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JS index.js ×
Sprint 2 > JavaScript > JS index.js > ...
1 let ok = 0;
2 let notok = 0;
3 let uploadState = 0; // 0-> grey (disabled) 1-> (enabled)
4
5 //3 Button Functions
6
7 function okcount() { //OK Button
8     document.getElementById('ok-num').innerHTML = ++ok;
9     updatebar();
10}
11
12 function notokcount() { //NOT OK Button
13     document.getElementById('nk-num').innerHTML = ++notok;
14     updatebar();
15}
16
17 function upload() { //Upload Button
18     if (uploadState === 0) {
19         alert("You can't upload yet.");
20     } else {
21         alert("Upload button was pressed, but upload isn't implemented yet.");
22     }
23}
24
25 //====code that became obsolete since for some reason====
26 //let uploadbtn = document.getElementById('upload-color');
27 //let uploadStyle = window.getComputedStyle(uploadbtn, "");
28 //let uploadBG = uploadStyle.getPropertyValue("background-color");
29 //if (uploadBG === "rgb(0, 0, 255)")      <--suddenly stopped working and made this whole group obsolete
30 //if (uploadBG === "rgb(128, 128, 128)") <--suddenly stopped working and made this whole group obsolete
31 //console.log(uploadBG)
32
33
34 //=====Hover effects for=====
35 //=====upload button=====
36 document.getElementById("upload-color").onmouseover = function() { mouseOver() };
37
38 function mouseOver() {
39     if (uploadState === 1) {
40         document.getElementById("upload-color").style.backgroundColor = "rgb(42, 0, 192)";
41     } else if (uploadState === 0) {
42         document.getElementById("upload-color").style.backgroundColor = "rgb(85, 85, 85)";
43     }
44}
45
46 document.getElementById("upload-color").onmouseout = function() { mouseOut() };
47
48 function mouseOut() {
49     if (uploadState === 1) {
50         document.getElementById("upload-color").style.backgroundColor = "blue";
51     } else if (uploadState === 0) {
52         document.getElementById("upload-color").style.backgroundColor = "rgb(128, 128, 128)";
53     }
54}
55
56 }
57 //XMLHttpRequest using jQuery's Ajax to get Philippine Internet time (GMT+8) instead of relying on the local computer's time.
58
59 let phtimejson;
60 $.ajax({
61     async: false, //enabling sync on't allow me to retreive a variable.
62     dataType: "json",
63     url: "https://worldtimeapi.org/api/timezone/Asia/Manila",
64     success: function(data) { phtimejson = data.datetime; }
65});
66
67 //new Date(year, month, day, hours, minutes, seconds, milliseconds)
68 //console.log(phtimejson);
69
70 let phtime = new Date(phtimejson);
71 let pYear = phtime.getUTCFullYear();
72 let pMonth = phtime.getUTCMonth();
73 let pDay = phtime.getUTCDate();
74 let pHour = phtime.getUTCHours();
75 let pMin = phtime.getUTCMinutes();
76 let pSec = phtime.getUTCSeconds();
77 let pMill = phtime.getUTCMilliseconds();
78
79 let maxtime = new Date(Date.UTC(pYear, pMonth, pDay, 15, 59, 59, 999)); //15+8 = 23 for GMT+8
80 let finsihtime = new Date(Date.UTC(pYear, pMonth, pDay, pHour + 1, pMin, pSec, pMill)); //(add hours to it)
81
82 console.log("Current: " + phtime);
83 console.log("MAX: " + maxtime);
84 console.log("End Time: " + finsihtime);
85
86
87 //updates bar and upload button every click
88 function updatebar() {
89     total = ok + notok;
90     let percent = ((ok / total) * 100).toFixed();
91     document.getElementById("okay").style.width = percent + "%";
92     console.log(percent + "%");
93     console.log(total);
94
95     //addMin(30);
96     if (total > 24) {
97         if ((total - 25) % 15 === 0) {
98             if (percent <= 14) {
99                 delHr(24);
100                console.log("Removed time");
101                maxtriggerDel();
102            } else if (percent <= 25) {
103                delHr(1.5);
104                console.log("Removed 1.5 hrs");
105                maxtriggerDel();
106            } else if (percent <= 34) {
107                delHr(.5);
108                console.log("Removed 30 mins");
109                maxtriggerDel();
110            } else if (percent <= 65) {
111                console.log("Time stays the same"); //nothing happens
112            } else if (percent <= 75) {
113                addHr(.5);
114                console.log("Added .5 hrs");
115                maxtriggerAdd();
116            } else if (percent <= 85) {
117                addHr(1.5);
118                console.log("Added 1.5 hrs");
119                maxtriggerAdd();
120            } else if (percent <= 100) {
121                addHr(2.5);
122                console.log("Added 2.5 hrs");
123                maxtriggerAdd();
124            }
125        }
126    }
127
128    function maxtriggerAdd() {
129        if (finsihtime.getUTCHours() > 15) { //sets finish time to the max when reached (15+8 = 23 for GMT+8)
130            console.log("Maximum time reached.");
131            finsihtime.setTime(maxtime.getTime()); //Will always set it to the limit no matter how much is added.
