

Topalian JavaScript Clock

by

Christopher Andrew Topalian

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Dedicated to God the Father

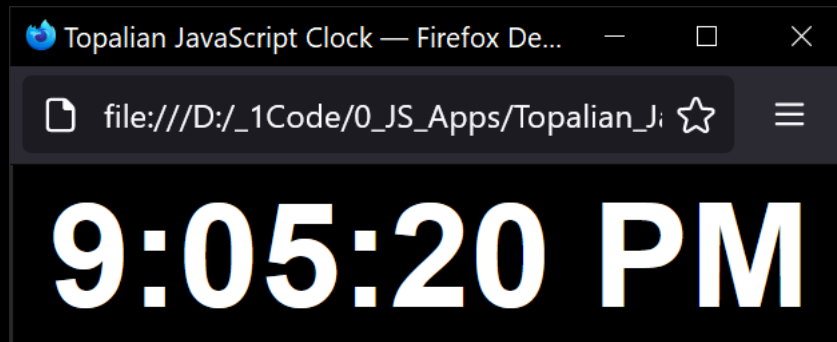
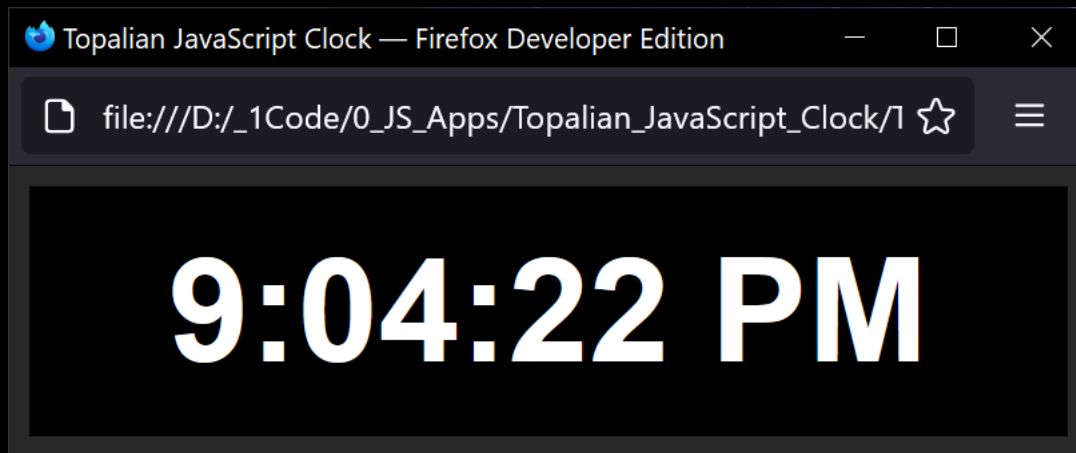
Launch Topalian JavaScript Clock

