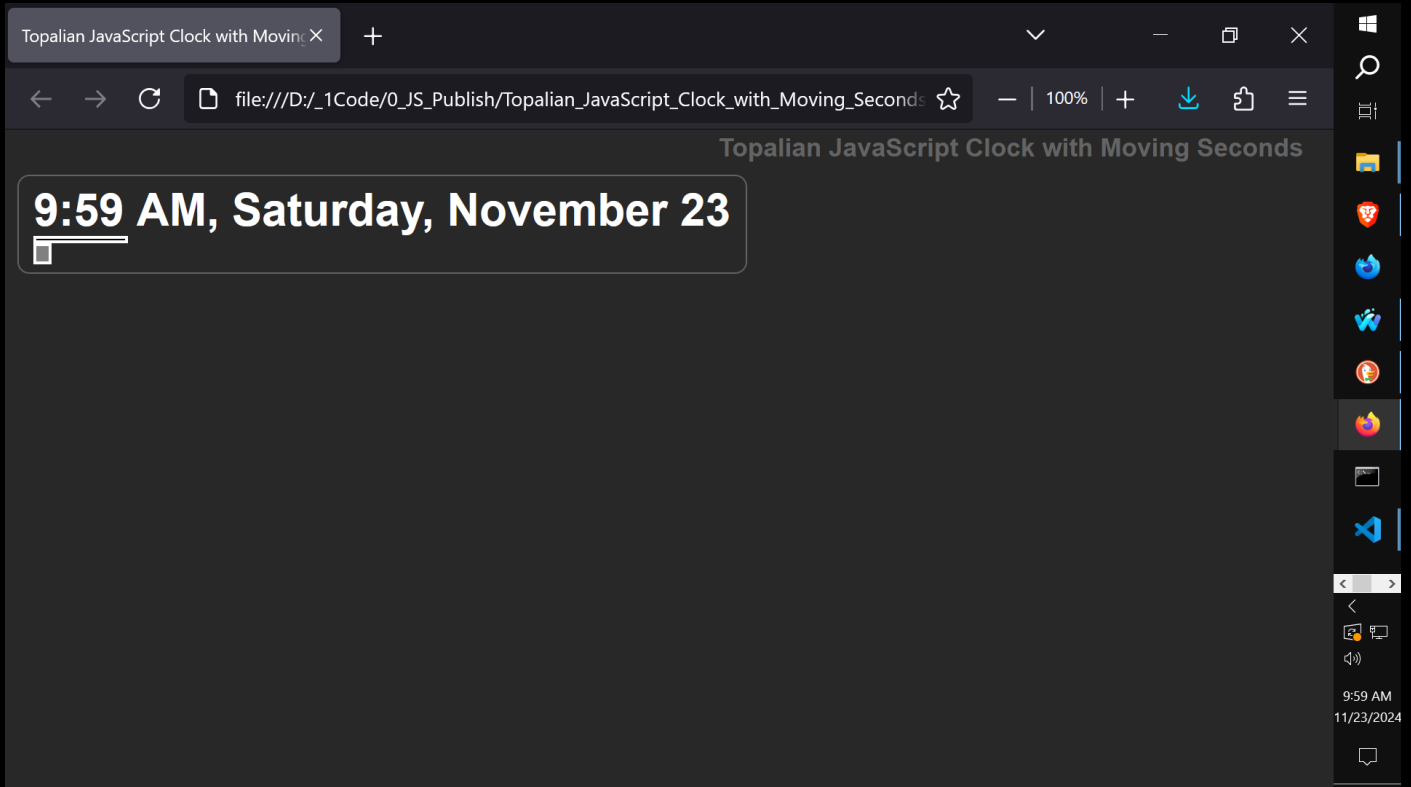


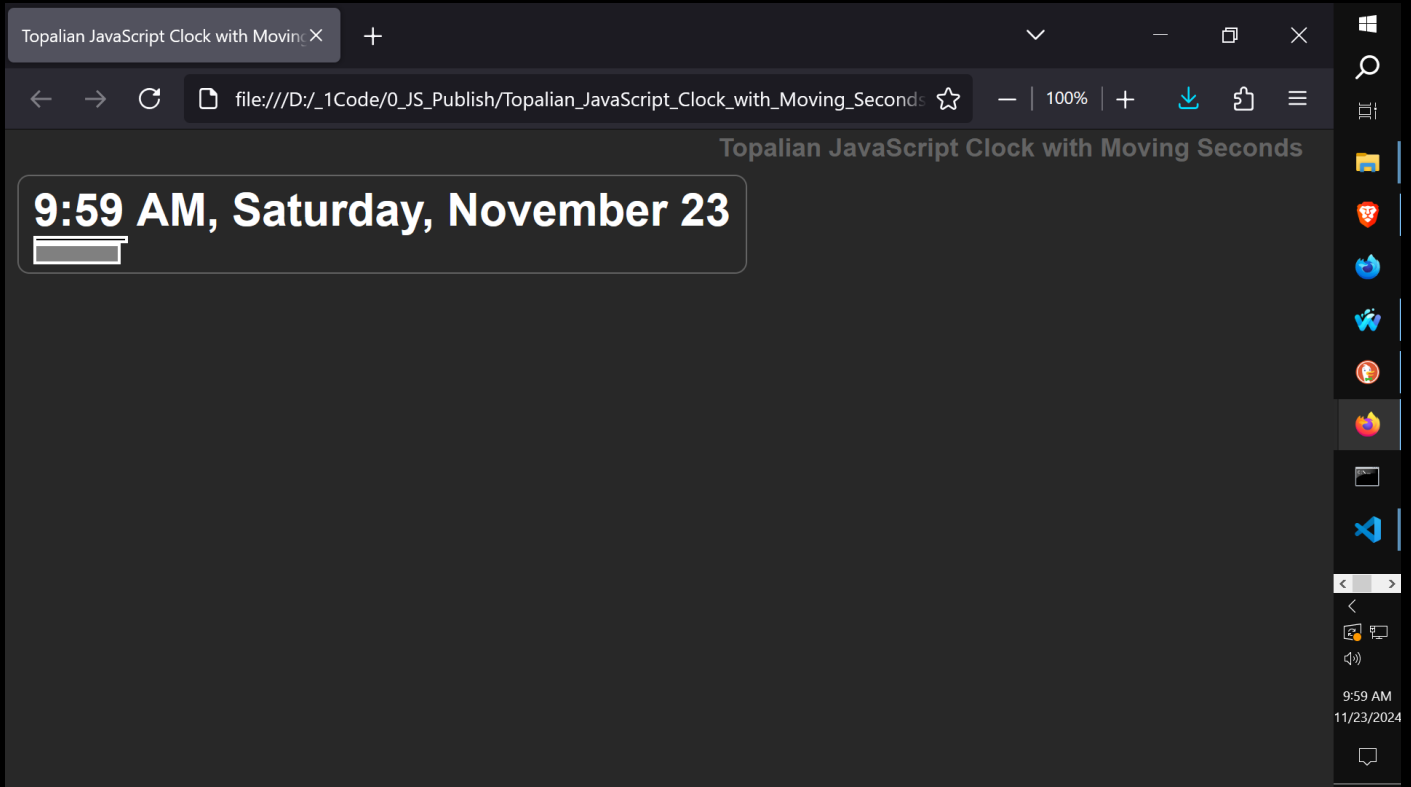
# **Topalian JavaScript Clock with Moving Seconds**

