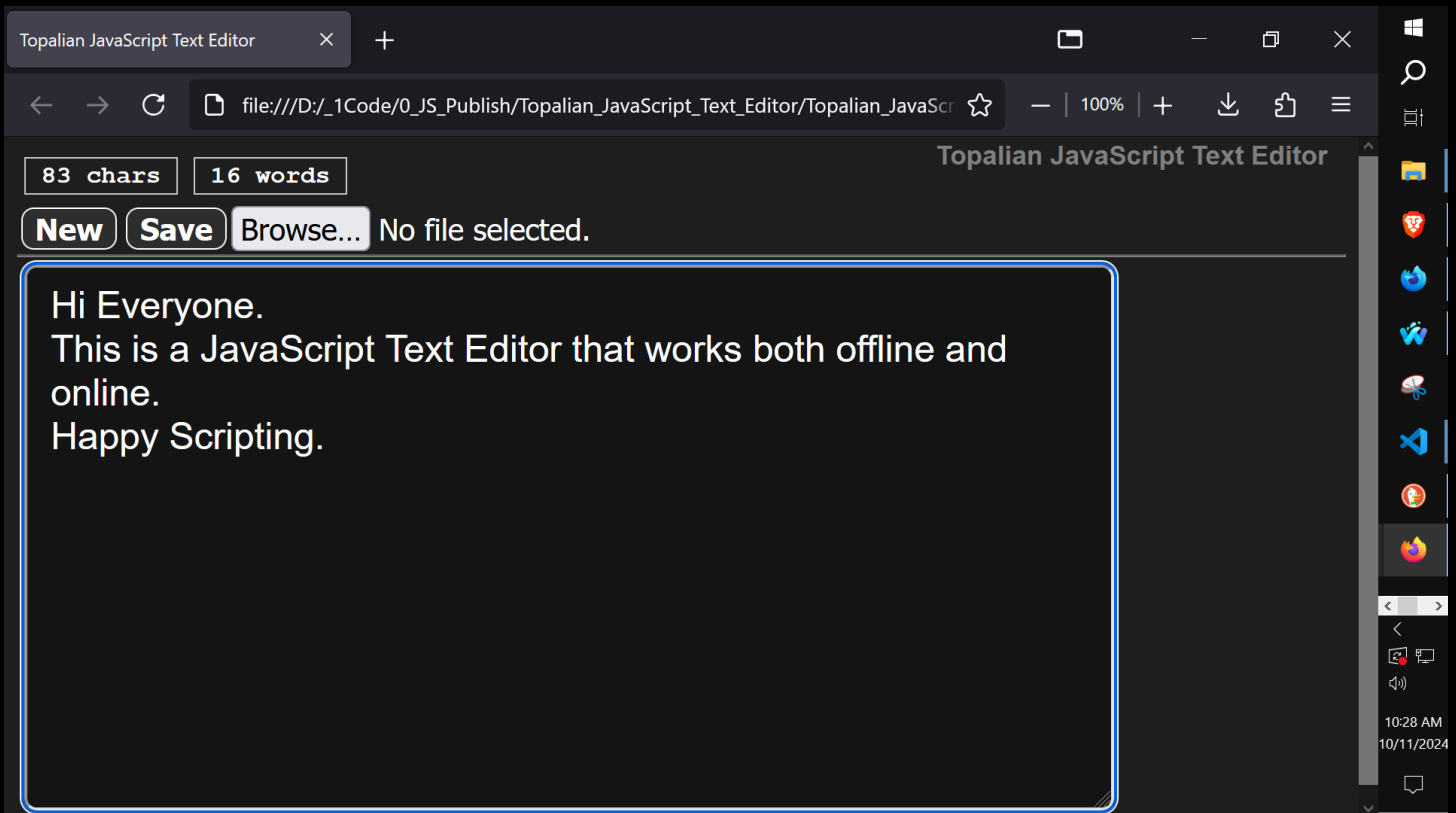


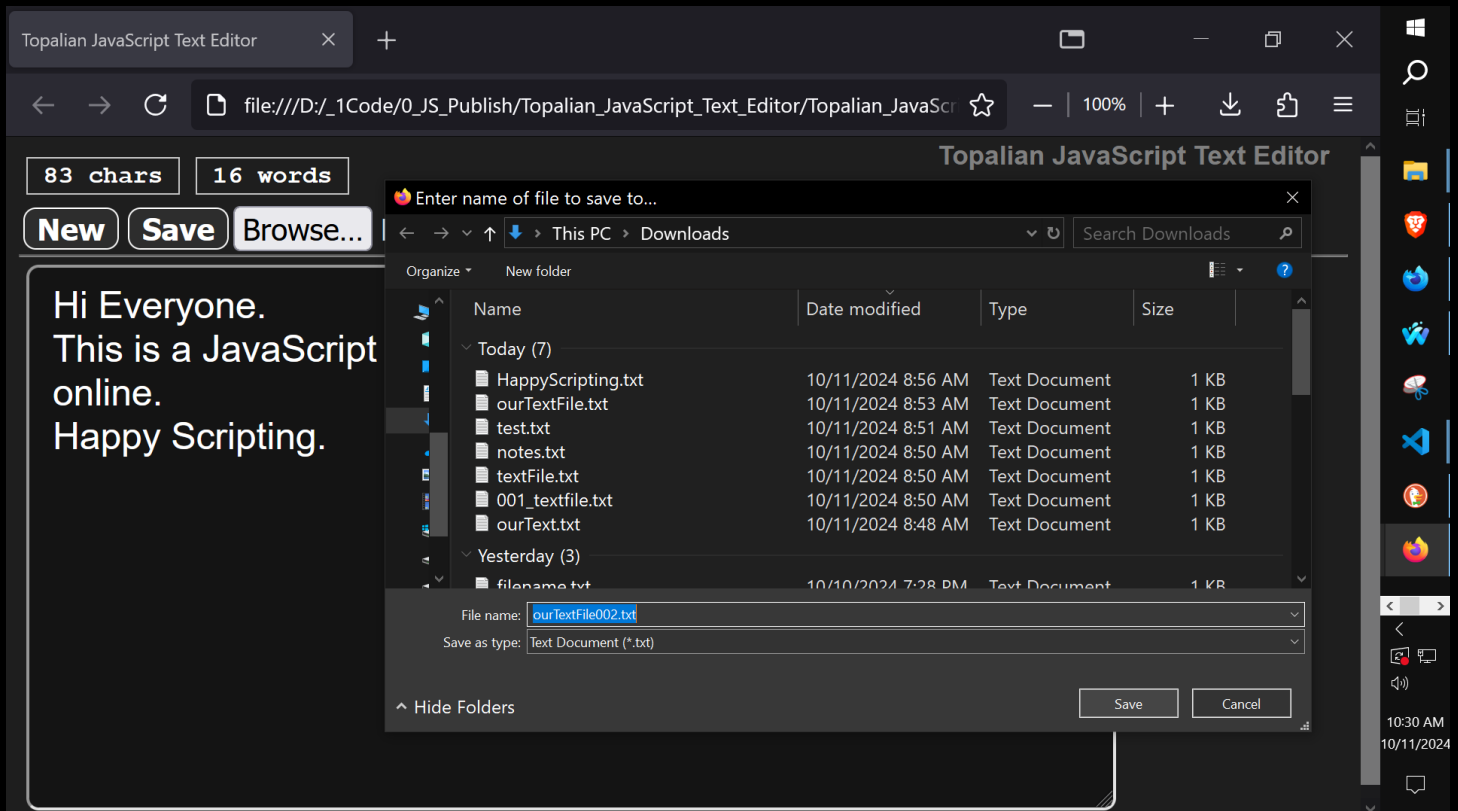
# Topalian JavaScript Text Editor

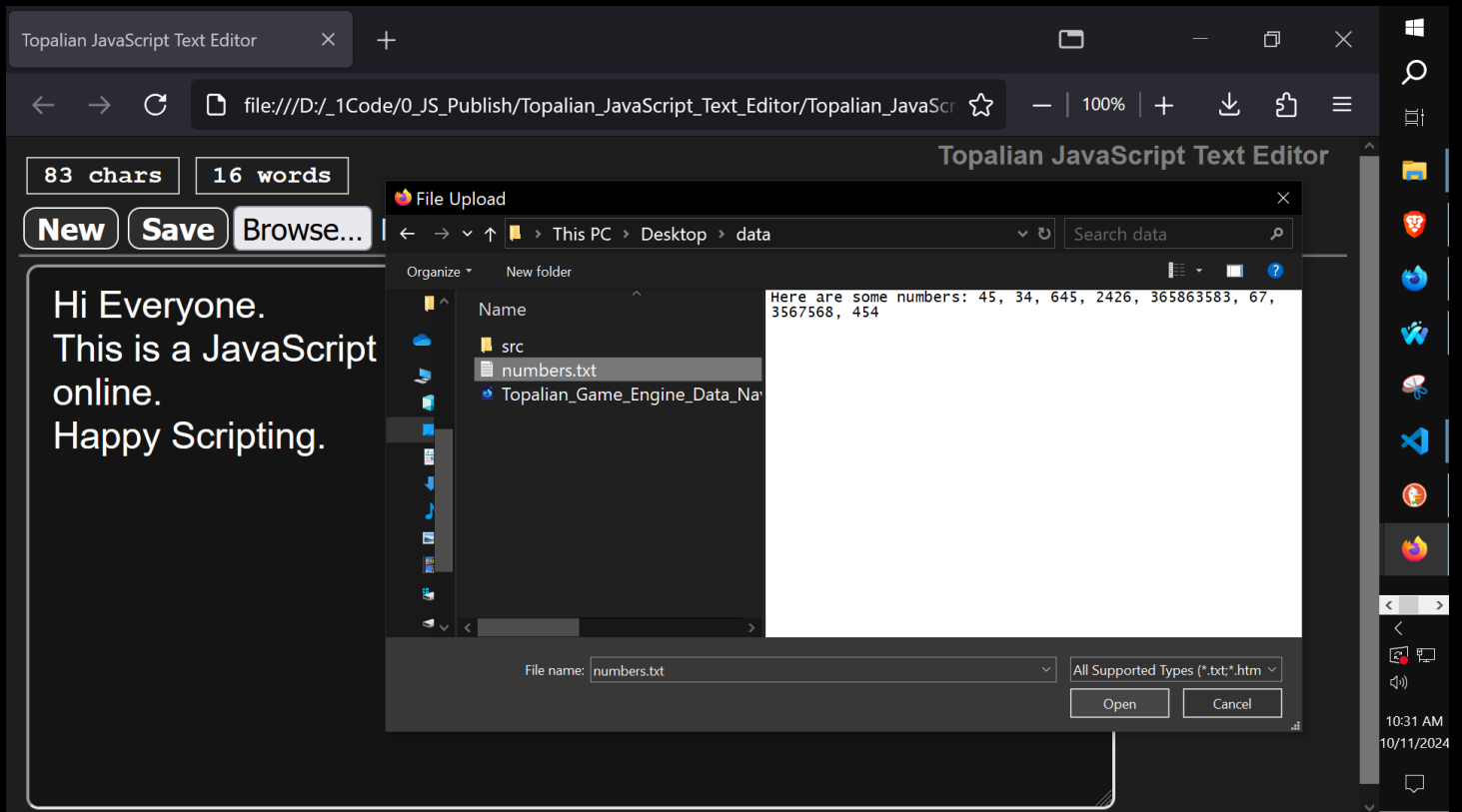
by  
**Christopher Andrew Topalian**

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# **Dedicated to God the Father**







```
<!-- Dedicated to God the Father -->
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<!-- https://github.com/ChristopherTopalian -->
<!--
https://github.com/ChristopherAndrewTopalian
-->
<!--
Topalian_JavaScript_Text_Editor_(Online_Vers
ion).html -->
<!-- Version 001 - (2024-10-11) -->
```

```
<html>
```

```
<head>
```

```
<title> Topalian JavaScript Text Editor </title>
```

```
<style>
```

```
/* style001.css */
```

```
body
```

```
{
```

```
    background-color: rgb(30, 30, 30);
```

```
    font-family: Arial;
```

```
    font-size: 24px;
```

```
    color: rgb(255, 255, 255);
```

```
}
```

