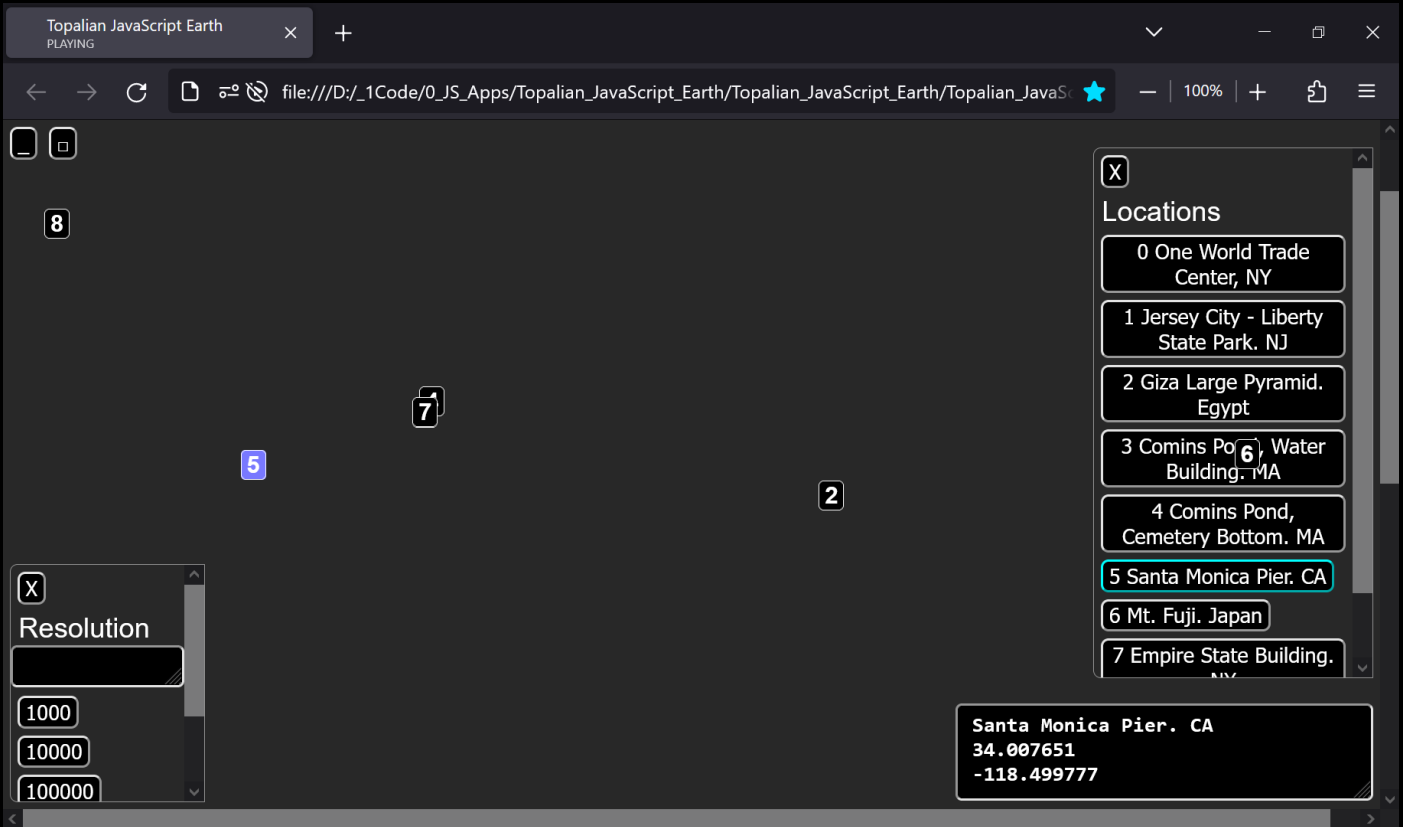


# Topalian JavaScript Earth

by  
**Christopher Andrew Topalian**

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# Dedicated to God the Father



Topalian JavaScript Earth  
PLAYING

file:///D:/\_1Code/0\_JS\_Apps/Topalian\_JavaScript\_Earth/Topalian\_JavaScript\_Earth/Topalian\_JavaScript\_Earth.html