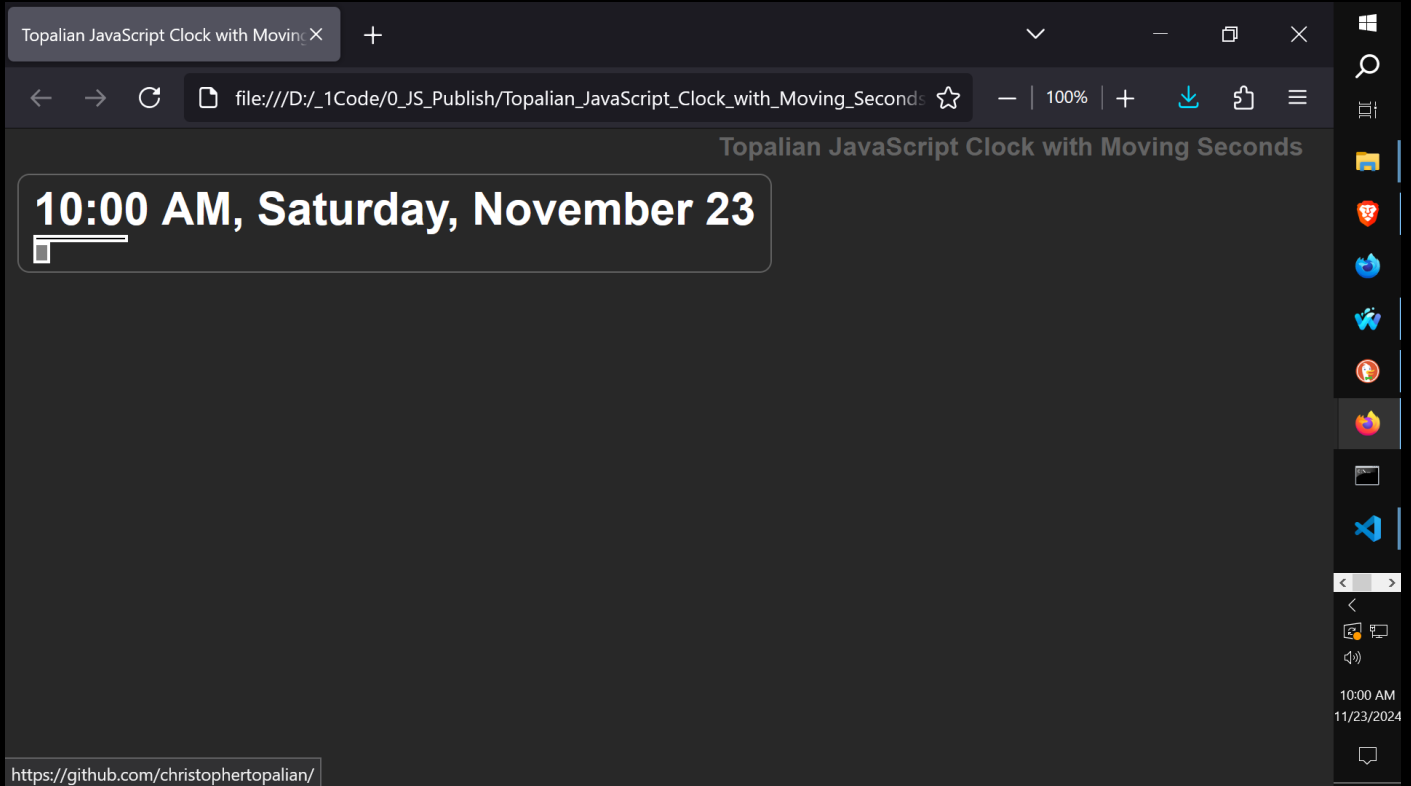
**by  
Christopher Andrew Topalian**

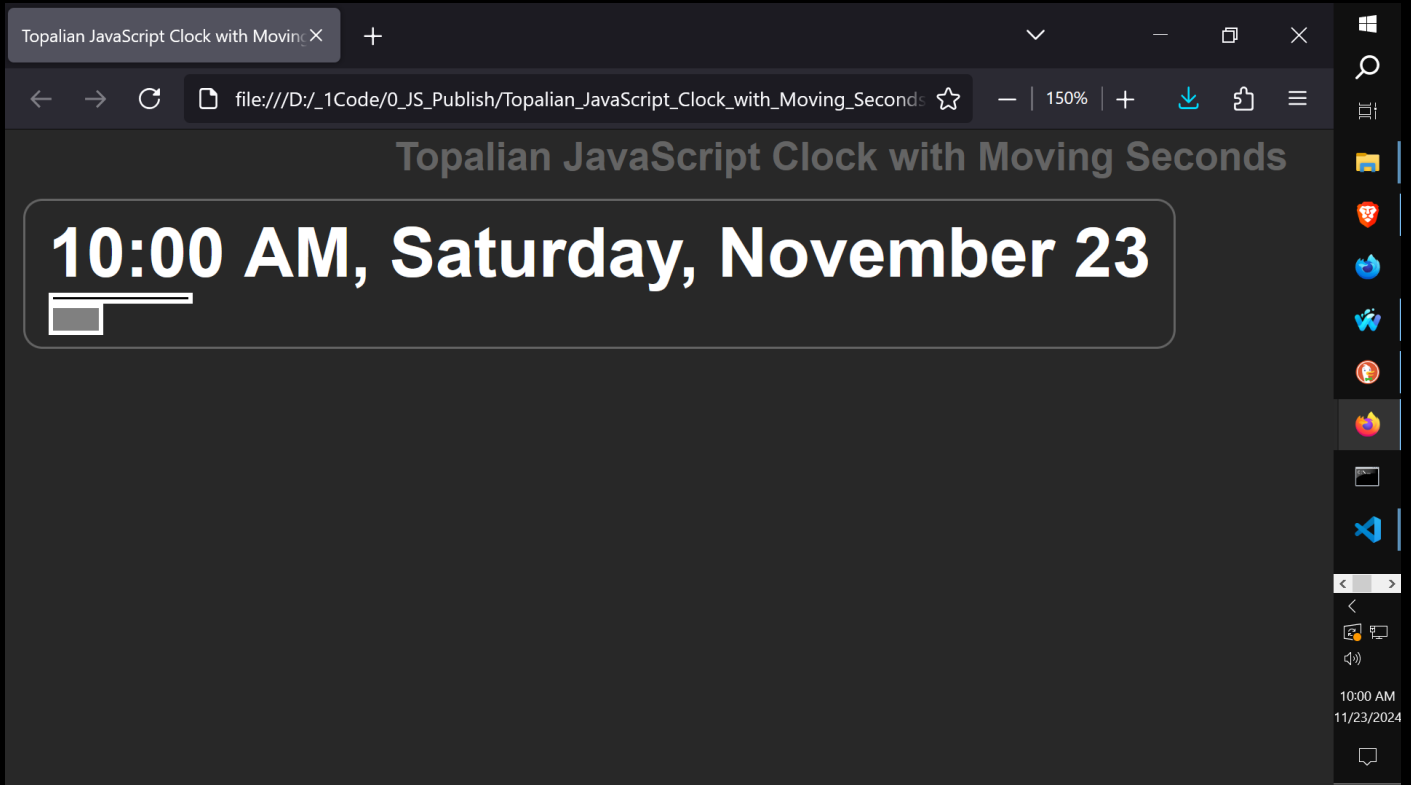
All Rights Reserved  
Copyright 2000-2024

