

Topalian JavaScript Identity Generator

by

Christopher Andrew Topalian

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Dedicated to God the Father

Topalian JavaScript Identity Generator
PLAYING

file:///D:/_1Code/0_JS_Apps/Topalian_JavaScript

Female

Male

Female Identity

Male Identity

Rachel Shields

431 Leicester Ave

Sedona, Arizona, 86340

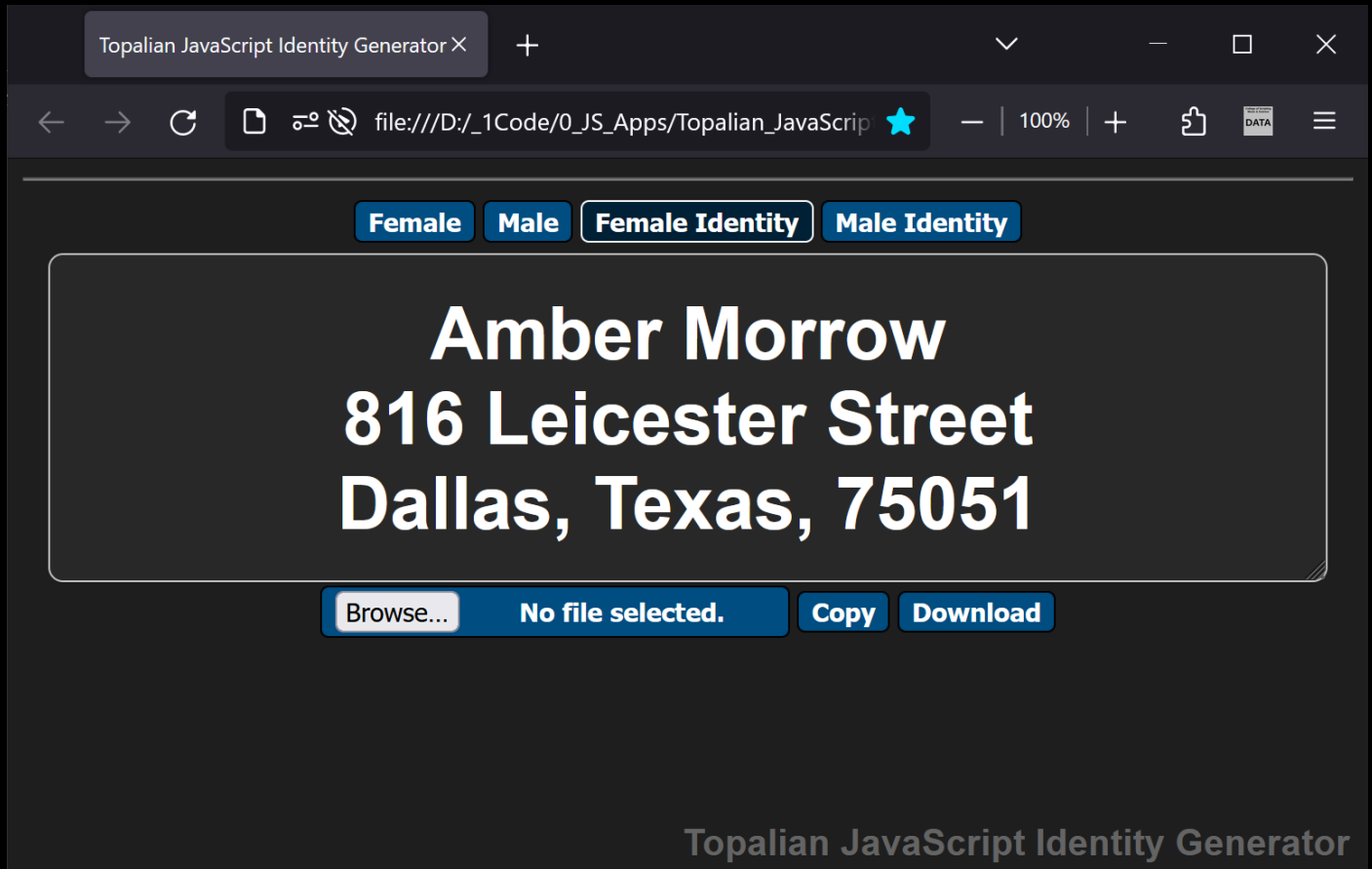
Browse...

No file selected.

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Topalian JavaScript Identity Generator