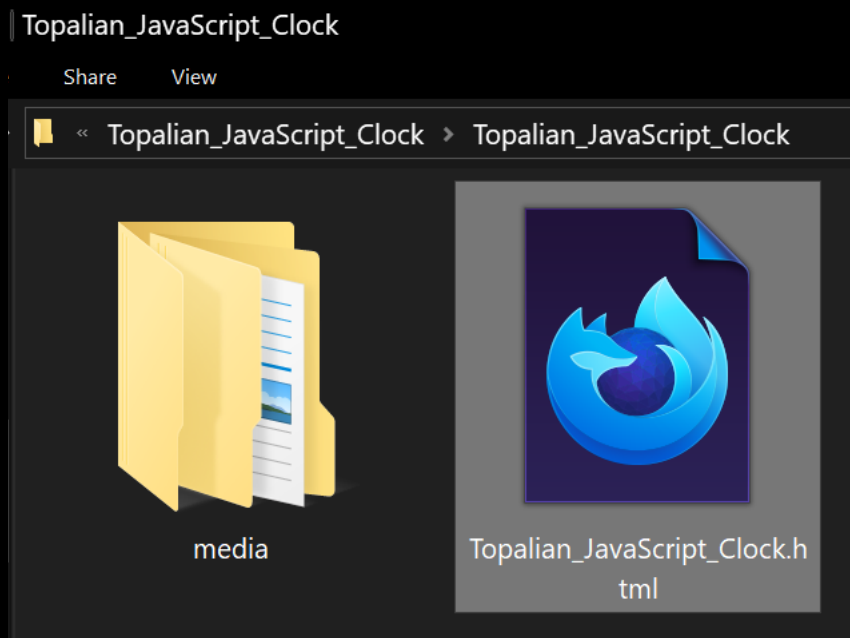
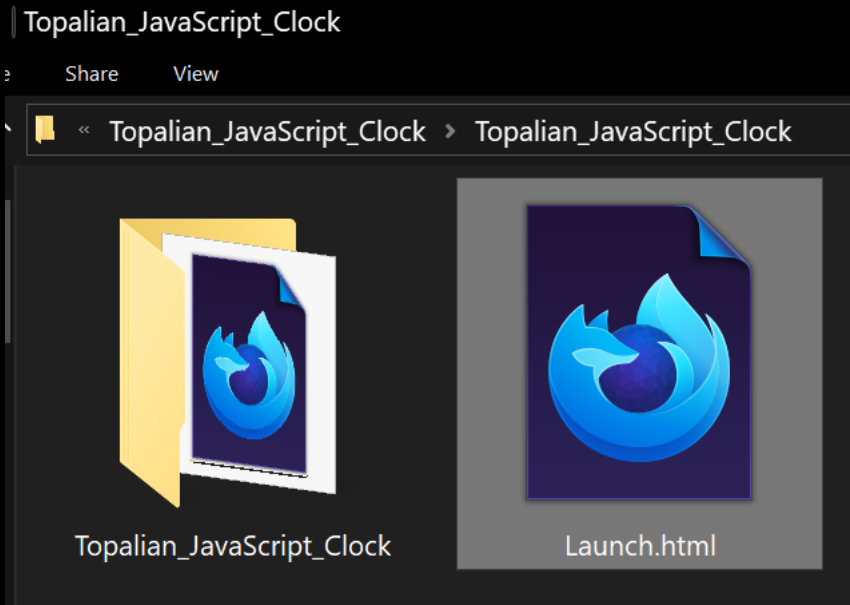


file:///D:/_1Code/0_JS_Apps/Topalian_JavaScript_Clock/Topalian_JavaScript_Clock/Launch.html

Topalian JavaScript Clock







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>**

**<!--
[https://github.com/ChristopherAndrewTopalia
n](https://github.com/ChristopherAndrewTopalian) -->**

<!-- Launch.html -->

<html>

<head>

<title> Launch Topalian JavaScript Clock

</title>

```
<style>
```

```
body
```

```
{
```

```
    background-color: rgb(40, 40, 40);
```

```
    background-image:
```

```
url('Topalian_JavaScript_Clock/media/textures/code.png');
```

```
    font-size: 20px;
```

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

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

```
}
```

```
.appButton
```

```
{
```

```
    background-color: rgb(5, 5, 84);
```

```
    border: solid 4px rgb(0, 0, 0);
```

```
border-radius: 5px;  
padding: 10px;  
font-size: 25px;  
font-weight: bold;  
color: white;  
}
```

```
.appButton:hover  
{  
    border-color: rgb(0, 255, 255);  
    color: rgb(0, 255, 255);  
    cursor: pointer;  
}
```

```
.appButton:active  
{  
    border-color: rgb(255, 255, 255);  
    color: rgb(255, 255, 255);  
}
```



```
}
```

```
</style>
```

```
<script>
```

```
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 createWindow()  
{  
    let newWindow = window.open(  
  
'Topalian_JavaScript_Clock/Topalian_JavaSc  
ript_Clock.html',
```

```
"  
,  
'left=5 top=5 width=440, height=115',  
true  
);
```

```
// wait a specified duration and then  
remove the launcher
```

```
setTimeout(function()  
{  
    window.close();  
}, 500);  
}
```

```
function makeAppButton()  
{  
    let appButton = ce('button');  
    appButton.textContent = 'Topalian  
JavaScript Clock';
```

```
appButton.className = 'appButton';
appButton.style.position = 'fixed';
appButton.style.left = '20px';
appButton.style.top = '20px';
appButton.onclick = function()
{
    createWindow();
};
ba(appButton);
}
```

```
</script>
```

```
</head>
```