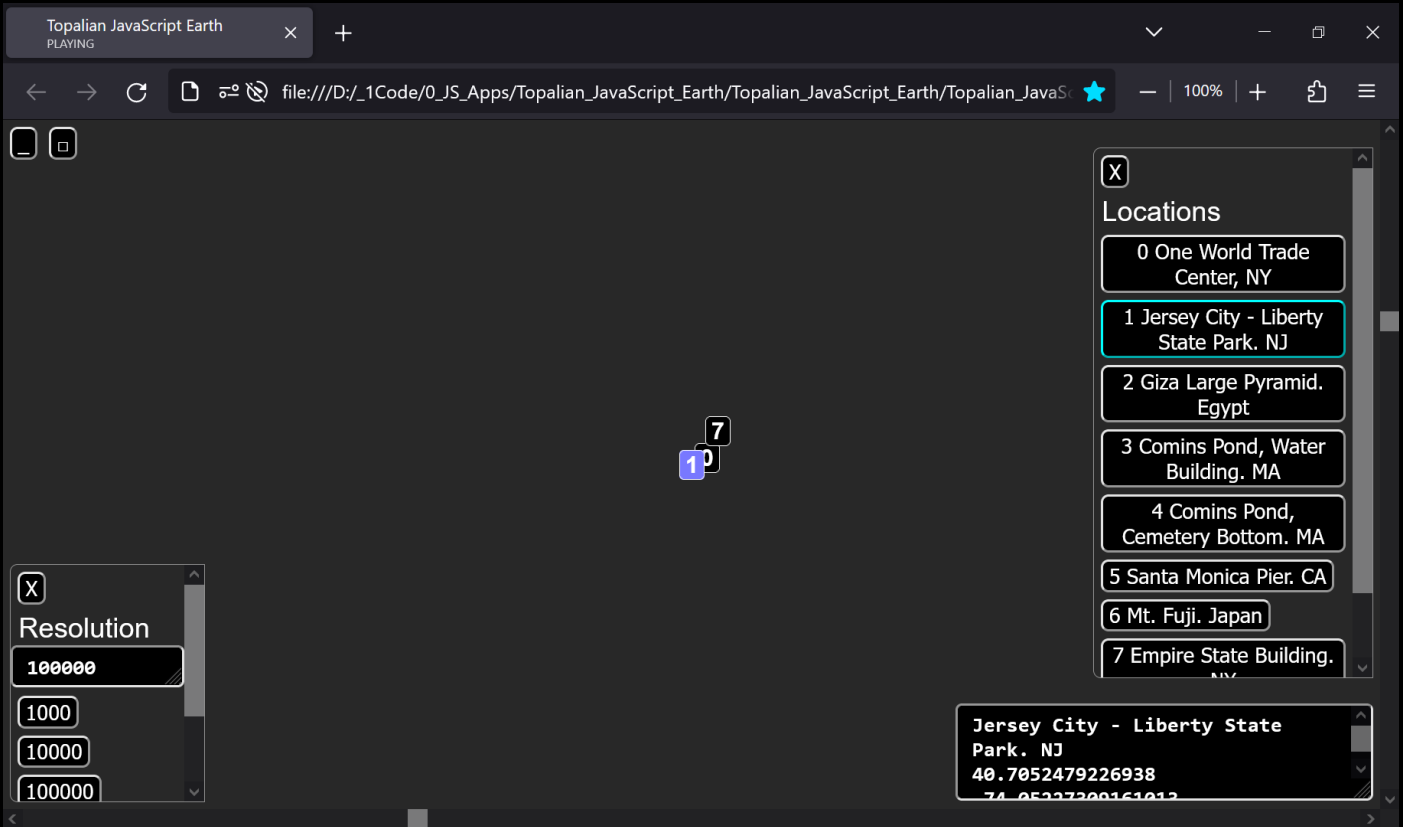
Resolution

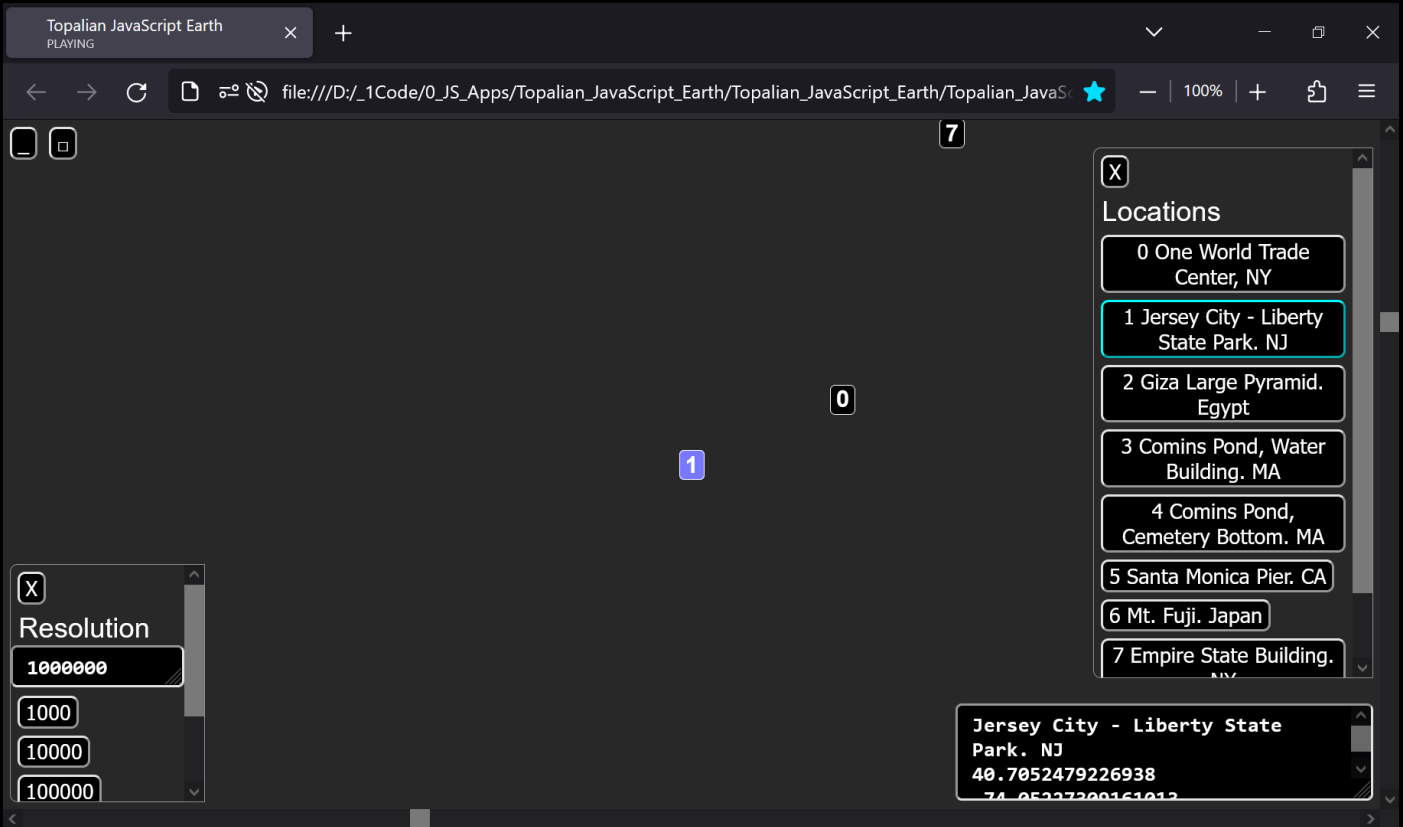
1000  
10000  
100000

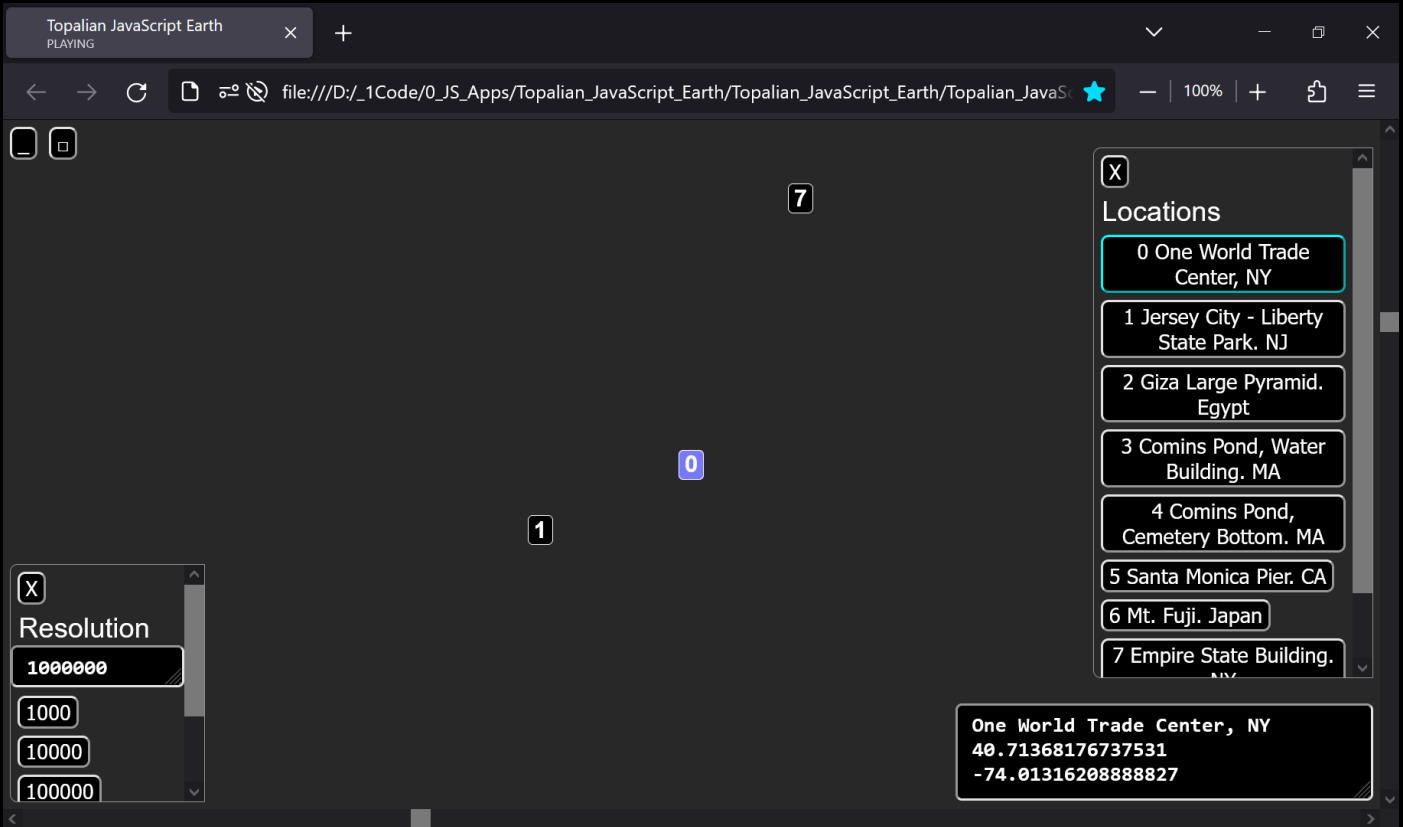
Locations

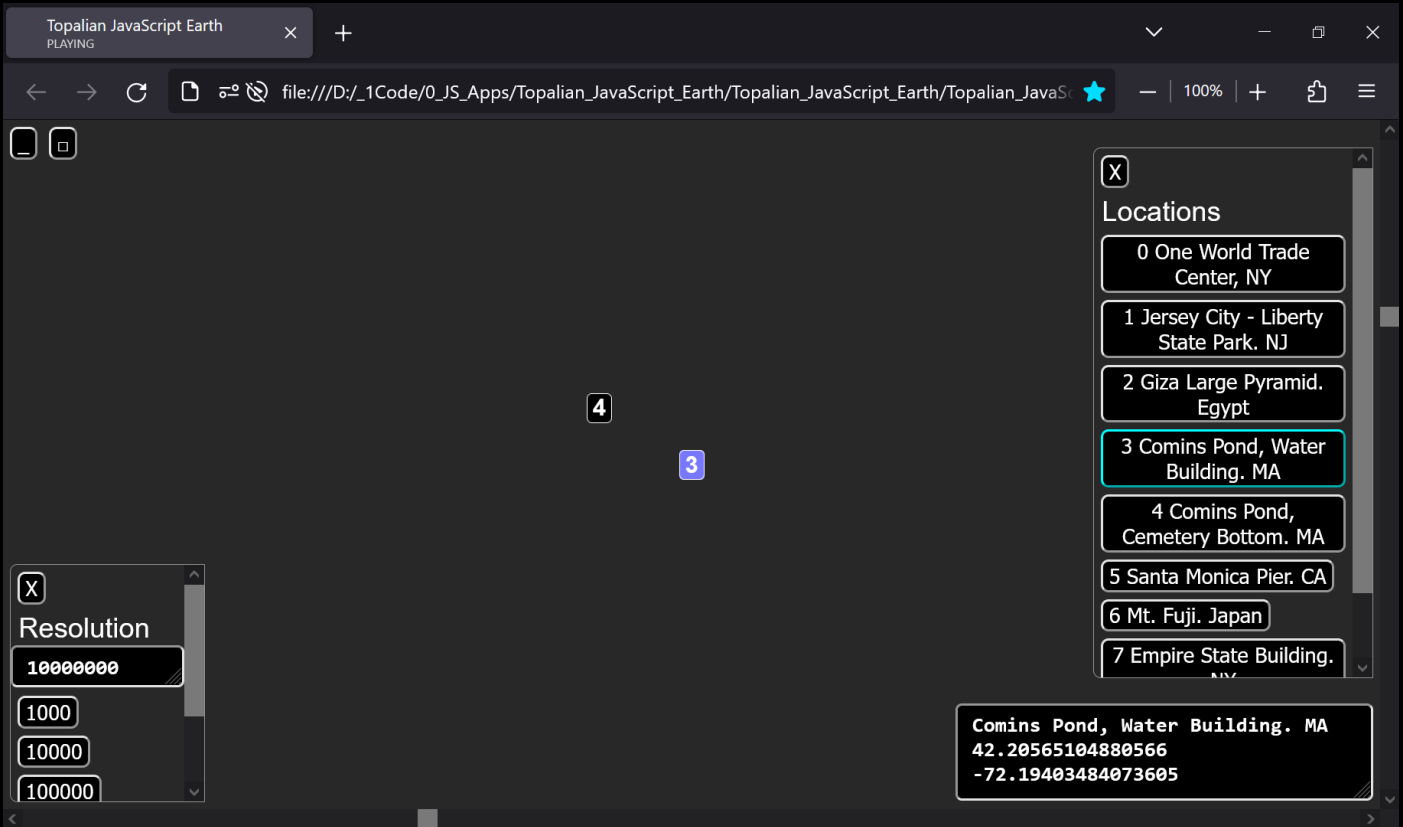
- 0 One World Trade Center, NY
- 1 Jersey City - Liberty State Park, NJ
- 2 Giza Large Pyramid, Egypt
- 3 Comins Pond, Water Building, MA
- 4 Comins Pond, Cemetery Bottom, MA
- 5 Santa Monica Pier, CA
- 6 Mt. Fuji, Japan
- 7 Empire State Building, NY
- 8 York, AK