Topalian JavaScript Identity Generator X

file:///D:/_1Code/0_JS_Apps/Topalian_JavaScrip

Female

Male

Female Identity

Male Identity

Victor Hayden

254 Washington Road

Sedona, Arizona, 86340

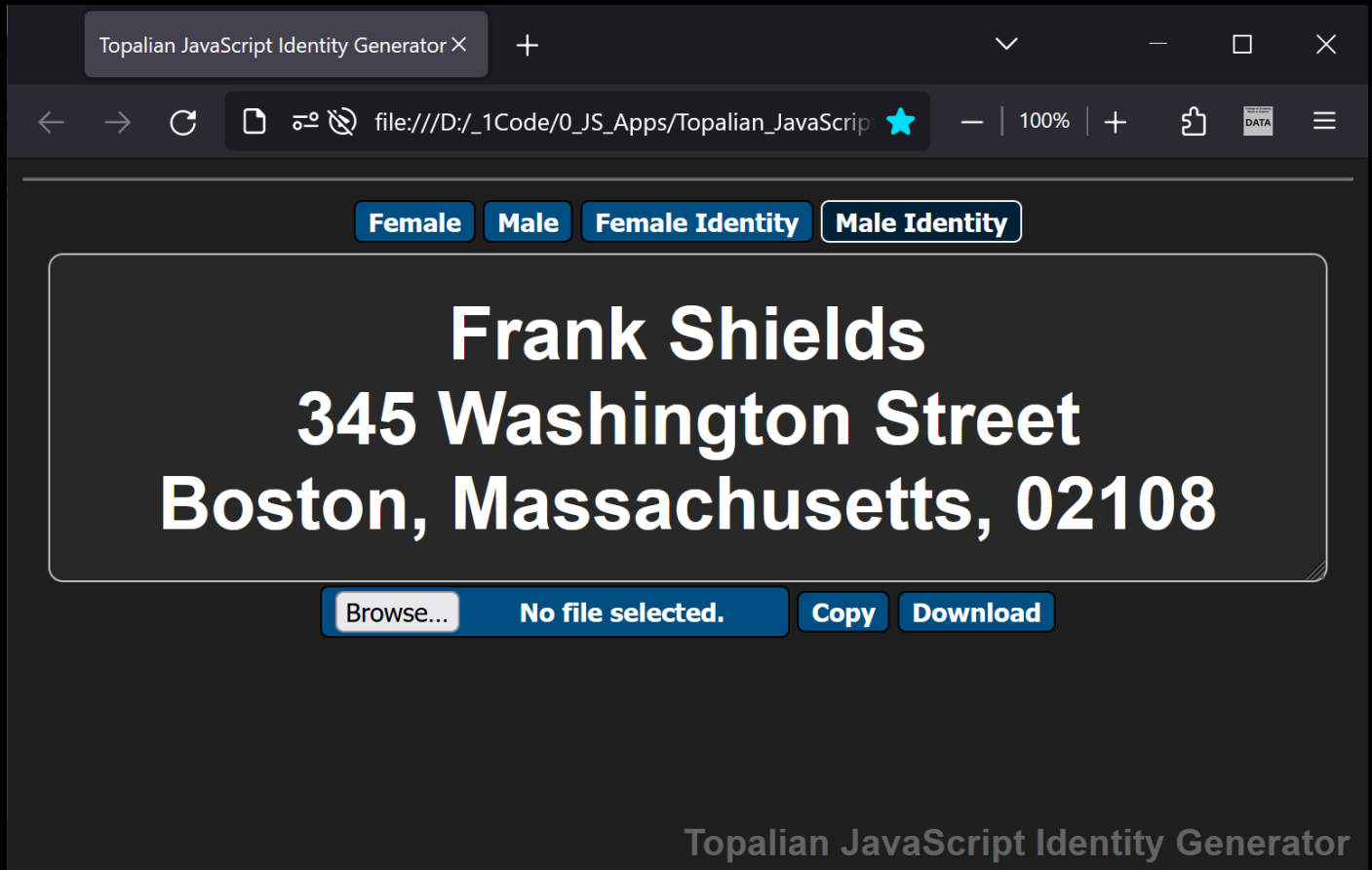
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Topalian JavaScript Identity Generator X

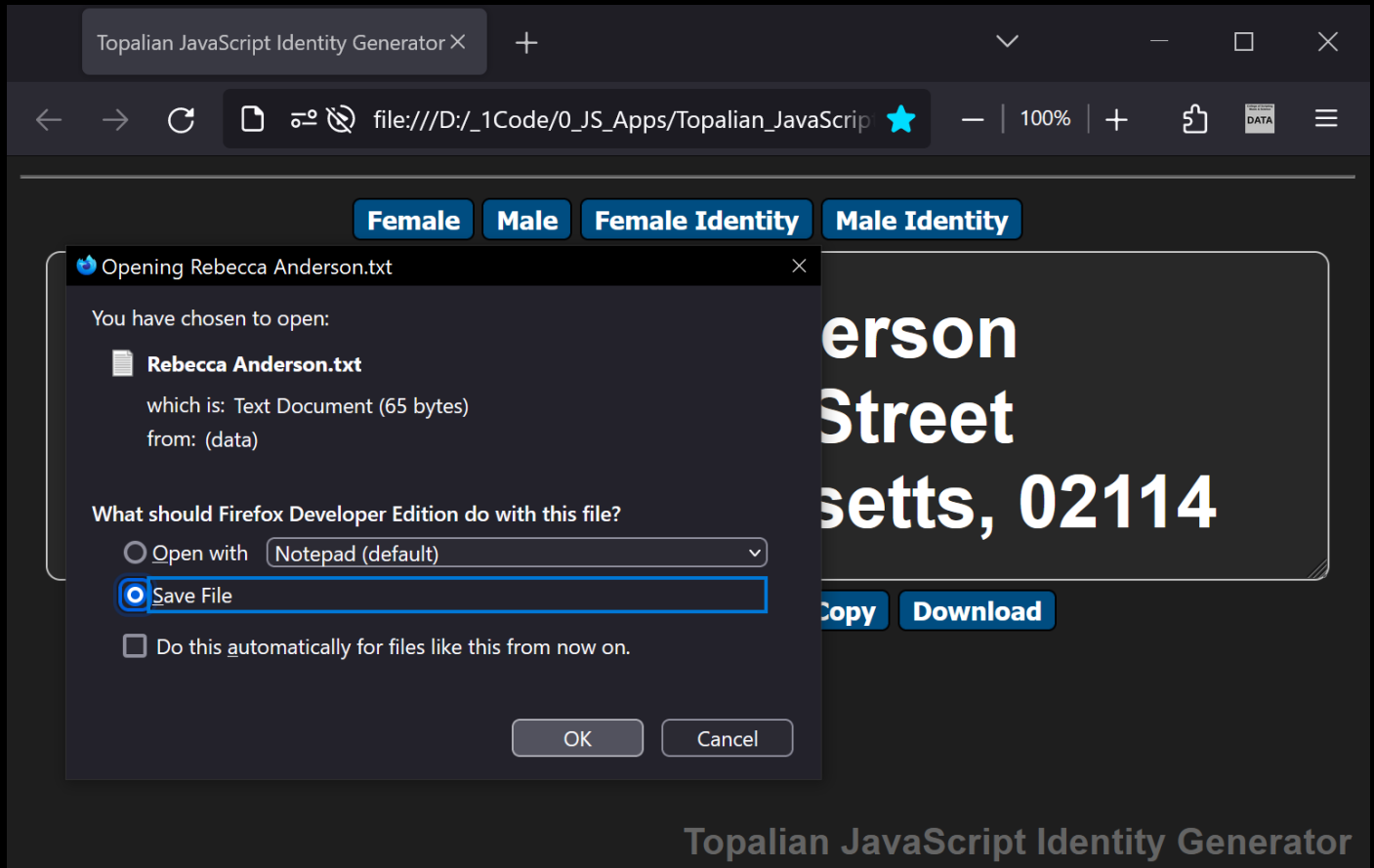
file:///D:/_1Code/0_JS_Apps/Topalian_JavaScrip