## textarea

```
{  
  width: 700px;  
  height: 350px;  
  margin: 5px;  
  padding-left: 15px;  
  padding-right: 15px;  
  padding-top: 10px;  
  padding-bottom: 10px;  
  background-color: rgb(20, 20, 20);  
  font-family: Arial;  
  font-size: 24px;  
  color: rgb(255, 255, 255);  
}
```

## hr

```
{  
  margin: 0px;  
}
```

## button

```
{  
  margin: 3px;  
  padding-left: 8px;
```

```
padding-right: 8px;  
padding-top: 1px;  
padding-bottom: 1px;  
background-color: rgb(45, 45, 45);  
border: solid 1px rgb(255, 255, 255);  
border-radius: 8px;  
font-weight: bold;  
color: rgb(255, 255, 255);  
}
```

```
button:hover  
{  
    background-color: rgb(0, 0, 0);  
    cursor: pointer;  
}
```

```
button:active  
{  
    color: rgb(255, 0, 255);  
}
```

```
input:hover  
{  
    cursor: pointer;  
}
```



**.textInfoStyle**

```
{  
    margin : 5px;  
    padding-left: 10px;  
    padding-right: 10px;  
    padding-top: 2px;  
    padding-bottom: 2px;  
    border : solid 1px rgb(200, 200, 200);  
    font-family: courier;  
    font-size: 16px;  
    font-weight: bold;  
}
```

```
/* -- */
```

```
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```