Empire State Building, NY  
40.748123  
-73.984836

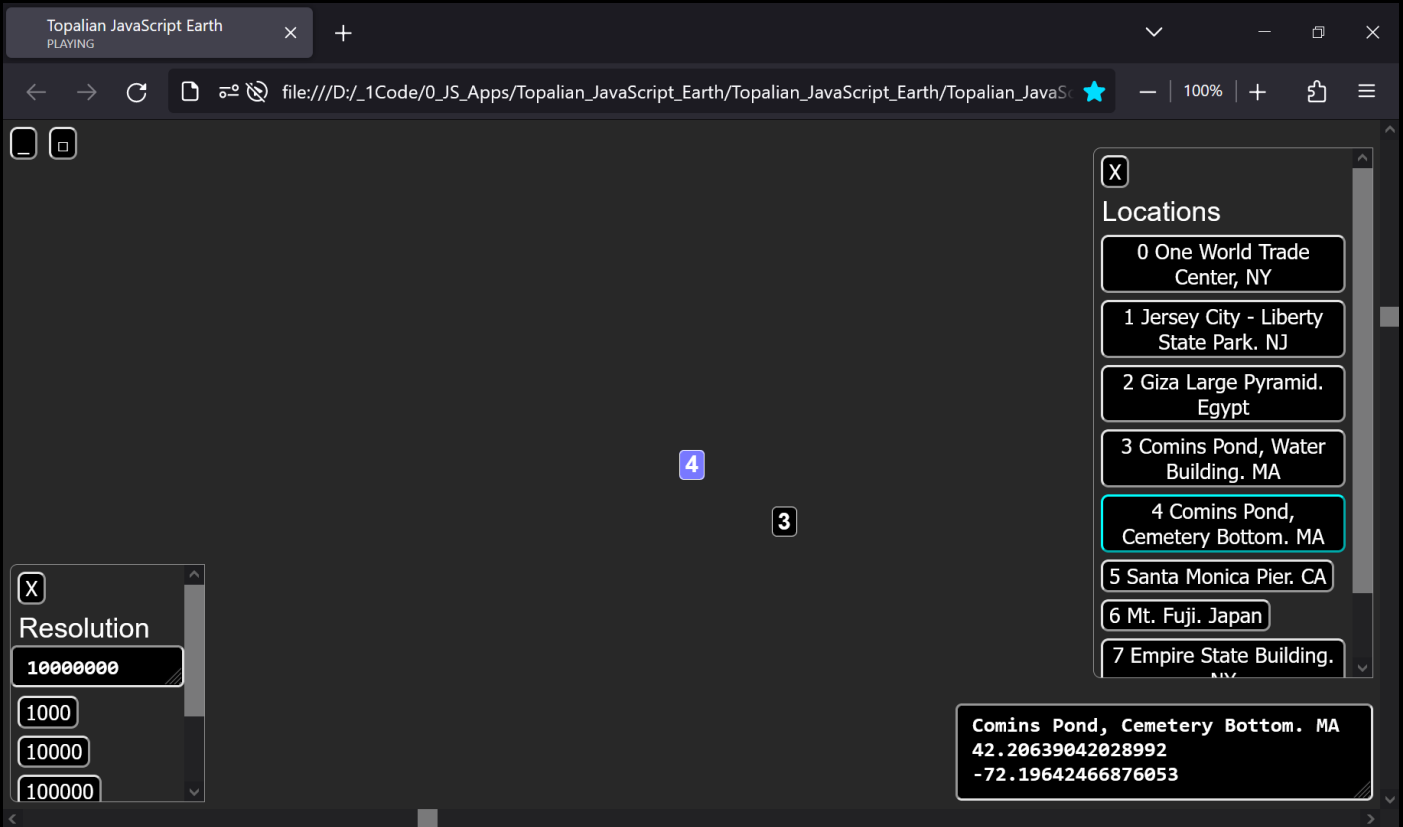


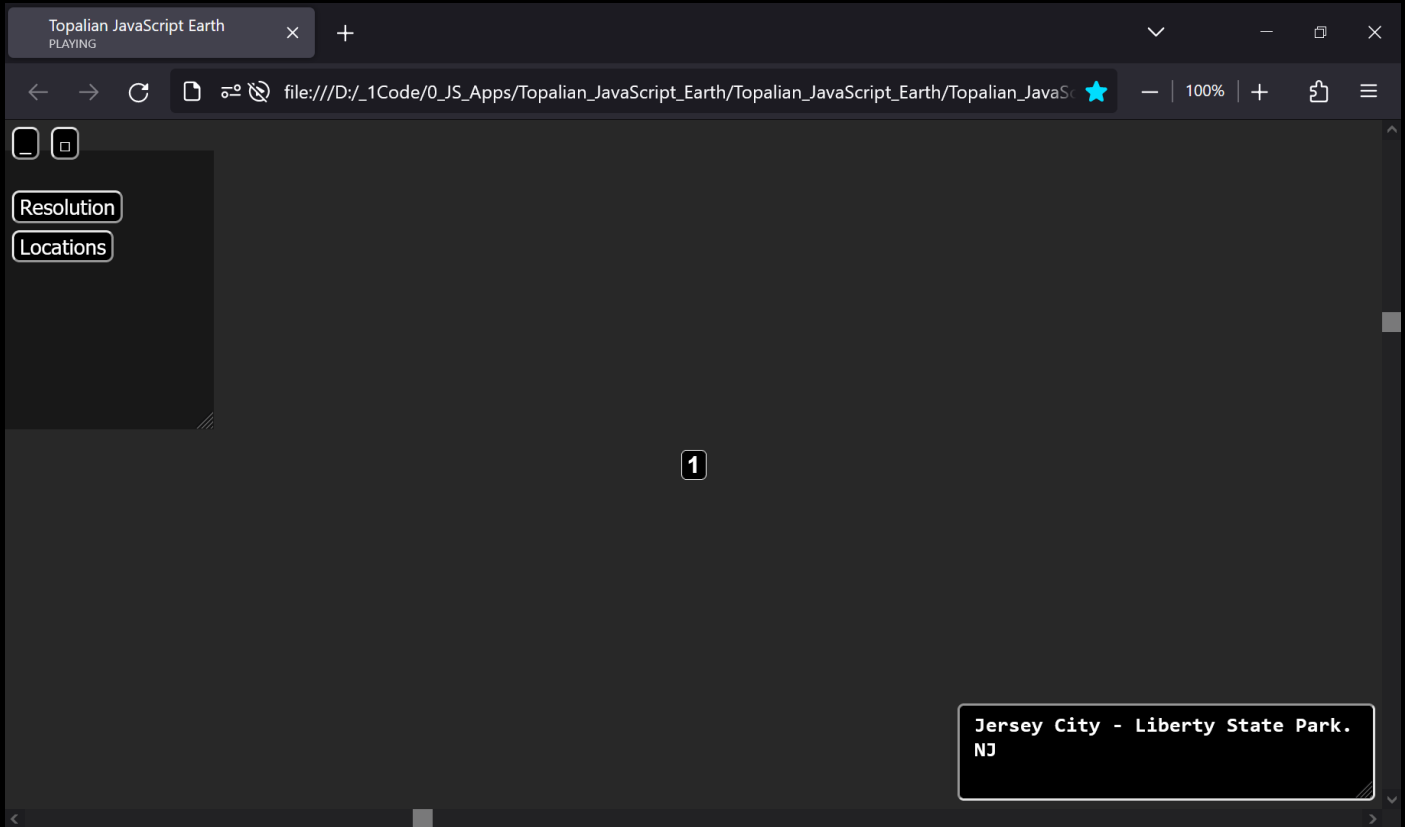


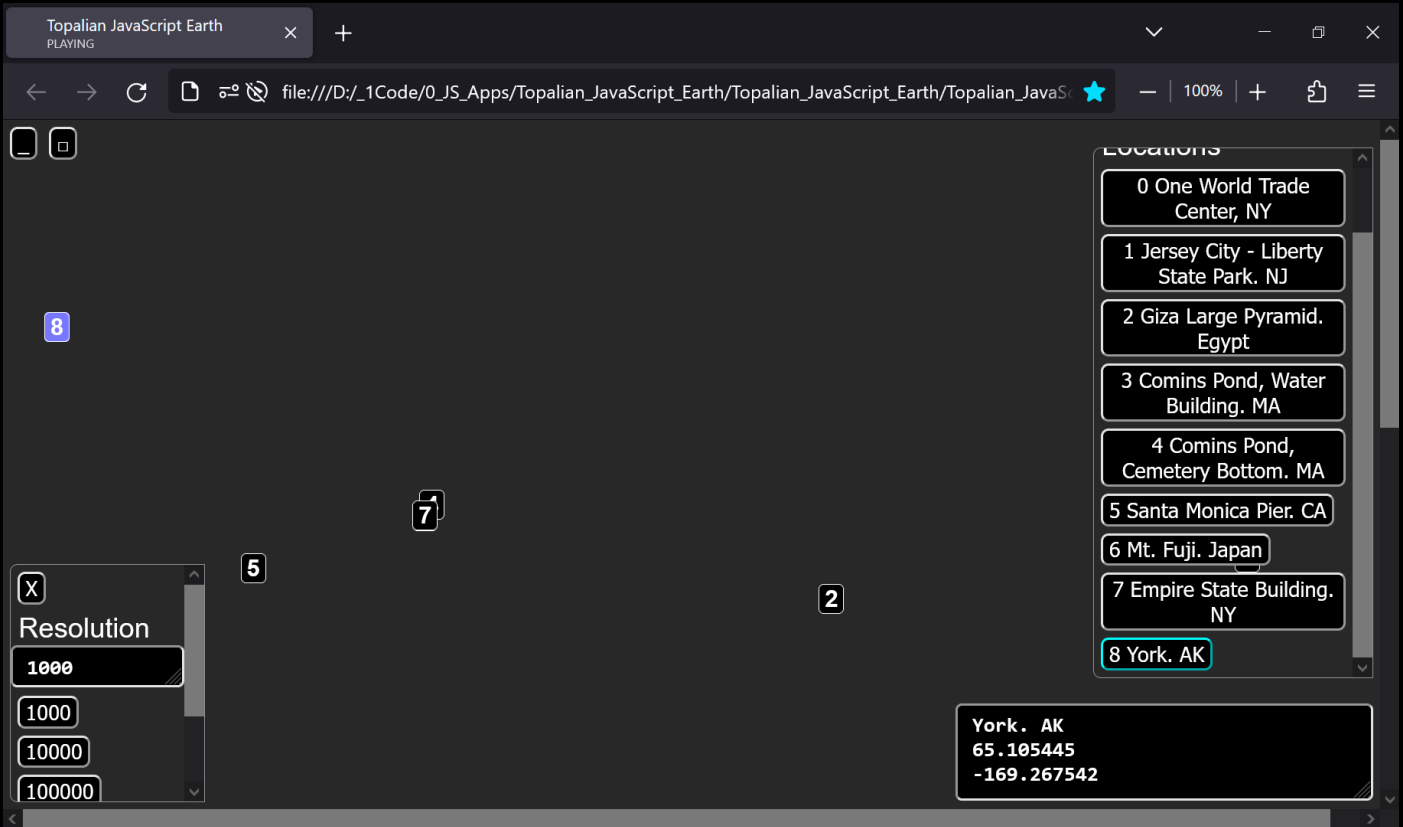












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Search Topalian\_



\_tutorial



css



js



media



Topalian\_JavaScript\_Earth.h  
tml

D:)

0\_JS\_Apps > Topalian\_JavaScript\_Earth > Topalian\_JavaScript\_Earth > js



Search js



1utility



2worldVariables



3data



4audio



5make



menu



scroll



whenLoaded

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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 :-)**



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>**

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**<!-- Topalian\_JavaScript\_Earth.html -->**

**<!-- Version 001 - (2024-02-04) -->**

**<html>**

**<head>**

```
<title> Topalian JavaScript Earth </title>
```

```
<link rel = 'stylesheet' href =  
'css/style001.css'>
```

```
<script src = 'js/1utility/utility.js'></script>
```

```
<script src =  
'js/2worldVariables/worldVariables.js'></scrip  
t>
```

```
<script src = 'js/3data/locations.js'></script>
```

```
<script src =  
'js/4audio/loadSounds.js'></script>
```

```
<script src =  
'js/5make/1makeWorld.js'></script>
```

```
<script src =  
'js/5make/makeLocationMarker.js'></script>
```

```
<script src =  
'js/5make/makeLocationTextbox.js'></script>
```

```
<script src =  
'js/menu/menuOfFunctions.js'></script>
```

```
<script src =  
'js/menu/menuResolution.js'></script>
```

```
<script src =  
'js/menu/menuLocations.js'></script>
```

```
<script src =  
'js/scroll/scrollToLocation.js'></script>
```

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

```
</head>
```

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

```
</body>
```

```
</html>
```