Female **Male** **Female Identity** **Male Identity**

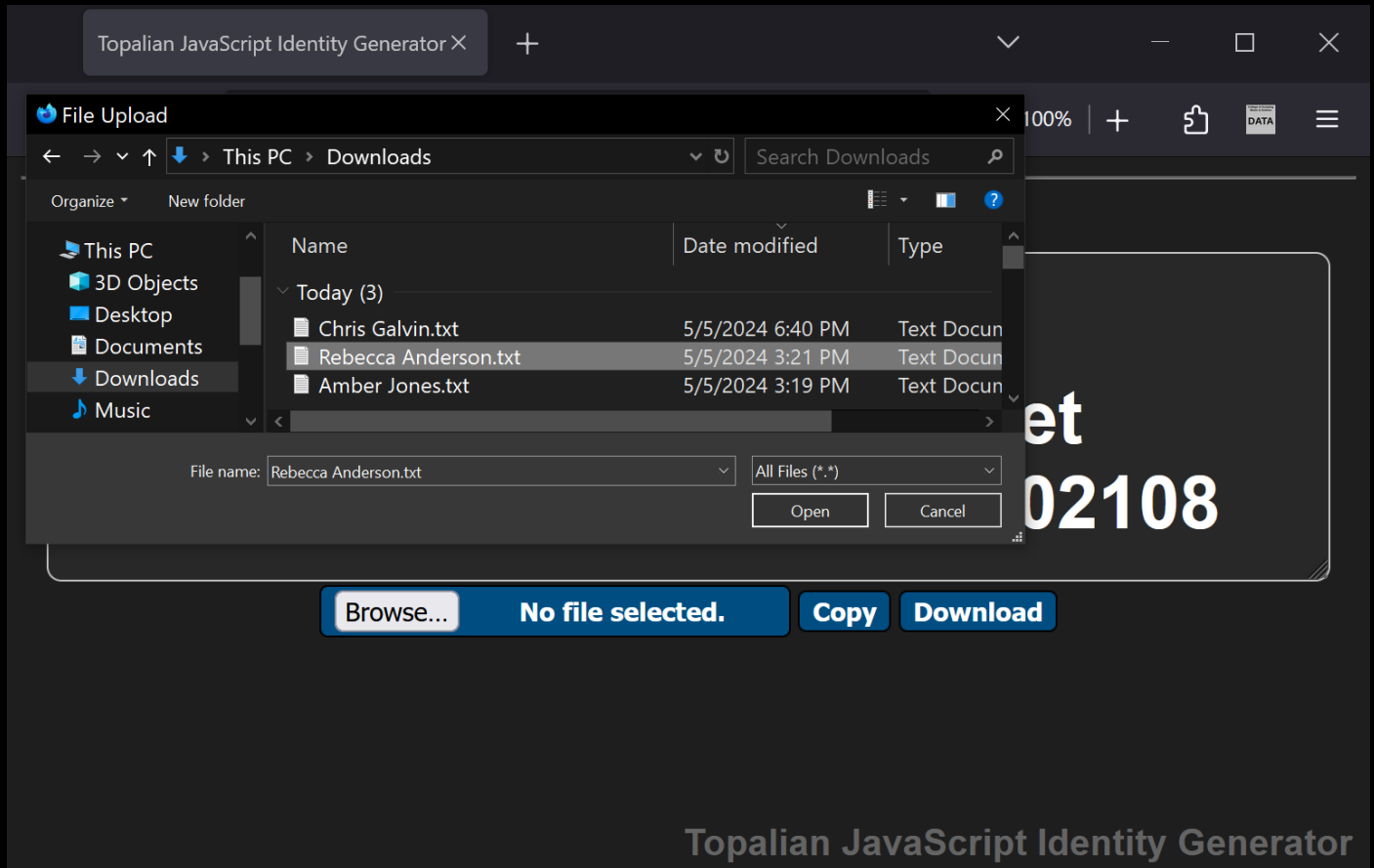
Rebecca Anderson
39 Leicester Street
Boston, Massachusetts, 02114