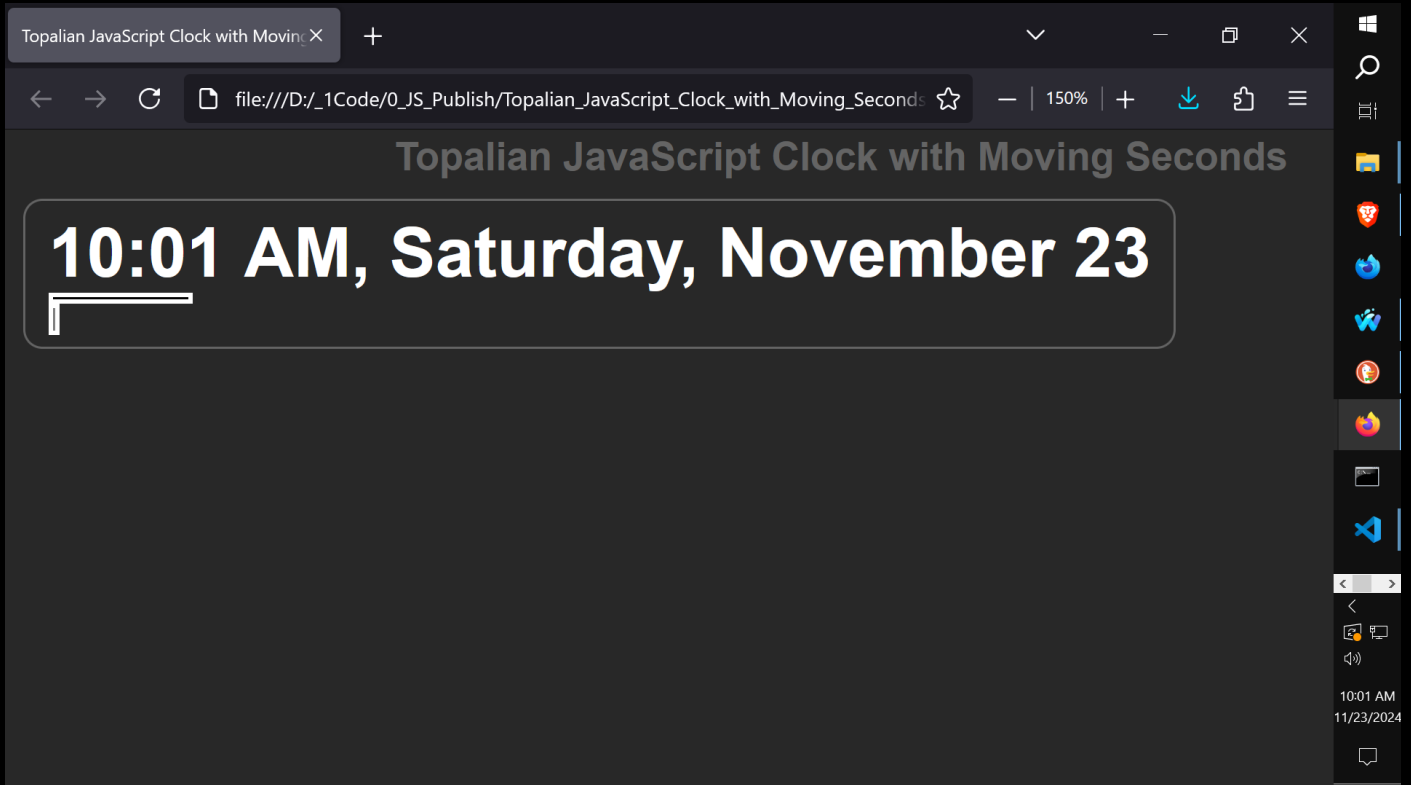
# Dedicated to God the Father

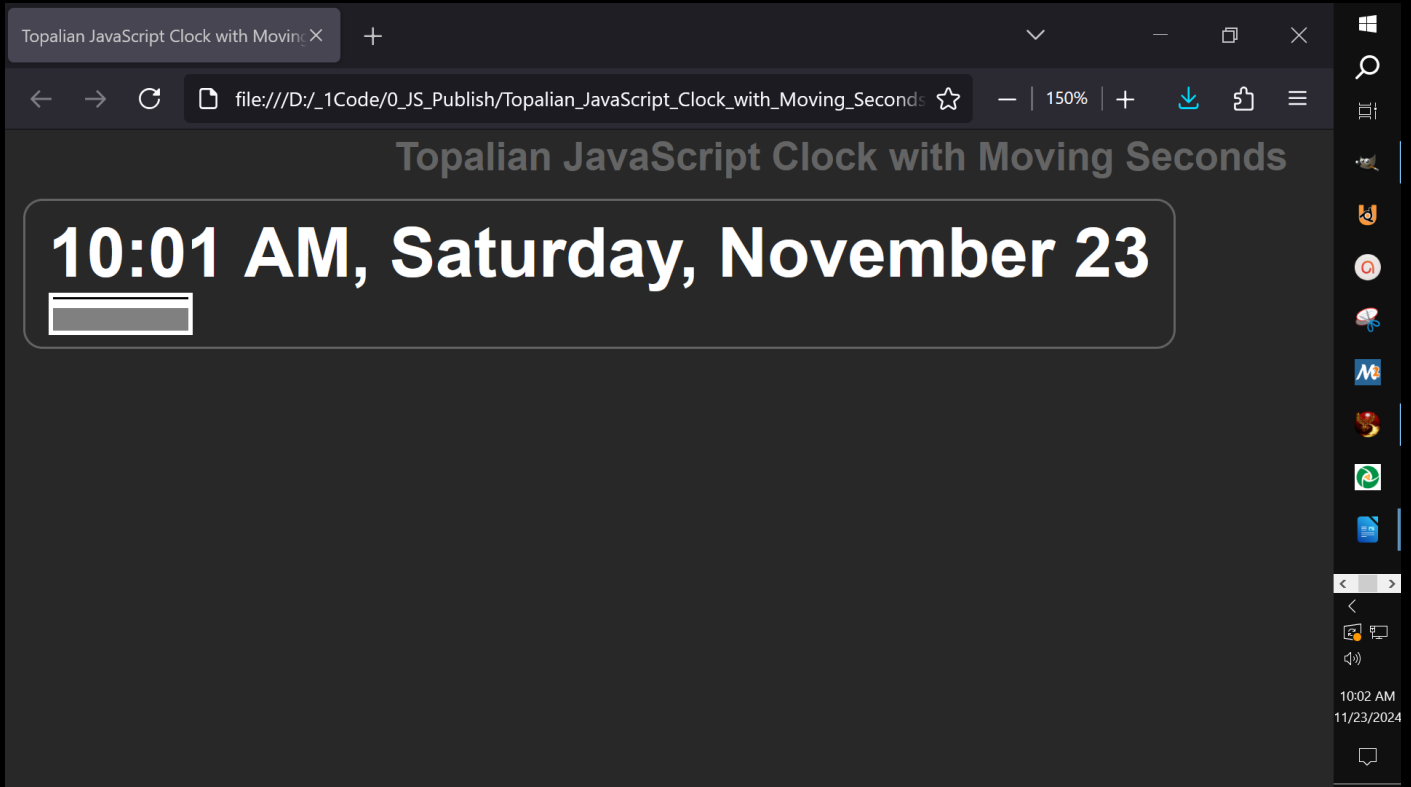














```
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<!-- https://github.com/ChristopherTopalian --
>
<!--
https://github.com/ChristopherAndrewTopalia
n -->
<!--
Topalian_JavaScript_Clock_with_Moving_Se
conds_(Online_Version).html -->
<!-- Version 001 - (2024-11-23) -->

<html>
<head>
<title> Topalian JavaScript Clock with Moving
Seconds </title>
```