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

```
</body>
```

`</html>`

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<!-- Topalian_JavaScript_Clock.html -->

<!-- Version 001 - (2024-04-13) -->

<html>

<head>

```
<title> Topalian JavaScript Clock </title>
```

```
<style>
```

```
body
```

```
{  
  background-color: rgb(40, 40, 40);  
  overflow: hidden;  
}
```

```
#clock
```

```
{  
  margin: auto;  
  padding: 17px 15px;  
  background-color: rgb(0, 0, 0);  
  font-size: 60px;  
  font-weight: bold;  
  color: rgb(255, 255, 255);  
}
```

```
display: flex;  
flex-direction: column;  
align-items: center;  
}
```

```
</style>
```

```
<script>
```

```
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 makeClock()  
{  
  let mainDiv = ce("div");
```

```
mainDiv.id = "clock";  
ba(mainDiv);  
}  
  
function updateClock(whichElement)  
{  
    if (ge(whichElement))  
    {  
        ge(whichElement).innerHTML = new  
Date().toLocaleTimeString('en-US');  
    }  
}  
  
let timeUpdate = setInterval(function()  
{  
    updateClock('clock');  
}, 1000);
```

```
function whenWindowResized()  
{  
    let theElement = ge('clock');  
  
    theElement.style.position = 'absolute';  
  
    theElement.style.left = window.innerWidth /  
2 - theElement.offsetWidth / 2 + 'px';  
  
    theElement.style.top =  
window.innerHeight / 2 -  
theElement.offsetHeight / 2 + 'px';  
}  
  
window.onload = function()  
{  
    whenWindowResized();  
};
```

```
window.onresize = function()  
{  
  whenWindowResized();  
};
```

```
</script>
```

```
</head>
```

```
<body onload = "makeClock();">
```

```
</body>
```

```
</html>
```

How to Combine .js files into one main.js file using Command Prompt

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// HowToCombineJSFiles.js

TUTORIAL:

**How to Combine all .js files in all folders that
are in our js folder.**

Getting things ready:

We should add two new lines at the end every script. This way they will combine nicely with a line break in between each script.

Step One: Open our js folder

Step Two: Type in the address bar of the js folder, cmd, press Enter

This opens our js folder in the command prompt

Step Three: Type the command shown below in the command prompt and then press Enter

for /r "%CD%" %i in (*.js) do type "%i" >> main.js

Now we have a newly created .js file named main.js that has all of our js files included into one file.

This makes it easy to upload our application and easy to find out how many lines of code our project is.

To use our main.js file, we include it in our html file code:

```
<script src = 'js/main.js'></script>
```

Happy Scripting :-)

How to Combine .js files into one main.js file using a batch file

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// HowToCombineJSFilesUsingBatFile.js

**We can combine all of the .js files
that are located in our js folder
into one main.js file, using either:
The Command Prompt Method
or**

The .bat File Method

The .bat file method is very easy. We double click the bat file, which is located in our js folder, and it will make a main.js file, which includes all .js files in the js folder, including all .js files in all subdirectories of our js folder.

This is a very easy way to combine our .js files, because we can double click the .bat file anytime, and it will again generate the main.js file, which includes all .js files in the js folder, including all .js files in all subdirectories of our js folder. This makes uploading our application online much easier.

Happy Scripting :-)

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**:: This .bat File Combines All .js files in all
folders of our project folder, into one main.js
file.**