```
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```

```
Topalian Copyright 2000-2024 */
```

```
/* https://github.com/ChristopherTopalian */
```

```
/*
```

```
https://github.com/ChristopherAndrewTopalian
```

```
*/
```

```
</style>
```

```
<script>
```

```
// shortcuts.js
```

```
function ge(whichId)
{
    let result =
document.getElementById(whichId);
    return result;
}
```

```
function ce(whichType)
{
    let result =
document.createElement(whichType);
    return result;
}
```

```
function ba(whichElement)
{
    let result =
document.body.append(whichElement);
    return result;
}
```

```
function ct(whichText)
{
```

```
    let result =  
document.createTextNode(whichText);  
    return result;  
}
```

```
//--//
```

```
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https://github.com/ChristopherAndrewTopalian  
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https://sites.google.com/view/CollegeOfScripting
```

```
// makeInterface.js
```

```
function makeInterface()  
{  
    let mainDiv = ce('div');  
    mainDiv.id = 'mainDiv';  
    ba(mainDiv);
```

```
//--//
```

```
let textInfoContainer = ce('div');  
textInfoContainer.id = 'textInfoContainer';  
textInfoContainer.style.display = 'flex';  
textInfoContainer.style.flexDirection = 'row';  
mainDiv.append(textInfoContainer);
```

```
//-//
```

```
let characterCountText = ce('div');  
characterCountText.id =  
'characterCountText';  
characterCountText.className =  
'textInfoStyle';  
characterCountText.title = 'Char Count';  
characterCountText.textContent = '0 chars';  
textInfoContainer.append(characterCountText);
```

```
//-//
```

```
let wordCountText = ce('div');  
wordCountText.id = 'wordCountText';  
wordCountText.className = 'textInfoStyle';  
wordCountText.title = 'Word Count';  
wordCountText.textContent = '0 words';
```

```
textInputContainer.append(wordCountText);
```

```
//-//
```

```
let newTextFileButton = ce('button');  
newTextFileButton.textContent = 'New';  
newTextFileButton.onmouseover = function()  
{  
    hoverSound();  
};  
newTextFileButton.onclick = function()  
{  
    clickSound();
```

```
    let askFirst = confirm("New File and Clear  
Text?");
```

```
    if (askFirst == true)  
    {  
        ge('theTextbox').value = "";  
        ge('characterCountText').textContent =  
'0 chars';  
        ge('wordCountText').textContent = '0  
words';  
    }  
};
```

```
mainDiv.append(newTextFileButton);
```

```
//-//
```

```
let saveButton = ce('button');  
saveButton.textContent = 'Save';  
saveButton.onmouseover = function()  
{  
    hoverSound();
```

```
};  
saveButton.onclick = function()  
{  
    clickSound();  
    download('theTextbox');  
};
```

```
mainDiv.append(saveButton);
```

```
//-//
```

```
let openButton = ce('input');  
openButton.type = 'file';  
// only accept .txt files  
openButton.accept = '.txt, .html, .js, .py, .css,  
.c, .cpp, .rb, .bat, .md';  
// handle file selection  
openButton.onChange = function(event)
```

```
{  
  // get the selected file  
  let file = event.target.files[0];  
  
  if (file)  
  {  
    let reader = new FileReader();  
  
    // when the file is loaded, display  
content in textarea  
    reader.onload = function(e)  
    {  
      // set file content to the textarea  
      theTextbox.value = e.target.result;  
  
      ge('characterCountText').textContent  
= getCharCount('theTextbox') + ' chars';  
  
      ge('wordCountText').textContent =  
getWordCount('theTextbox') + ' words';  
    };  
  
    // read the file as text  
    reader.readAsText(file);  
  }  
};
```

```
mainDiv.append(openButton);
```

```
//-//
```

```
mainDiv.append(ce('hr'));
```

```
//-//
```

```
let theTextbox = ce('textarea');
theTextbox.id = 'theTextbox';
theTextbox.style.borderRadius = '8px';
theTextbox.onkeyup = function()
{
    ge('characterCountText').textContent =
getCharCount(theTextbox.id) + ' chars';

    ge('wordCountText').textContent =
getWordCount(theTextbox.id) + ' words';
};
mainDiv.append(theTextbox);
}
```

```
//--//
```

```
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https://sites.google.com/view/CollegeOfScripti  
ng
```

```
// makeTitleOfApp.js
```

```
function makeTitleOfApp()  
{  
  // mainDiv  
  let mainDiv = ce('div');  
  mainDiv.style.position = 'absolute';  
  mainDiv.style.right = '20px';  
  mainDiv.style.top = '2px';  
  mainDiv.style.zIndex = 1;  
  ba(mainDiv);  
  
  //-//  
  
  // titleOfApp  
  let titleOfApp = ce('a');  
  titleOfApp.id = 'titleOfApp';
```

```
titleOfApp.textContent = 'Topalian JavaScript  
Text Editor';  
titleOfApp.href =  
'https://github.com/christophertopalian/';  
titleOfApp.target = '_blank';  
titleOfApp.style.fontSize = '17px';  
titleOfApp.style.fontWeight = 'bold';  
titleOfApp.style.textDecoration = 'none';  
titleOfApp.style.color = 'gray';  
mainDiv.append(titleOfApp);  
}
```

```
//--//
```

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https://sites.google.com/view/CollegeOfScripti  
ng  
  
// download.js
```

```
function download(whichElement)
{
    // get data from specified Text Area
    let data = ge(whichElement).value;

    // create an anchor element
    let ourElement = ce("a");

    // choose text/plain for .txt .html .js .py
    let theType = new Blob([data],
    {
        type: "text/plain"
    });

    // creates a temp URL for the object
    // the object is a file or a blob
    // and assigns it to the href attribute of
    ourElement
    // this allows it to be downloaded (accessed)
    ourElement.href =
    window.URL.createObjectURL(theType);

    ourElement.download = 'filename.txt';