**<style>**

**/\* style001.css \*/**

**body**

```
{  
    background-color: rgb(40, 40, 40);  
    font-family: Arial;  
    font-size: 30px;  
    font-weight: bold;  
    color: rgb(255, 255, 255);  
}
```

**.mainDiv**

```
{  
    border: solid 1px rgb(100, 100, 100);  
    border-radius: 8px;  
    padding: 5px 10px;  
}
```

```
word-wrap: break-word;
}

.secondsRectangle
{
    width: 1px;
    height: 10px;
    background: rgb(200, 200, 200);
    border: solid 2px rgb(255, 255, 255);
    border-radius: 0px;
}

.timeLine
{
    width: 59px;
    height: 1px;
    background: rgb(0, 0, 0);
    border: solid 2px rgb(255, 255, 255);
}
```

```
border-radius: 0px;  
color: rgb(255, 255, 255);  
}
```

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

```
/* Dedicated to God the Father */
```

```
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```

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

```
/*
```

```
https://github.com/ChristopherAndrewTopalia  
n */
```

```
/*
```

```
https://sites.google.com/view/CollegeOfScript  
ing */
```

```
</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 cl(whichMessage)
{
    let result = console.log(whichMessage);
    return result;
}
```

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

```
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//  
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ing
```

```
// worldVariables.js
```

```
let timer001;// makeDateTimeDiv.js
```

```
function makeDateTimeDiv()  
{  
    let dateTimeDiv = ce('div');  
    dateTimeDiv.id = 'dateTimeDiv';
```

```
dateTimeDiv.title = 'dateTimeDiv';  
ge('mainDiv').append(dateTimeDiv);  
}
```

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

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//  
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n  
//  
https://sites.google.com/view/CollegeOfScript  
ing  
  
// makeInterface.js
```



```
function makeInterface()  
{  
    makeMainDiv();  
  
    makeDateTimeDiv();  
  
    makeClockContainer();  
    makeTimeLine();  
    makeSecondsRectangle();  
  
    makeTitleOfApp();  
}
```

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

```
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ing  
  
// makeMainDiv.js
```

```
function makeMainDiv()  
{  
    let mainDiv = ce('div');  
    mainDiv.id = 'mainDiv';  
    mainDiv.title = 'mainDiv';  
    mainDiv.className = 'mainDiv';
```

```
mainDiv.style.position = 'absolute';
```

```
mainDiv.style.top = 30 + 'px';
```

```
ba(mainDiv);
```

```
makeElementDraggable(mainDiv);
```

```
}
```

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

```
// Dedicated to God the Father
```

```
// All Rights Reserved Christopher Andrew
```

```
Topalian Copyright 2000-2024
```

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

```
//
```

```
https://github.com/ChristopherAndrewTopalia
```

```
n
```

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

```
// makeTitleOfApp.js
```

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

```
//-//
```

```
let titleOfApp = ce('a');
```

```
titleOfApp.id = 'titleOfApp';  
titleOfApp.textContent = 'Topalian  
JavaScript Clock with Moving Seconds';  
titleOfApp.href =  
'https://github.com/christophertopalian/';  
titleOfApp.target = '_blank';  
titleOfApp.style.fontSize = '17px';  
titleOfApp.style.fontWeight = 'bold';  
titleOfApp.style.textDecoration = 'none';  
titleOfApp.style.color = 'rgb(100, 100, 100)';  
mainDiv.append(titleOfApp);  
}
```

//--//

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```
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//
https://github.com/ChristopherAndrewTopalia
n
//
https://sites.google.com/view/CollegeOfScript
ing
```

```
// makeClockContainer.js
```

```
function makeClockContainer()
{
    let clockContainer = ce('div');
    clockContainer.id = 'clockContainer';
    clockContainer.title = 'clockContainer';
    clockContainer.style.display = 'flex';
    clockContainer.style.flexDirection =
'column';
```

```
ge('mainDiv').append(clockContainer);  
}
```

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

```
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```

```
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```

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

```
//
```

```
https://github.com/ChristopherAndrewTopalia  
n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// makeSecondsRectangle.js
```