Browse... **Rebecca Anderson.txt** **Copy** **Download**

Topalian JavaScript Identity Generator

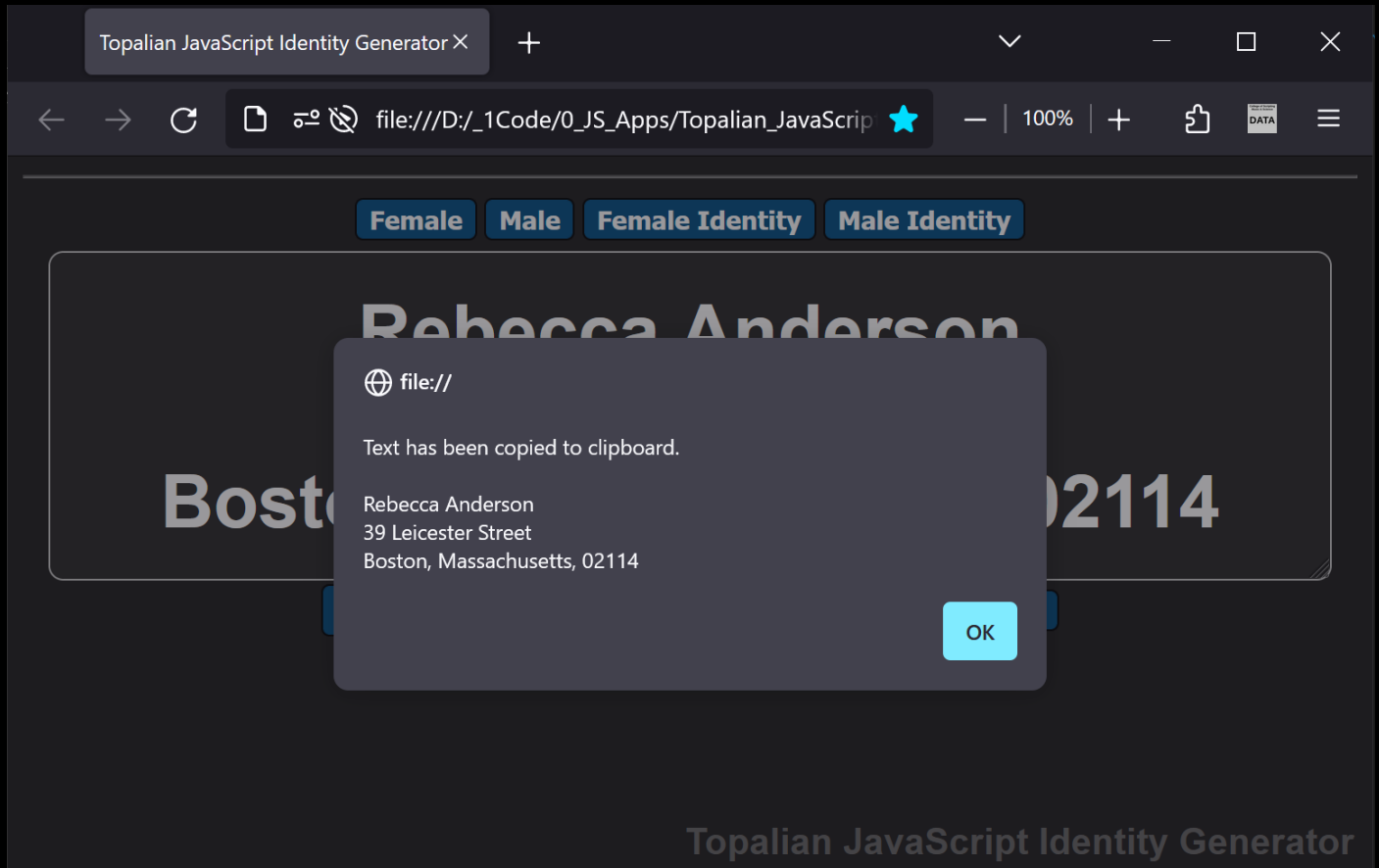


We can Download the file as a .txt file and it will automatically name the file according to the first line of the text file.



We can Load a file by clicking on the File Input, or we can choose to DRAG the file onto the File Input.

The file that we load is a .txt file.



We can click the Copy Button to copy the information to our clipboard for easy pasting later.

Topalian JavaScript Identity Generator X

file:///D:/_1Code/0_JS_Apps/Topalian_JavaScrip

Female

Male

Female Identity

Male Identity

Lois Avery

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Topalian JavaScript Identity Generator X

file:///D:/_1Code/0_JS_Apps/Topalian_JavaScrip

Female Male Female Identity Male Identity

Rachel Jordan

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Topalian JavaScript Identity Generator