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

**body**  
**{**  
    **background-color: rgb(40, 40, 40);**  
**}**

## **.buttonStyle001**

```
{  
    margin: 5px;  
    border-radius: 5px;  
    background-color: rgb(0, 0, 0);  
    font-size: 15px;  
    color: rgb(255, 255, 255);  
}
```

## **.buttonStyle001:hover**

```
{  
    border-color: aqua;  
    cursor: pointer;  
}
```

## **.buttonStyle001:active**

```
{  
    border-color: magenta;  
}
```

```
color: magenta;  
}
```

```
.locationMarker
```

```
{  
    position: absolute;  
    width: 17px;  
    border-style: solid;  
    border-width: 1px;  
    border-radius: 3px;  
    background-color: rgb(0, 0, 0);  
    font-size: 17px;  
    font-weight: bold;  
    color: rgb(255, 255, 255);  
    text-align: center;  
}
```

```
.locationMarker:hover
```

```
{  
  cursor: pointer;  
}
```

**.locationTextbox**

```
{  
  position: fixed;  
  width: 300px;  
  height: 70px;  
  padding-top: 5px;  
  padding-bottom: 5px;  
  padding-left: 10px;  
  padding-right: 10px;  
  border-radius: 4px;  
  background-color: rgb(0, 0, 0);  
  font-size: 15px;  
  font-weight: bold;  
  color: rgb(255, 255, 255);  
}
```



```
}
```

```
.resolutionInput
```

```
{
```

```
  width: 125px;
```

```
  padding-top: 5px;
```

```
  padding-bottom: 5px;
```

```
  padding-left: 10px;
```

```
  padding-right: 10px;
```

```
  border-radius: 4px;
```

```
  background-color: rgb(0, 0, 0);
```

```
  font-size: 15px;
```

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

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

```
}
```

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**// utility.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;  
}
```

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**// worldVariables.js**

**let resolution = 1000;**

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**// locations.js**

**let locations =**

**[  
 {  
 name: `One World Trade Center, NY`,  
 latitude: 40.71368176737531,**

**longitude: -74.01316208888827**

**},**

**{**

**name: `Jersey City - Liberty State Park.**

**NJ`,**

**latitude: 40.7052479226938,**

**longitude: -74.05227309161013**

**},**

**{**

**name: `Giza Large Pyramid. Egypt`,**

**latitude: 29.97917381208788,**

**longitude: 31.13421987112202**

**},**

**{**

```
name: `Comins Pond, Water Building.  
MA`,  
latitude: 42.20565104880566,  
longitude: -72.19403484073605  
,  
  
{  
name: `Comins Pond, Cemetery Bottom.  
MA`,  
latitude: 42.20639042028992,  
longitude: -72.19642466876053  
,  
  
{  
name: `Santa Monica Pier. CA`,  
latitude: 34.007651,  
longitude: -118.499777  
,
```

```
{  
  name: `Mt. Fuji. Japan`,  
  latitude: 35.360965,  
  longitude: 138.728028  
},  
  
{  
  name: `Empire State Building. NY`,  
  latitude: 40.748123,  
  longitude: -73.984836  
},  
  
{  
  name: `York. AK`,  
  latitude: 65.105445,  
  longitude: -169.267542  
}
```



];

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**// loadSounds.js**

```
let sounds =  
[  
  {  
    name: `sfx_blip_001`,  
    fileName: `media/sfx/sfx_blip_001.mp3`
```

```
},  
  
{  
  name: `sfx_warp_001`,  
  fileName: `media/sfx/sfx_warp_001.mp3`  
}  
];
```

```
function loadSounds(whichArray)  
{  
  for (let x = 0; x < whichArray.length; x++)  
  {  
    // theSound  
    let theSound = ce('audio');  
    theSound.id = whichArray[x].name;  
    theSound.src = whichArray[x].fileName;  
    theSound.volume = 1.0;  
    theSound.style.display = 'none';
```

**ba(theSound);**

}

}

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**// makeCanvas.js**

```
function makeWorld()  
{  
    let world = ce('canvas');  
    world.id = 'world';  
    ba(world);  
}
```



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**// makeLocationMarker.js**

```
function makeLocationMarker()  
{  
    let w = ge("world").style.width = resolution;  
    let h = ge("world").style.height =  
resolution;
```

```
for (let x = 0; x < locations.length; x++)
{
    let locationMarker = ce("div");
    locationMarker.innerHTML = x;
    locationMarker.id = x;
    locationMarker.className =
"locationMarker";
    locationMarker.title = locations[x].name;
    ba(locationMarker);

    //-//

    let theX = ((w / 360) * (180 +
locations[x].longitude));

    let theY = ((h / 180) * (90 -
locations[x].latitude));
```



```
//-//
```

```
locationMarker.onclick = function()
{
    ge("sfx_blip_001").play();

    ge("latitudeLongitude").value =
locations[x].name;

    ge(x).style.backgroundColor = "rgb(0,
255, 255)";

    setTimeout(function()
    {
        ge(x).style.backgroundColor =
"rgb(0, 0, 0)";
    }, 1000);
}
```

```
};
```

```
ge(x).style.left = theX + "px";
```

```
ge(x).style.top = theY + "px";
```

```
}
```

```
}
```

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**// makeLocationTextbox.js**

```
function makeLocationTextbox()  
{  
    let locationTextbox = ce('textarea');  
    locationTextbox.id = 'latitudeLongitude';
```

```
locationTextbox.className =  
'locationTextbox';  
locationTextbox.style.right = '5px';  
locationTextbox.style.bottom = '5px';  
ba(locationTextbox);  
}
```

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**// menuLocations.js**

```
function menuLocations(whichArray)  
{  
    let highlightColor = 'rgb(120, 120, 255)';  
    let normalColor = 'rgb(0, 0, 0)';
```

```
if (ge('menuLocationsDiv'))  
{  
    ge('menuLocationsDiv').remove();  
}
```

```
let menuLocationsDiv = ce('div');  
menuLocationsDiv.id =  
'menuLocationsDiv';  
menuLocationsDiv.style.position = 'fixed';  
menuLocationsDiv.style.right = 5 + 'px';  
menuLocationsDiv.style.top = 20 + 'px';  
menuLocationsDiv.style.width = 200 + 'px';  
menuLocationsDiv.style.height = 380 + 'px';  
menuLocationsDiv.style.overflowY =  
'scroll';  
menuLocationsDiv.style.borderStyle =  
'solid';
```

```
menuLocationsDiv.style.borderWidth = 1 +  
'px';  
menuLocationsDiv.style.borderColor =  
'rgba(255, 255, 255, 0.5)';  
menuLocationsDiv.style.borderRadius = 5  
+ 'px';  
ba(menuLocationsDiv);  
  
