

# CODERS OF THE GALAXY

by

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Christian &gt; js &gt; JS script.js &gt; ...

```
19
20 //hover function
21 function showName(event) {
22   if (event.target.tagName !== "IMG") {
23     return;
24   } else {
25     let element = document.getElementsByClassName("name")[0];
26     element.children[0].textContent = event.target.alt;
27     element.classList.toggle("visibility");
28     console.log(element);
29   }
30 }
31
32 function stopShowName(event) {
33   if (event.target.tagName !== "IMG") {
34     return;
35   } else {
36     let element = document.getElementsByClassName("name")[0];
37     element.classList.toggle("visibility");
38     console.log(element);
39   }
40 }
41
42 document
43   .querySelector(".team-container")
44   .addEventListener("mouseover", showName);
45
46 document
47   .querySelector(".team-container")
48   .addEventListener("mouseout", stopShowName);
49 //hover function
<div class="name theme-font visibility">
  <p class="gray-font bigger">Name</p>
</div>
```

```
1  var x = [];
2
3  var counter = 0;
4
5  function makeShapeAppear() {    //randomizes position and size of the ufo.
6      if (counter <=2){          //only 3 trys.
7
8          var top = Math.random() * 50;
9          var left = Math.random() * 70;
10         var size = Math.random() * 10 + 7;
11
12         document.getElementById("enemy").style.top = top + "%";
13         document.getElementById("enemy").style.left = left + "%";
14         document.getElementById("ufo").style.width = size + "rem";
15         document.getElementById("enemy").style.display = "block";s
16
17         start = new Date().getTime();
18         counter++;
19     }
20 }
```

```

function getSum(total, num) {    //function needed to calculate sum
    return total + num;
}

function myFunction(item) {    //calculates sum and prints result

    if (x.length == 3){
        if (x.reduce(getSum, 0) < 4){

            var a = x.reduce(getSum, 0)

            document.getElementById("timeTaken").innerHTML = "YOU SAVE THE WOLRD IN "+a.toFixed(2) + " SEC!"
            document.getElementById("gameFin").innerHTML = "YOU WON!!! NOW YOU CAN CONTACT US!";

        }

        else {

            var b = x.reduce(getSum, 0)

            document.getElementById("timeTaken").innerHTML = "YOU TOOK TO LONG! "+b.toFixed(2) + " SEC!"
            document.getElementById("gameFin").innerHTML = "YOU FAILED!!! THE WORLD HAS ENDED, NO CONTACT POSSIBLE!";
            document.getElementById("gameFin").style.color = "red";
        }

        var y = 100; //if someone needs more then 100 sec for a try, it doesnt work
        for(var i = 0; i <= x.length; i++){
            if (y > x[i]){
                var y = x[i];
            }
        }

        document.getElementById("fastesttry").innerHTML += "YOUR BEST KILL " + y.toFixed(2) + " SEC!";

    }
}

```

**THANK YOU  
VERY MUCH**



**FOR YOUR ATTENTION**