    ourElement.click();
}
```

```
//--//
```

```
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```
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```

```
//
```

```
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```
//
```

```
https://sites.google.com/view/CollegeOfScripting
```

```
// sound.js
```

```
let audioCtx = new (window.AudioContext ||  
window.webkitAudioContext)();
```

```
function playTone(frequency, duration,  
waveType, volume, detune, attackTime,  
releaseTime, panValue)
```

```
{
```

```
    let oscillator = audioCtx.createOscillator();
```

```
    // 'sine', 'square', 'sawtooth', 'triangle'
```

```
    oscillator.type = waveType;
```

```
oscillator.frequency.setValueAtTime(frequency,  
audioCtx.currentTime);  
    oscillator.detune.setValueAtTime(detune,  
audioCtx.currentTime);
```

```
    let gainNode = audioCtx.createGain();  
    let pannerNode =  
audioCtx.createStereoPanner();
```

```
    oscillator.connect(gainNode);  
    gainNode.connect(pannerNode);  
    pannerNode.connect(audioCtx.destination);
```

```
    gainNode.gain.setValueAtTime(0,  
audioCtx.currentTime);
```

```
// attack
```

```
gainNode.gain.linearRampToValueAtTime(volume,  
audioCtx.currentTime + attackTime);  
    gainNode.gain.linearRampToValueAtTime(0,
```

```
// release
```

```
    audioCtx.currentTime + duration / 1000 -  
releaseTime);
```

```
pannerNode.pan.setValueAtTime(panValue,  
audioCtx.currentTime);
```

```
oscillator.start();  
oscillator.stop(audioCtx.currentTime +  
duration / 1000);  
}
```

```
function hoverSound()  
{  
    playTone(  
        300,    // frequency  
        500,    // duration  
        'sine', // waveType  
        0.3,    // volume  
        50,     // detune  
        0.2,    // attackTime  
        0.2,    // releaseTime  
        -0.5    // panValue -0.5 is left  
    );  
}
```

```
function clickSound()  
{  
    playTone(  

```

```
    400,    // frequency
    500,    // duration
    'sine', // waveType
    0.3,    // volume
    50,     // detune
    0.2,    // attackTime
    0.2,    // releaseTime
    -0.5    // panValue -0.5 is left
);
}
```

```
//--//
```

```
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//
// getCharCount.js
```

```
function getCharCount(whichElement)
```

```
{  
    let data = ge(whichElement).value;  
  
    // remove newline characters and spaces  
    from the count  
    let cleanedData = data.replace(/\n/g,  
    "").replace(/\s/g, "");  
  
    // count the length of the cleaned data  
    let charCount = cleanedData.length;  
  
    return charCount;  
}  
  
/--//  
  
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//  
https://github.com/ChristopherAndrewTopalian  
//  
https://sites.google.com/view/CollegeOfScripting  
ng
```



```
// getWordCount.js
```

```
function getWordCount(whichElement)
```

```
{
```

```
    let data = ge(whichElement).value;
```

```
    // remove any leading or trailing whitespace  
    and split the data into words
```

```
    let wordsArray = data.trim().split(/\s+/);
```

```
    // count the number of words in the array
```

```
    let wordCount = wordsArray.length;
```

```
    return wordCount;
```

```
}
```

```
//--//
```

```
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```
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```

```
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```

```
//
```

```
https://github.com/ChristopherAndrewTopalian
```

```
//  
https://sites.google.com/view/CollegeOfScripting  
  
// whenLoaded.js  
  
function whenLoaded()  
{  
    makeInterface();  
  
    makeTitleOfApp();  
}  
  
/--//  
  
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// https://github.com/ChristopherTopalian  
//  
https://github.com/ChristopherAndrewTopalian  
//  
https://sites.google.com/view/CollegeOfScripting  
  
</script>
```