Topalian JavaScript Identity GeneratorPLAYING

+

▼

—

□

×

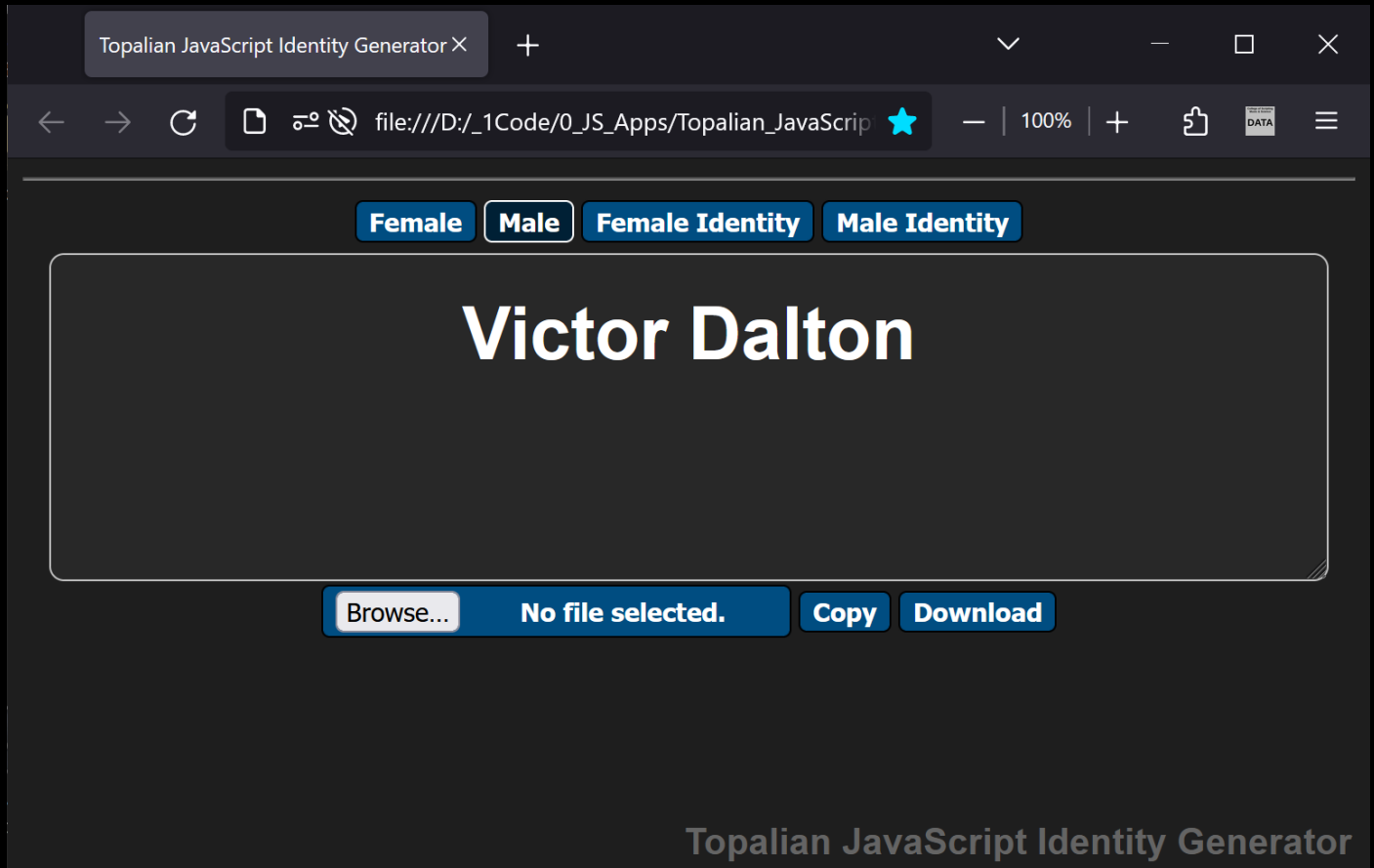
←→↺📄🔍🔒file:///D:/_1Code/0_JS_Apps/Topalian_JavaScript★—|100%|+🔗📄DATA☰