```
function makeSecondsRectangle()  
{  
    let secondsRectangle = ce('div');  
    secondsRectangle.id =  
'secondsRectangle';  
    secondsRectangle.className =  
'secondsRectangle';  
  
    ge('clockContainer').append(secondsRectang  
le);  
}
```

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

```
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```



```
//  
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n  
//  
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ing
```

```
// makeTimeLine.js
```

```
function makeTimeLine()  
{  
    let timeLine = ce('div');  
    timeLine.id = 'timeLine';  
    timeLine.title = 'timeLine';  
    timeLine.className = 'timeLine';  
    ge('clockContainer').append(timeLine);  
}
```

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

```
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```

```
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```

```
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```

```
//
```

```
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n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// getDayName.js
```

```
function getDayName()
```

```
{
```

```
    let dateTime = new Date();
```

```
let day = dateTime.getDay();
```

```
if (day == 0)
```

```
{
```

```
    return "Sunday";
```

```
}
```

```
if (day == 1)
```

```
{
```

```
    return "Monday";
```

```
}
```

```
if (day == 2)
```

```
{
```

```
    return "Tuesday";
```

```
}
```

```
if (day == 3)
```

```
{
```

```
    return "Wednesday";
```

```
}  
if (day == 4)  
{  
    return "Thursday";  
}  
if (day == 5)  
{  
    return "Friday";  
}  
if (day == 6)  
{  
    return "Saturday";  
}  
}
```

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

```
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```

```
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//  
https://github.com/ChristopherAndrewTopalia  
n  
//  
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// getDayOfMonth.js
```

```
function getDayOfMonth()  
{  
    let dateTime = new Date();  
  
    let dayOfMonth = dateTime.getDate();
```

```
    return dayOfMonth;  
}
```

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

```
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```

```
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```

```
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```

```
//
```

```
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n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// getMonthName.js
```

```
function getMonthName()  
{  
    let dateTime = new Date();  
  
    let month = dateTime.getMonth();  
  
    if (month == 0)  
    {  
        return "January";  
    }  
    if (month == 1)  
    {  
        return "February";  
    }  
    if (month == 2)  
    {  
        return "March";  
    }  
}
```

```
if (month == 3)
{
    return "April";
}
if (month == 4)
{
    return "May";
}
if (month == 5)
{
    return "June";
}
if (month == 6)
{
    return "July";
}
if (month == 7)
{
```



```
    return "August";  
}  
if (month == 8)  
{  
    return "September";  
}  
if (month == 9)  
{  
    return "October";  
}  
if (month == 10)  
{  
    return "November";  
}  
if (month == 11)  
{  
    return "December";  
}
```

```
}
```

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

```
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```

```
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```

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

```
//
```

```
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n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// getAmOrPm.js
```

```
function getAmOrPm()
```

```
{  
    let hours = new Date().getHours();  
  
    let amOrPm;  
  
    if (hours < 12)  
    {  
        amOrPm = "AM";  
    }  
    else  
    {  
        amOrPm = "PM";  
    }  
  
    return amOrPm;  
}  
  
//----//
```

```
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//
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ing

// getHours.js

function getHours()
{
    let dateTime = new Date();
```

```
let hours = dateTime.getHours();
```

```
// convert from military time
```

```
if (hours > 12)
```

```
{
```

```
    hours -= 12;
```

```
}
```

```
else if (hours === 0)
```

```
{
```

```
    hours = 12;
```

```
}
```

```
return hours;
```

```
}
```

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

```
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//  
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//  
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ing
```

```
// getMinutes.js
```

```
function getMinutes()  
{  
    let dateTime = new Date();  
  
    let minutes = dateTime.getMinutes();
```

```
// add a zero if less than 10
if (minutes < 10)
{
    minutes = "0" + minutes;
}

return minutes;
}

//----//

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//
// https://github.com/ChristopherAndrewTopalia
// n
```

```
//  
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```

```
// getSeconds.js
```

```
function getSeconds()  
{  
    let dateTime = new Date();  
  
    let seconds = dateTime.getSeconds();  
  
    return seconds;  
}
```

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

```
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```



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//  
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n  
//  
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ing
```

```
// startTimer.js
```

```
function startTimer()  
{  
    timer001 = setInterval(function()  
    {  
        updateDateTime();  
    }, 1000);
```

```
}
```

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

```
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```
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```

```
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```

```
//
```

```
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n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// updateTime.js
```

```
function updateTime()
```

```
{  
  if (ge("dateTimeDiv"))  
  {  
    ge("dateTimeDiv").innerHTML =  
      getHours() + ":" + getMinutes() + " " +  
      getAmOrPm() + ', ' +  
      getDayName() + ", " +  
      getMonthName() + " " +  
      getDayOfMonth();  
  }  
  
  //-/  
  
  // adjust size of secondsRectangle  
  let theElement = ge("secondsRectangle");  
  theElement.style.backgroundColor =  
    "rgb(128, 128, 128)";  
}
```

```
if (getSeconds() == 0)
{
    theElement.style.width = 0 + "px";
}
else
{
    theElement.style.width = getSeconds() +
"px";
}
}
```

//----//

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```
//  
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n  
//  
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// makeElementDraggable.js
```

```
// creating event handler for mouse down  
function createMouseDownHandler(element,  
state)  
{  
    return function(e)  
    {  
        // ignore mouse down events on textarea  
        or input elements
```