132            //finsihtime = maxtime;
133        }
134        console.log("MAX: " + maxtime);
135        console.log("End Time: " + finsihtime);
136    }
137
138    function maxtriggerDel() {
139        if (finsihtime.getUTCHours() > 15) { //sets finish time to the max when reached (15+8 = 23 for GMT+8)
140            console.log("Maximum time reached but some time removed.");
141        }
142        console.log("MAX: " + maxtime);
143        console.log("End Time: " + finsihtime);
144    }
145}
146
147 //=====Add-Subtract Hours=====
148 function addHr(h) { //usage: addHr(hour)
149     finsihtime.setTime(finsihtime.getTime() + (h * 60 * 60 * 1000));
150}
151
152 //function addMin(m) { //usage: addMin(mins)
153 //    finsihtime.setTime(finsihtime.getTime() + (m * 60 * 1000));
154 //}
155
156 function delHr(h) { //usage: delHr(hour)
157     finsihtime.setTime(finsihtime.getTime() - (h * 60 * 60 * 1000));
158}
159
160 //function delMin(m) { //usage: delMin(mins)
161 //    finsihtime.setTime(finsihtime.getTime() - (m * 60 * 1000));
162 //}
163
164 //Upload Countdown
165 function getTimeRemaining(timeup) {
166     const millisec = Date.parse(timeup) - new Date().getTime();
167     const seconds = Math.floor((millisec / 1000) % 60);
168     const minute = Math.floor((millisec / 1000 / 60) % 60);
169     const hour = Math.floor((millisec / (1000 * 60 * 60)) % 24);
170
171     return { millisec, hour, minute, seconds };
172}
173
174
175 function runtimer(timeup) {
176     const timeinterval = setInterval(function() { //start timer
177         const t = getTimeRemaining(timeup);
178         console.log(t.millisec);
179         if (t.millisec < 0) { //stop timer at end
180             document.getElementById('time').innerHTML = "You can upload now";
181             document.getElementById('upload-color').style.backgroundColor = "blue";
182             document.getElementById('text').style.padding = "0 35px";
183             document.getElementById('icon').style.padding = "0 15px";
184             uploadState = 1; //enable upload
185             clearInterval(timeinterval);
186         } else if (t.millisec > 3600000) {
187             uploadState = 0; //disable upload if there's still time left (for refresh)
188             document.getElementById('time').innerHTML = 'Time left: ' + t.hour + 'hrs ' + t.minute +
189             'min ' + t.seconds + 'sec';
190             //document.getElementById('upload-color').style.backgroundColor = "grey";
191             document.getElementById('text').style.padding = "0 15px";
192             document.getElementById('icon').style.padding = "0 15px";
193         } else if (t.millisec > 60000) {
194             uploadState = 0; //disable upload if there's still time left (for refresh)
195             document.getElementById('time').innerHTML = 'Time left: ' + t.minute + 'min ' + t.seconds + 'sec';
196             //document.getElementById('upload-color').style.backgroundColor = "grey";
197             document.getElementById('text').style.padding = "0 15px";
198             document.getElementById('icon').style.padding = "0 15px";
199         } else if (t.millisec > 1000) {
200             uploadState = 0; //disable upload if there's still time left (for refresh)
201             document.getElementById('time').innerHTML = 'Time left: ' + t.seconds + 'sec';
202             //document.getElementById('upload-color').style.backgroundColor = "grey";
203             document.getElementById('text').style.padding = "0 15px";
204             document.getElementById('icon').style.padding = "0 15px";
205         }
206     }, 1000);
207 }
208
209 runtimer(finsihtime);
```