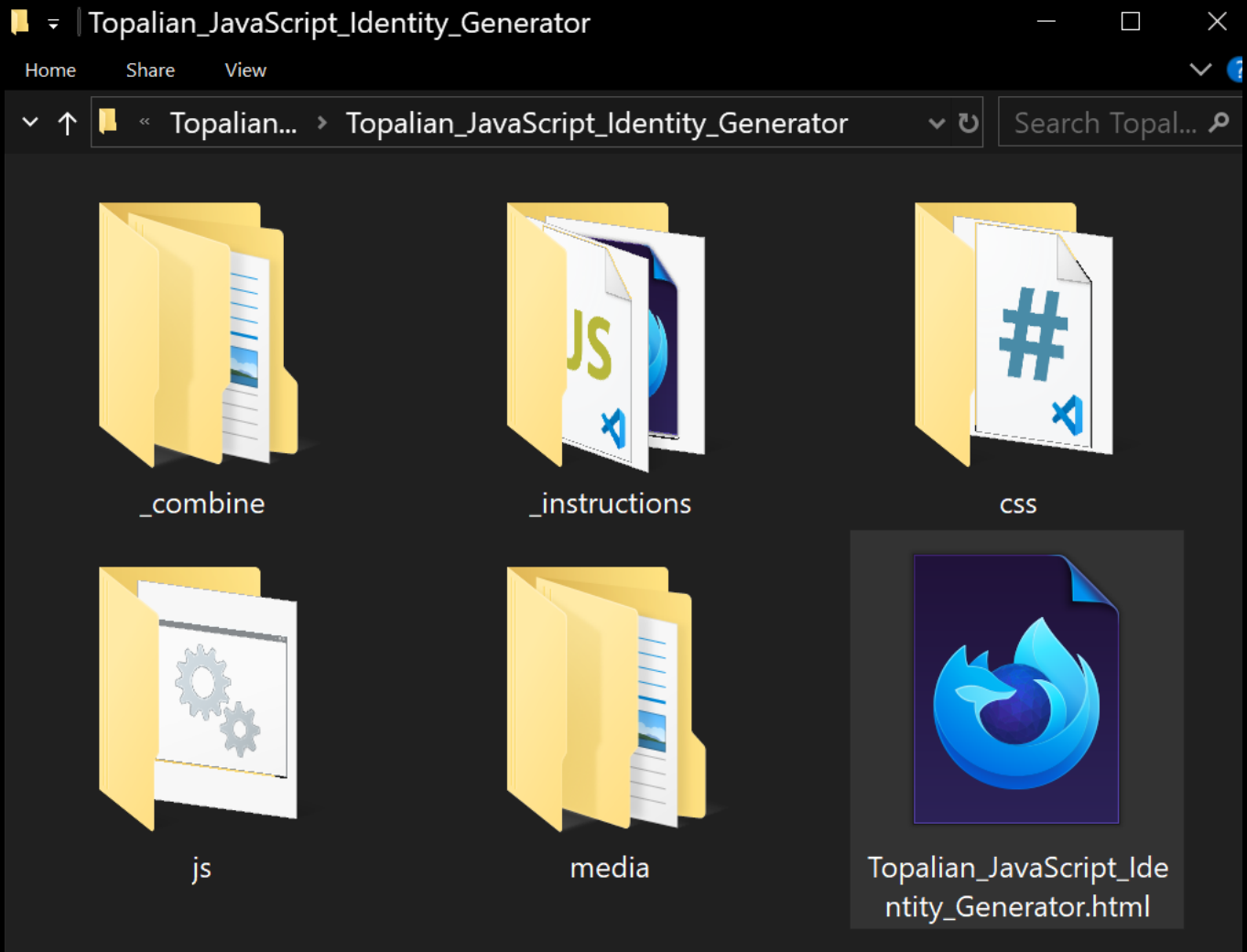
FemaleMaleFemale IdentityMale Identity

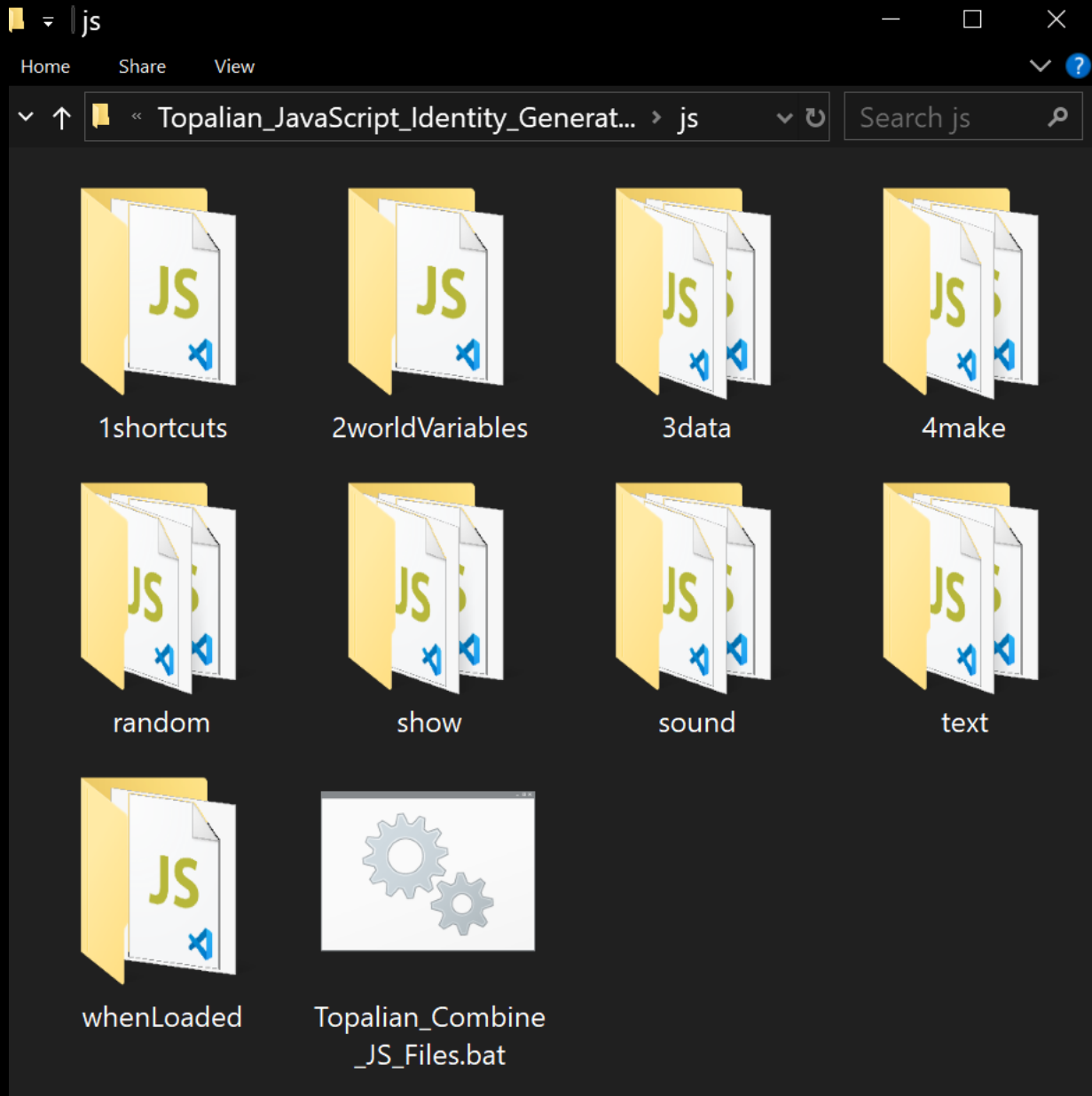
John Carter

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>**

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n](https://github.com/ChristopherAndrewTopalian) -->**

**<!--
Topalian_JavaScript_Identity_Generator.html
-->**

<!-- Version 001 - (2024-05-06) -->

```
<html>  
<head>  
<title> Topalian JavaScript Identity Generator  
</title>
```