```
    if (e.target.tagName === 'TEXTAREA' ||  
e.target.tagName === 'INPUT')  
    {  
        return;  
    }  
  
    e.preventDefault();  
  
    state.startX = e.clientX;  
    state.startY = e.clientY;  
  
    document.onmousemove =  
createMouseMoveHandler(element, state);  
  
    document.onmouseup =  
createMouseUpHandler();  
};  
}
```

```
// creating event handler for mouse move
function createMouseMoveHandler(element,
state)
{
    return function(e)
    {
        // ignore mouse move events on textarea
        or input elements
        if (e.target.tagName === 'TEXTAREA' ||
e.target.tagName === 'INPUT')
        {
            return;
        }

        e.preventDefault();

        let deltaX = state.startX - e.clientX;
```

```
let deltaY = state.startY - e.clientY;
```

```
state.startX = e.clientX;
```

```
state.startY = e.clientY;
```

```
let newTop = element.offsetTop - deltaY;
```

```
let newLeft = element.offsetLeft - deltaX;
```

```
element.style.top = newTop + "px";
```

```
element.style.left = newLeft + "px";
```

```
};
```

```
}
```

```
// creating event handler for mouse up
```

```
function createMouseUpHandler()
```

```
{
```

```
    return function()
```

```
    {
```



```
document.onmousemove = null;
document.onmouseup = null;
};
}

// make an element draggable
function makeElementDraggable(element)
{
    let state = { startX: 0, startY: 0 };

    element.onmousedown =
createMouseDownHandler(element, state);
}

//----//

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//  
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//  
https://sites.google.com/view/CollegeOfScript  
ing
```

```
// whenLoaded.js
```

```
function whenLoaded()  
{  
    makeInterface();  
  
    updateDateTime();
```

```
    startTimer();  
}
```

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

```
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```
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```
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```
//
```

```
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n
```

```
//
```

```
https://sites.google.com/view/CollegeOfScript  
ing
```

```
</script>
```

```
</head>
```

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

```
</body>
```

```
</html>
```

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

**Version for when we have only  
ONE folder of .js files that we  
want to combine.**

## // HowToCombineJSFilesOneFolder.js

First, we add two new lines at the end of every script. This way they will later combine nicely with a line break in between each script.

We open our js folder.

In our js project folder, we type

cmd

in the address bar of the folder and then

press enter

This opens our js folder in the Command prompt

We type in the words

copy \*.js main.js

and then press enter

This creates a new file that is named main.js  
This new file contains all .js files in ONE file.  
But, there is a junk character at the end of the  
main.js script that we have to delete. In  
VSCode the character might be called SUB

```
titleContainer.append(titleOfApp);  
}
```

SUB

We remove this junk SUB character and the code will now run.

```
titleContainer.append(titleOfApp);  
}
```

As we can see, the junk character is removed.

<!-- Now, in our html code, we can type -->  
<script src = 'main.js'></script>

This makes it much easier to upload our js code to our website.



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

**Version for when we have js  
scripts in subfolders in our js  
project folder, that we want to  
combine.**

# // HowToCombineJSFilesAllFolders.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**

**Version for when we have js  
scripts in subfolders in our js  
project folder, that we want to  
combine.**

## // 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 :-)**

## :: Topalian\_Combine\_JS\_Files.bat

:: 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.

@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."**



# **How to Combine .js files into one main.js file using Node.js**

**This version will successfully  
combine a single folder of js  
files.**

**It also works to combine js files  
in all subdirectories.**

```
// Topalian_Combine_JS_Files.js
```

```
let fs = require('fs');
```

```
let path = require('path');
```

```
function combineJSFiles(directory,  
scriptFilename)
```

```
{  
    let outputFilePath = path.join(directory,  
    'main.js');
```

```
    let fileContents = [];
```

```
    function traverseFolder(folder)
```

```
    {  
        let files = fs.readdirSync(folder);
```

```
        for (let i = 0; i < files.length; i++)
```

```
{  
  let file = files[i];  
  
  let filePath = path.join(folder, file);  
  
  let stats = fs.statSync(filePath);  
  
  if (stats.isDirectory())  
  {  
    traverseFolder(filePath);  
  }  
  else if (path.extname(filePath) === '.js')  
  {  
    let content =  
fs.readFileSync(filePath, 'utf8');  
    // check if file is not script file itself  
    if (filePath !== scriptFilename)  
    {
```

```
fileContents.push(content);
```

```
}
```

```
}
```

```
}
```

```
}
```

```
traverseFolder(directory);
```

```
fs.writeFileSync(outputFilePath,  
fileContents.join('\n'), 'utf8');
```

```
console.log(`Combined $  
{fileContents.length} .js files into $  
{outputFilePath}`);  
}
```

```
// get current directory of script  
let currentDirectory = process.cwd();
```

```
// get filename of script
```

```
let scriptFilename = __filename;
```

```
combineJSFiles(currentDirectory,  
scriptFilename);
```

# **How to Combine .js files into one main.js file using Python**

**This version will successfully  
combine a single folder of js  
files.**

**It also works to combine js files  
in all subdirectories.**

# # Topalian\_Combine\_JS\_Files.py

```
import os
```

```
def combineJSFiles(directory,  
scriptFileName):  
    outputFilePath = os.path.join(directory,  
'main.js')  
    fileContents = []
```

