
External Javascript: externaljs.html and script.js

```
<!doctype html>

<html>

  <head>

    <title>Learning Javascript</title>

    <meta charset="utf-8" />

    <meta http-equiv="Content-type" content="text/html; charset=utf-8" />

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

  <style>

    body {

      font-family: Verdana, Geneva, sans-serif;

    }

    #box {

      width: 200px;

      height: 200px;

      background-color: red;

      display: none;

      position: relative;
```

```
}
```

```
.bold {
```

```
    font-weight:bold;
```

```
}
```

```
</style>
```

```
</head>
```

```
<body>
```

```
<h1>Test your reactions!</h1>
```

```
<p>Click on the boxes and circles as quickly as you can!</p>
```

```
<p class="bold">Your time: <span id="time">0</span>s</p>
```

```
<div id="box"></div>
```

```
<script type="text/javascript" src="scripts.js"></script>
```

```
</body>
```

```
</html>
```

script.js

```
function getRandomColor() {  
    var letters = '0123456789ABCDEF'.split('');  
    var color = '#';  
    for (var i = 0; i < 6; i++ ) {  
        color += letters[Math.round(Math.random() * 15)];  
    }  
    return color;  
}
```

```
var clickedTime; var createdTime; var reactionTime;
```

```
function makeBox() {  
  
    var time=Math.random();  
  
    time=time*5000;  
  
    setTimeout(function() {  
  
        if (Math.random()>0.5) {
```

```
document.getElementById("box").style.borderRadius="100px";
```

```
    } else {
```

```
document.getElementById("box").style.borderRadius="0";
```

```
}
```

```
var top=Math.random();
```

```
top=top*300;
```

```
var left=Math.random();
```

```
left=left*500;
```

```
document.getElementById("box").style.top=top+"px";
```

```
document.getElementById("box").style.left=left+"px";
```

```
document.getElementById("box").style.backgroundColor=getRandomColor();
```

```
document.getElementById("box").style.display="block";
```

```
createdTime=Date.now();
```

```
}, time);
```

```
}
```

```
document.getElementById("box").onclick=function() {  
  
    clickedTime=Date.now();  
  
    reactionTime=(clickedTime-createdTime)/1000;  
  
    document.getElementById("time").innerHTML=reactionTime;  
  
    this.style.display="none";  
  
    makeBox();  
}  
  
makeBox();
```