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

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

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

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

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

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

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

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

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

```
<script src =  
'js/4make/makeInterface.js'></script>
```

```
<script src =  
'js/4make/makeTitleOfApp.js'></script>
```

```
<script src =  
'js/random/randomItemInArray.js'></script>
```

```
<script src =  
'js/random/randomNumber.js'></script>
```

```
<script src =  
'js/show/showIdentity.js'></script>
```

```
<script src =  
'js/show/showNameFull.js'></script>
```

```
<script src = 'js/sound/sounds.js'></script>
```

```
<script src =  
'js/sound/loadSounds.js'></script>
```

```
<script src = 'js/sound/audioPlay.js'></script>
```

```
<script src = 'js/text/copyText.js'></script>
```

```
<script src =  
'js/text/downloadText.js'></script>
```

```
<script src = 'js/text/openFile.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(30, 30, 30);
}

```
a
{
  color: rgb(100, 100, 100);
  text-decoration: none;
}
```

```
a:hover
{
  text-decoration: underline;
}
```

```
.input
{
  padding: 10px;
}
```

```
#mainDiv
{
```

```
text-align: center;
}

.buttonStyle001
{
margin-left: 2px;
margin-right: 2px;
margin-top: 1px;
margin-bottom: 5px;
border-style: solid;
border-width: 1px;
border-color: rgb(0, 0, 0);
border-radius: 4px;
padding-left: 7px;
padding-right: 7px;
padding-top: 2px;
padding-bottom: 2px;
background-color: rgb(0, 77, 129);
```



```
opacity: 1.0;  
font-size: 14px;  
font-weight: bold;  
color: rgb(255, 255, 255);  
text-align: center;  
}  
  
.buttonStyle001:hover  
{  
    border-color: rgb(255, 255, 255);  
    background-color: rgb(0, 32, 53);  
    cursor: pointer;  
}  
  
.buttonStyle001:active  
{  
    color: rgb(255, 0, 255);  
}
```

```
.output
{
  height: 46vh;
  width: 700px;
  padding: 20px;
  border: solid 1px rgb(200, 200, 200);
  border-radius: 8px;
  background-color: rgb(40, 40, 40);
  color: rgb(255, 255, 255);
  overflow: hidden;
  font-family: arial;
  font-size: 40px;
  font-weight: bold;
  text-align: center;
}
```

#titleOfApp

```
{  
  font-family: Arial;  
  font-weight: bold;  
  color: rgb(100, 100, 100);  
}
```

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// 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;  
}
```

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// worldVariables.js

let online = false;

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// address.js

**let address = [
"Washington",
"Davis",
"Leicester"
];**

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// namesFemaleFirst.js

**let namesFemaleFirst =
[
 "Alison",
 "Amber",
 "Gina",**


```
"Jane",  
"Jennifer",  
"Joan",  
"Kate",  
"Lois",  
"Melissa",  
"Nicole",  
"Rachel",  
"Rebecca",  
"Samantha",  
"Sandra",  
"Tabitha",  
"Veronica"  
];
```

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// namesLast.js

**let namesLast =
[
 "Anderson",
 "Avery",
 "Bradley",**

"Bridges",
"Brooks",
"Cameron",
"Carter",
"Dalton",
"Galvin",
"Glenn",
"Hanna",
"Hayden",
"Hood",
"Jones",
"Jordan",
"Lane",
"Morrow",
"Shields",
"Smith"

];

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// namesMaleFirst.js

**let namesMaleFirst =
[
 "Brian",
 "Chris",
 "Frank",**

"Henry",
"James",
"Jeff",
"John",
"Mitch",
"Nathan",
"Robert",
"Ronald",
"Ryan",
"Victor"

];

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// streetType.js

**let streetType =
[
 "Street",
 "Road",
 "Ave"**

];

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// towns.js

let towns =

**[
 "Boston, Massachusetts, 02108",
 "Boston, Massachusetts, 02114",
 "Dallas, Texas, 75051",**


```
"Dallas, Texas, 75087",  
"Sedona, Arizona, 86339",  
"Sedona, Arizona, 86340"  
];
```

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// makeInterface.js

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

```
//-//
```

```
let hrTop = ce('hr');  
mainDiv.append(hrTop);
```

```
//-//
```

```
let femaleNameButton = ce('button');  
femaleNameButton.textContent = 'Female';  
femaleNameButton.id =  
'femaleNameButton';  
femaleNameButton.className =  
'buttonStyle001';  
femaleNameButton.onclick = function()  
{  
    audioPlay('sfx_blip_001', 1.0);  
}
```

```
    showNameFull(namesFemaleFirst,  
namesLast);  
};  
femaleNameButton.onmouseover =  
function()  
{  
    audioPlay('sfx_warp_001', 1.0);  
};  
mainDiv.append(femaleNameButton);  
  
//-//
```

```
let maleNameButton = ce('button');  
maleNameButton.textContent = 'Male';  
maleNameButton.id = 'maleNameButton';  
maleNameButton.className =  
'buttonStyle001';  
maleNameButton.onclick = function()
```

```
{  
    audioPlay('sfx_blip_001', 1.0);  
  
    showNameFull(namesMaleFirst,  
namesLast);  
};  
maleNameButton.onmouseover =  
function()  
{  
    audioPlay('sfx_warp_001', 1.0);  
};  
mainDiv.append(maleNameButton);  
  
//-//  
  
let femaleIdentityButton = ce('button');  
femaleIdentityButton.textContent = 'Female  
Identity';
```

```
femaleIdentityButton.id =  
'femaleIdentityButton';  
femaleIdentityButton.className =  
'buttonStyle001';  
femaleIdentityButton.onclick = function()  
{  
    audioPlay('sfx_blip_001', 1.0);  
  
    showIdentity(namesFemaleFirst,  
namesLast);  
};  
femaleIdentityButton.onmouseover =  
function()  
{  
    audioPlay('sfx_warp_001', 1.0);  
};  
mainDiv.append(femaleIdentityButton);
```

