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| **Ex. No: 18.0** | **Drum set using Object** | **Date : 28/09/2023** |

**Aim:**

To Create a Drum set Game using Advanced Document Object Model (DOM) in Javascript. With Key responsive.

**index.html:**

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| <!DOCTYPE *html*>  <html *lang*="en" *dir*="ltr">  <head>    <meta *charset*="utf-8">    <title>Drum Kit</title>    <link *rel*="stylesheet" *href*="styles.css">    <link *href*="https://fonts.googleapis.com/css?family=Arvo" *rel*="stylesheet">  </head>  <body>    <h1 *id*="title">Drum 🥁 Kit</h1>    <div *class*="set">      <button *class*="w drum">w</button>      <button *class*="a drum">a</button>      <button *class*="s drum">s</button>      <button *class*="d drum">d</button>      <button *class*="j drum">j</button>      <button *class*="k drum">k</button>      <button *class*="l drum">l</button>    </div>    <footer>      Made with ❤️ in London.    </footer>    <script *src*="./index.js"></script>  </body>  </html> |

**style.css:**

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| body {    text-align: center;    background-color: #283149;  }  h1 {    font-size: 5rem;    color: #DBEDF3;    font-family: "Arvo", cursive;    text-shadow: 3px 0 #DA0463;  }  footer {    color: #DBEDF3;    font-family: sans-serif;  }  .w {    background-image: url(*images/crash.png*);  }  .a {    background-image: url(*images/kick.png*)  }  .s {    background-image: url(*images/snare.png*)  }  .d {    background-image: url(*images/tom1.png*)  }  .j {    background-image: url(*images/tom2.png*)  }  .k {    background-image: url(*images/tom3.png*)  }  .l {    background-image: url(*images/tom4.png*)  }  .set {    margin: 10% auto;  }  .game-over {    background-color: red;    opacity: 0.8;  }  .pressed {    box-shadow: 0 3px 4px 0 #DBEDF3;    opacity: 0.5;  }  .red {    color: red;  }  .drum {    outline: none;    border: 10px solid #404B69;    font-size: 5rem;    font-family: 'Arvo', cursive;    line-height: 2;    font-weight: 900;    color: #DA0463;    text-shadow: 3px 0 #DBEDF3;    border-radius: 15px;    display: inline-block;    width: 150px;    height: 150px;    text-align: center;    margin: 10px;    background-color: white;  } |

**index.js:**

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| var numberOfDrums = document.querySelectorAll(".drum").length;  function handleClick(){      var buttonHTML = **this**.innerHTML;      switch (buttonHTML) {          case "w":              var crash = new Audio("sounds/crash.mp3");              crash.play();              break;          case "a":              var kick = new Audio("sounds/kick-bass.mp3");              kick.play();              break;          case "s":              var snare = new Audio("sounds/snare.mp3");              snare.play();              break;          case "d":              var tom1 = new Audio("sounds/tom-1.mp3");              tom1.play();              break;          case "j":              var tom2 = new Audio("sounds/tom-2.mp3");              tom2.play();              break;          case "k":              var tom3 = new Audio("sounds/tom-3.mp3");              tom3.play();              break;          case "l":              var tom4 = new Audio("sounds/tom-4.mp3");              tom4.play();              break;          default:              console.log(buttonHTML);              break;      }  }  for (var i = 0; i < numberOfDrums; i++){      document.querySelectorAll(".drum")[i].addEventListener("click", handleClick);  }  document.addEventListener("keypress", function(*event*){      var keyButton = *event*.key;      switch (keyButton) {          case "w":              var crash = new Audio("sounds/crash.mp3");              crash.play();              break;          case "a":              var kick = new Audio("sounds/kick-bass.mp3");              kick.play();              break;          case "s":              var snare = new Audio("sounds/snare.mp3");              snare.play();              break;          case "d":              var tom1 = new Audio("sounds/tom-1.mp3");              tom1.play();              break;          case "j":              var tom2 = new Audio("sounds/tom-2.mp3");              tom2.play();              break;          case "k":              var tom3 = new Audio("sounds/tom-3.mp3");              tom3.play();              break;          case "l":              var tom4 = new Audio("sounds/tom-4.mp3");              tom4.play();              break;          default:              console.log(buttonHTML);              break;      }  }) |

**Result:**

Thus the Output of the code is as follow.

A screenshot of a computer

Description automatically generated