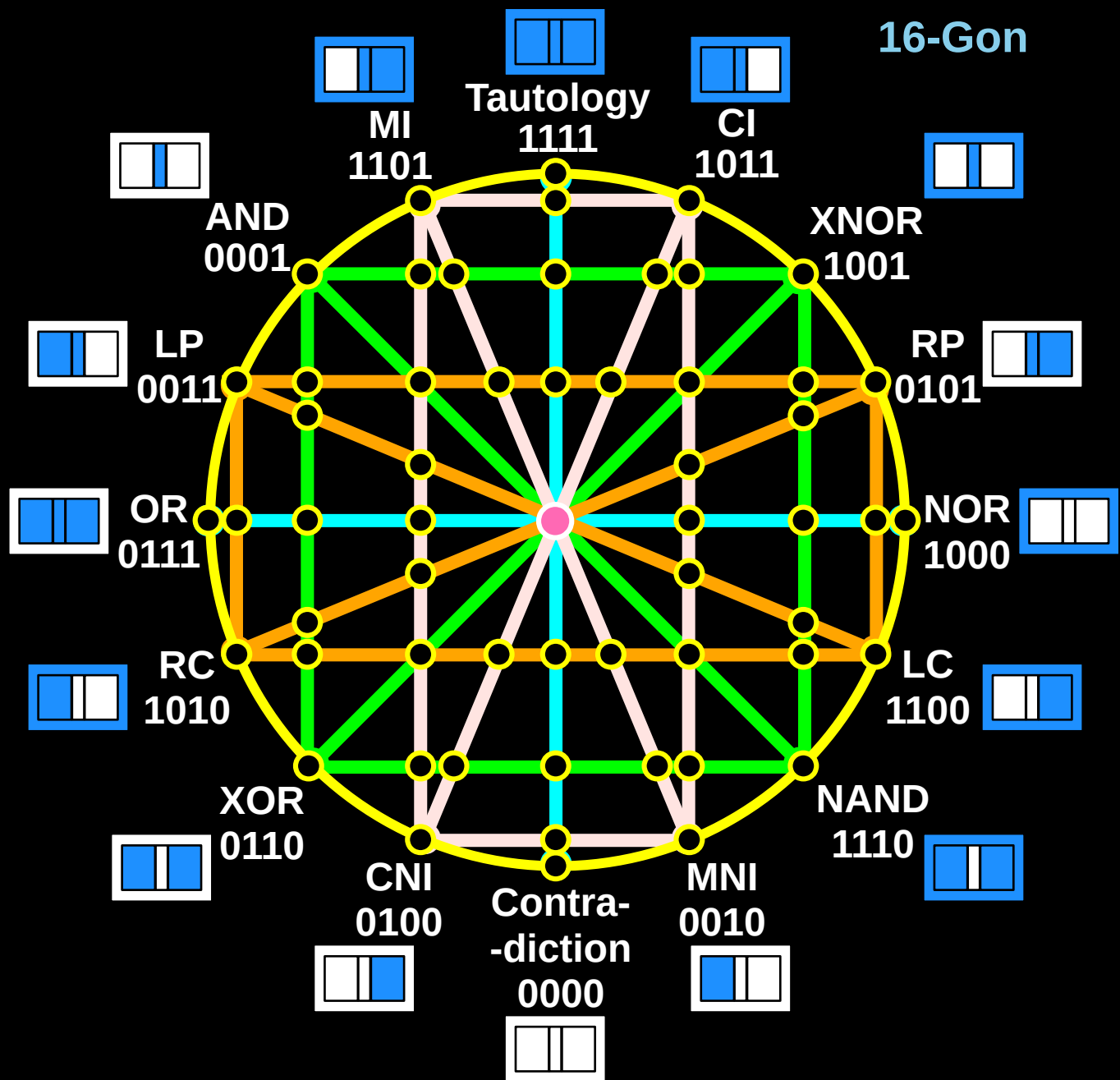
```
</head>
```

```
<body onload = 'whenLoaded();'>
```

```
</body>
```

```
</html>
```

# True Artificial Intelligence System



# For More Tutorials:

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# Dedicated to God the Father

**This book is created by the  
College of Scripting Music & Science.  
Always remember, that each time you write a  
script with a pencil and paper, it becomes  
imprinted so deeply in memory that the  
material and methods are learned extremely  
well.**

**When you Type the scripts, the same is true.  
The more you type and write out the scripts by  
keyboard or pencil and paper, the more you  
will learn programming!**

**Write and Type every example that you find.  
Keep all of your scripts organized.  
Every script that you create increases your  
programming abilities.  
SEEING CODE, is one thing,  
but WRITING CODE is another.  
Write it, Type it, Speak it, See it, Dream it.**

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