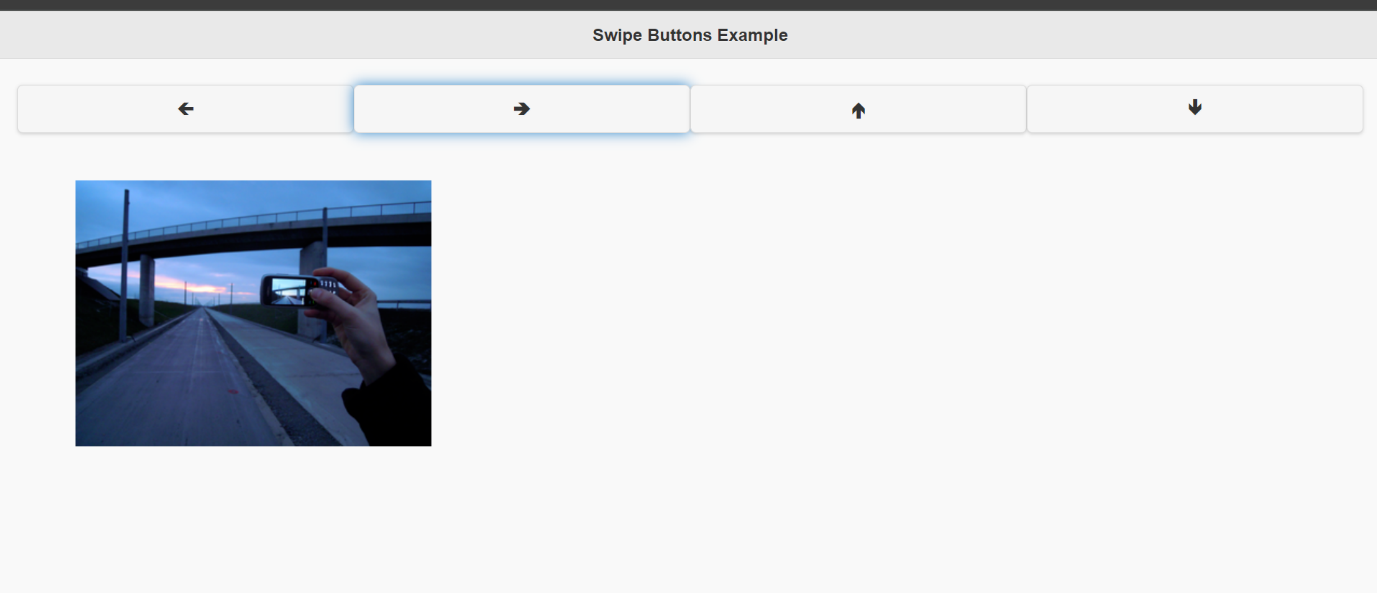
        });

    </script>

</body>

</html>

Output :

A screenshot of a computer

Description automatically generated