//-//
```

```
let closeButton = ce('button');  
closeButton.innerHTML = 'X';  
closeButton.onclick = function()  
{  
    ge('sfx_blip_001').play();  
    ge('menuLocationsDiv').remove();  
};  
closeButton.className = 'buttonStyle001';
```

```
closeButton.style.position = 'relative';  
closeButton.style.left = 0 + 'px';  
closeButton.style.zIndex = 20;  
menuLocationsDiv.append(closeButton);
```

```
//-//
```

```
let theTitle = ce('div');  
theTitle.innerHTML = '&nbsp;' + 'Locations';  
theTitle.style.color = 'rgb(255, 255, 255)';  
menuLocationsDiv.append(theTitle);
```

```
//-//
```

```
for (let x = 0; x < whichArray.length; x++)  
{  
    let theButton = ce('button');  
    theButton.style.display = 'flex';
```



```
theButton.style.flexDirection = 'row';
theButton.className = 'buttonStyle001';
theButton.innerHTML = x + ' ' +
whichArray[x].name;
theButton.onclick = function()
{
    ge('sfx_blip_001').play();

    scrollToLocation(x);

    ge(x).style.backgroundColor =
highlightColor;

    ge('latitudeLongitude').value =
whichArray[x].name + '\n' +
whichArray[x].latitude + '\n' +
whichArray[x].longitude;
```

```
        setTimeout(function()
        {
            ge(x).style.backgroundColor =
normalColor;
            }, 1000);
        };
        theButton.onmouseover = function()
        {
            ge('sfx_warp_001').play();
        };
        menuLocationsDiv.append(theButton);
    }
}
```

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**// menuOfFunctions.js**

```
let theFunctions =  
[  
  {  
    name: 'menuResolution(locations)',  
    fullName: 'menuResolution',
```

```
    description: 'Resolution'
  },

  {
    name: 'menuLocations(locations)',
    fullName: 'menuLocations',
    description: 'Locations'
  }
];

function menuOfFunctions()
{
  if (ge('menuOfFunctionsDiv'))
  {
    ge('menuOfFunctionsDiv').remove();
  }

  //-//
}
```

```
// menuOfFunctionsDiv
let menuOfFunctionsDiv = ce('div');
menuOfFunctionsDiv.style.position =
'fixed';
menuOfFunctionsDiv.style.left = 0 + 'px';
menuOfFunctionsDiv.style.top = 22 + 'px';
menuOfFunctionsDiv.style.zIndex = 1000;

menuOfFunctionsDiv.style.backgroundColor
= 'rgba(0, 0, 0, 0.4)';
menuOfFunctionsDiv.id =
'menuOfFunctionsDiv';
ba(menuOfFunctionsDiv);

// -//

let minimizeButton = ce('button');
```

```
minimizeButton.innerHTML = '_';
minimizeButton.className =
'buttonStyle001';
minimizeButton.style.position = 'absolute';
minimizeButton.style.left = 0 + 'px';
minimizeButton.style.top = -22 + 'px';
minimizeButton.onclick = function()
{
    ge('sfx_blip_001').play();

    // minimize height of the window to show
    only _ and □
    ge('buttonDiv').style.height = 0 + 'px';
};

menuOfFunctionsDiv.append(minimizeButton
);
```

//-//

```
let maximizeButton = ce('button');
maximizeButton.innerHTML = '□';
maximizeButton.className =
'buttonStyle001';
maximizeButton.style.position = 'absolute';
maximizeButton.style.left = 28 + 'px';
maximizeButton.style.top = -22 + 'px';
maximizeButton.onclick = function()
{
    ge('sfx_blip_001').play();
    ge('buttonDiv').style.height = 200 + 'px';
};

menuOfFunctionsDiv.append(maximizeButton);
```

//-//

```
let buttonDiv = ce('div');
buttonDiv.innerHTML = '<br>';
buttonDiv.id = 'buttonDiv';
buttonDiv.className = 'scrolling';
buttonDiv.style.float = 'left';
buttonDiv.style.overflowY = 'auto';
buttonDiv.style.resize = 'both';
buttonDiv.style.height = 200 + 'px';
buttonDiv.style.minWidth = '150px';
buttonDiv.style.marginLeft = 'auto';
buttonDiv.style.marginRight = 'auto';
menuOfFunctionsDiv.append(buttonDiv);
```

//-//

```
for (let x = 0; x < theFunctions.length; x++)
```



```
{  
    let theButton = ce('button');  
    theButton.innerHTML =  
theFunctions[x].description;  
    theButton.style.display = 'flex';  
    theButton.style.flexDirection = 'row';  
    theButton.className = 'buttonStyle001';  
    theButton.title =  
theFunctions[x].fullName;  
    theButton.onclick = function()  
    {  
        ge('sfx_blip_001').play();  
  
        eval(""+theFunctions[x].name+" + ';'");  
  
        console.log(""+theFunctions[x].name+"");  
    };  
    theButton.onmouseover = function()
```

```
{  
    ge('sfx_warp_001').play();  
};  
buttonDiv.append(theButton);  
  
//-//  
  
ge('buttonDiv').style.height = 0 + 'px';  
}  
}
```

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**// menuResolution.js**

```
function menuResolution(whichArray)  
{  
    let resolutions =  
    [  
        1000,
```

```
10000,  
100000,  
1000000,  
10000000  
];
```

```
if (ge('menuResolutionDiv'))  
{  
    ge('menuResolutionDiv').remove();  
}
```

```
//-//
```

```
let menuResolutionDiv = ce('div');  
menuResolutionDiv.id =  
'menuResolutionDiv';  
menuResolutionDiv.style.position = 'fixed';  
menuResolutionDiv.style.left = 5 + 'px';
```

```
menuResolutionDiv.style.bottom = 5 + 'px';  
menuResolutionDiv.style.height = 170 +  
'px';  
menuResolutionDiv.style.borderStyle =  
'solid';  
menuResolutionDiv.style.borderWidth = 1  
+ 'px';  
menuResolutionDiv.style.borderColor =  
'rgba(255, 255, 255, 0.5)';  
menuResolutionDiv.style.borderRadius = 5  
+ 'px';  
menuResolutionDiv.style.overflowY =  
'scroll';  
ba(menuResolutionDiv);
```

```
//-//
```

```
let closeButton = ce('button');
```

```
closeButton.innerHTML = 'X';
closeButton.className = 'buttonStyle001';
closeButton.onclick = function()
{
    ge('sfx_blip_001').play();
    ge('menuResolutionDiv').remove();
};
closeButton.style.position = 'relative';
closeButton.style.left = 0 + 'px';
closeButton.style.zIndex = 20;
menuResolutionDiv.append(closeButton);
```