**:: To activate this .bat file, we double click
the .bat file, while it is located in our js folder.**

:: combineAllJSFilesIntoOne.bat

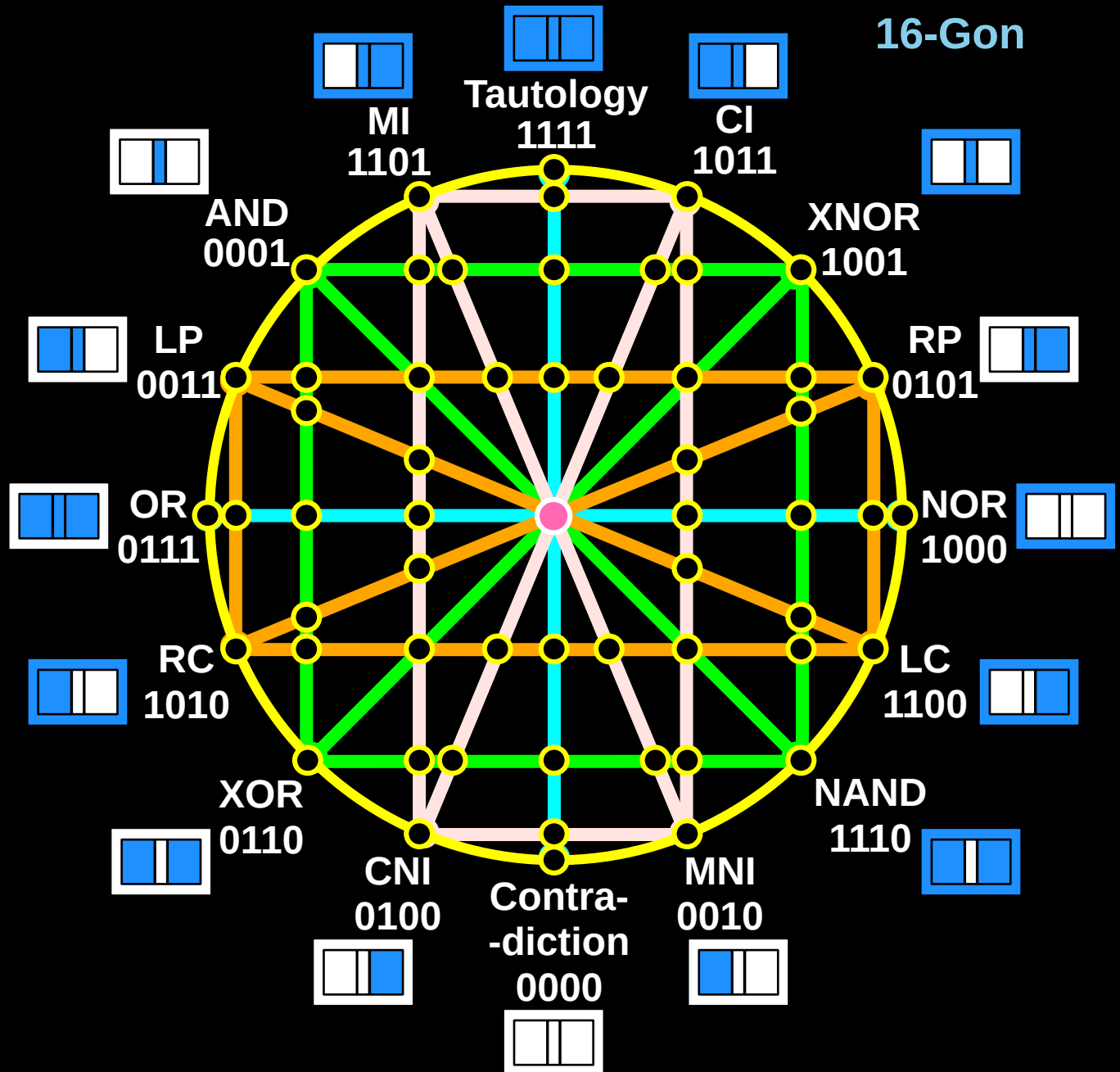
```
@echo off
:: set the output file name
set "output=main.js"

:: clear existing output file
type nul > "%output%"

:: loop through all JavaScript files in
subdirectories
for /r %%i in (*.js) do (
    :: append the content of each file to the
    output file
    type "%%i" >> "%output%"
)

echo "JavaScript files combined into
%output% successfully."
```

True Artificial Intelligence System



For More Tutorials:

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[GitHub.com/ChristopherAndrewTopalian](https://github.com/ChristopherAndrewTopalian)

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**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.

CollegeOfScripting.weebly.com