```
def traverseFolder(folder):  
    for root, dirs, files in os.walk(folder):  
        for file in files:  
            filePath = os.path.join(root, file)  
            if filePath != scriptFileName and  
filePath.endswith('.js'):  
                with open(filePath, 'r',  
encoding='utf-8') as f:
```

```
fileContents.append(f.read())
```

```
traverseFolder(directory)
```

```
with open(outputFilePath, 'w',  
encoding='utf-8') as f:  
    f.write('\n'.join(fileContents))  
    print(f"Combined {len(fileContents)} .js  
files into {outputFilePath}")
```

```
# get current directory of script  
currentDirectory =  
os.path.dirname(os.path.abspath(__file__))
```

```
# get filename of script  
scriptFileName = os.path.abspath(__file__)
```



```
combineJSFiles(currentDirectory,  
scriptFileName)
```

## **What other file types can we combine?**

**We have combined .js files in this book, but we might choose to instead combine:**

**.py or .html or .txt**

**This is very useful for book making.**

**In each of the scripts shown in this book, we can manually change the parts where it says .js, with .py, if we wanted to, for instance, copy all .py files into one main.py file.**

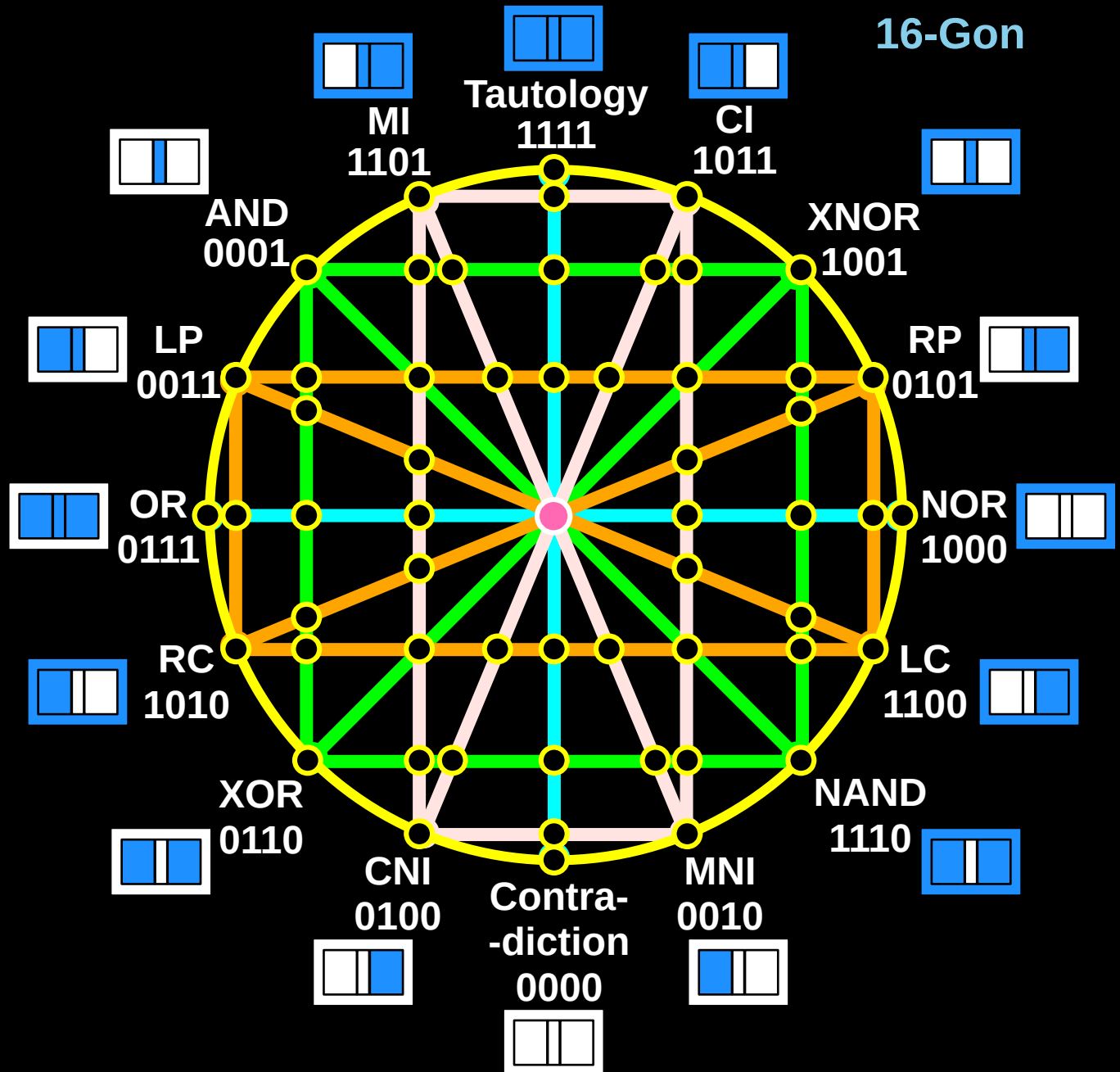
**We can do the same thing for .html files, where we change the file type it will be combining to .html and it will combine all .html files into one main.html file.**

**We add two line breaks at the end of all files, so that there is space between files, when they are combined.**

**Remember too, that not all file types will combine, but the ones above will.**

**The original files are not changed. The content from the original files is only copied from.**

# True Artificial Intelligence System



# For More Tutorials:

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

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

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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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