```
//-//
```

```
let theResolutionTitle = ce('div');
theResolutionTitle.innerHTML = '&nbsp;' +
'Resolution';
```

```
theResolutionTitle.style.color = 'rgb(255,  
255, 255)';  
  
menuResolutionDiv.append(theResolutionTitl  
e);  
  
//-
```

```
let theResolutionInput = ce('textarea');  
theResolutionInput.id =  
'theResolutionInput';  
theResolutionInput.className =  
'resolutionInput';  
theResolutionInput.style.height = 30 + 'px';  
theResolutionInput.title = 'Enter a  
Resolution such as:\n1000\n2500\n7000\  
10000\n1000000';  
theResolutionInput.onkeyup = function()
```

```
{  
    resolution = theResolutionInput.value;  
    makeLocationMarker();  
}
```

```
menuResolutionDiv.append(theResolutionInput);
```

```
//-//
```

```
for (let x = 0; x < resolutions.length; x++)  
{  
    let resolutionButton = ce('button');  
    resolutionButton.className =  
'buttonStyle001';  
    resolutionButton.innerHTML =  
resolutions[x];  
    resolutionButton.onclick = function()
```



```
{  
    ge('sfx_blip_001').play();  
  
    resolution = resolutions[x];  
  
    makeLocationMarker();  
  
    ge('theResolutionInput').value =  
resolutions[x];  
};  
resolutionButton.onmouseover =  
function()  
{  
    ge('sfx_warp_001').play();  
};  
resolutionButton.style.display = 'flex';  
resolutionButton.style.display = 'row';
```

```
menuResolutionDiv.append(resolutionButton  
);  
    }  
}
```

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**// <https://github.com/ChristopherTopalian>**

**//  
[https://github.com/ChristopherAndrewTopalia  
n](https://github.com/ChristopherAndrewTopalian)**

**// scrollToLocation.js**

```
function scrollToLocation(whichId)  
{  
    ge(whichId).scrollIntoView(  
        {  
            block: 'center', inline: 'center'  
        }  
    )  
}
```

});  
}

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**// whenLoaded.js**

```
function whenLoaded()  
{  
    makeWorld();  
  
    makeLocationTextbox();
```

```
menuOfFunctions();
```

```
menuResolution(locations);
```

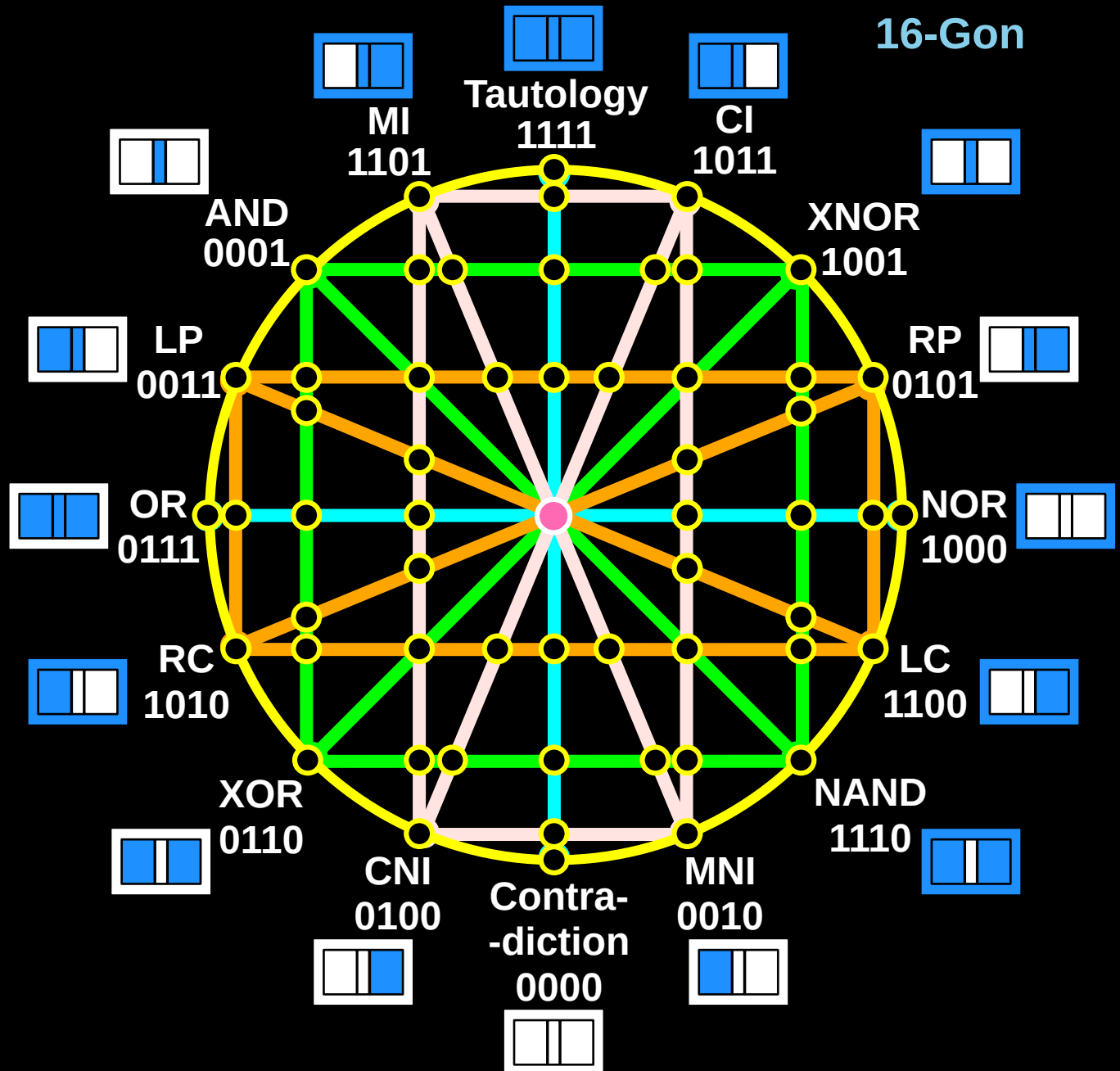
```
menuLocations(locations);
```

```
makeLocationMarker();
```

```
loadSounds(sounds);
```

```
setTimeout(function()  
{  
    scrollToLocation('5');  
}, 1000);  
}
```

# True Artificial Intelligence System



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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.**

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