//-//

```
let maleIdentityButton = ce('button');
maleIdentityButton.textContent = 'Male
Identity';
maleIdentityButton.id =
'maleIdentityButton';
maleIdentityButton.className =
'buttonStyle001';
maleIdentityButton.onclick = function()
{
    audioPlay('sfx_blip_001', 1.0);

    showIdentity(namesMaleFirst,
namesLast);
};
maleIdentityButton.onmouseover =
function()
```

```
{  
    audioPlay('sfx_warp_001', 1.0);  
};  
mainDiv.append(maleIdentityButton);
```

```
//-//
```

```
let output = ce('textarea');  
output.id = 'output';  
output.className = 'output';  
mainDiv.append(output);
```

```
//-//
```

```
let fileInputButton = ce('input');  
fileInputButton.textContent = 'fileInput';  
fileInputButton.type = 'file';  
fileInputButton.id = 'fileInput';
```



```
fileInputButton.className =  
'buttonStyle001';  
fileInputButton.onmouseover = function()  
{  
    audioPlay('sfx_warp_001', 1.0);  
};  
fileInputButton.oninput = function()  
{  
    audioPlay('sfx_blip_001', 1.0);  
    openFile();  
};  
fileInputButton.onclick = function()  
{  
    audioPlay('sfx_blip_001', 1.0);  
};  
mainDiv.append(fileInputButton);  
  
//-//
```

```
let copyButton = ce('button');
copyButton.textContent = 'Copy';
copyButton.id = 'copyButton';
copyButton.className = 'buttonStyle001';
copyButton.onmouseover = function()
{
    audioPlay('sfx_warp_001', 1.0);
}
copyButton.onclick = function()
{
    audioPlay('sfx_blip_001', 1.0);
    copyText();
};
mainDiv.append(copyButton);

//-//
```

```
let downloadButton = ce('button');
downloadButton.innerHTML = 'Download';
downloadButton.id = 'downloadButton';
downloadButton.className =
'buttonStyle001';
downloadButton.onmouseover = function()
{
    audioPlay('sfx_warp_001', 1.0);
};
downloadButton.onclick = function()
{
    audioPlay('sfx_blip_001', 1.0);
    downloadText();
};
mainDiv.append(downloadButton);
}
```

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// makeTitleOfApp.js

```
function makeTitleOfApp()  
{  
  // titleContainer  
  let titleContainer = ce('div');  
  titleContainer.style.position = 'absolute';
```

```
titleContainer.style.right = '10px';  
titleContainer.style.bottom = '5px';  
titleContainer.style.zIndex = 1;  
ba(titleContainer);
```

```
//-//
```

```
// titleOfApp
```

```
let titleOfApp = ce('div');  
titleOfApp.id = 'titleOfApp';  
titleOfApp.innerHTML =  
`<a href =  
'https://github.com/christophertopalian/topali  
an_javascript_identity_generator' target =  
'_blank'> Topalian JavaScript Identity  
Generator </a>`;  
titleContainer.append(titleOfApp);  
}
```

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// randomItemInArray.js

// chooses random item in specified array

function randomItemInArray(whichArray)

{

**let theNumber = Math.floor(Math.random() *
whichArray.length);**

```
let firstName = whichArray[theNumber];  
return firstName;  
}
```

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// randomNumber.js

// chooses a random number up to 1000

function randomNumber()

{

**let theNumber = Math.floor(Math.random() *
1000);**


```
    return theNumber;  
}
```

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// showIdentity.js

**// shows the full name, address, town and zip
code, that was generated**

**function showIdentity(firstNameArray,
lastNameArray)
{**

```
ge("output").value =  
randomItemInArray(firstNameArray) + " " +  
randomItemInArray(lastNameArray) + "\n" +  
randomNumber() + " " +  
randomItemInArray(address) + " " +  
randomItemInArray(streetType) + "\n" +  
randomItemInArray(towns);  
}
```

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// showNameFull.js

// shows the full name that was generated
function showNameFull(firstNameArray,
lastNameArray)
{

```
ge("output").value =  
randomItemInArray(firstNameArray) + " " +  
randomItemInArray(lastNameArray);  
}
```

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// **audioPlay.js**

```
function audioPlay(whichId, whichVolume)
{
    let audio = ge(whichId);

    if (audio)
```

```
{  
    audio.volume = whichVolume;  
    audio.play();  
}  
}
```

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// loadSounds.js

```
function loadSounds(whichArray)  
{  
    for (let x = 0; x < whichArray.length; x++)  
    {  
        let theSound = ce('audio');
```



```
    if (online == false)
    {
        theSound.src =
whichArray[x].soundFileOffline;
    }
    else
    {
        theSound.src =
whichArray[x].soundFileOnline;
    }

    theSound.id = whichArray[x].name;
    theSound.loop = false;
    theSound.volume = 1.0;
    ba(theSound);
}
}
```

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// sounds.js

**let sounds =
[
 {
 name: 'sfx_blip_001',**

```
    soundFileOffline:
'media/sounds/sfx_blip_001.mp4',
    soundFileOnline:
'https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/sfx_blip_001.mp4'
},

{
    name: 'sfx_warp_001',
    soundFileOffline:
'media/sounds/sfx_warp_001.mp3',
    soundFileOnline:
'https://collegeofscripting.weebly.com/uploads/6/4/4/8/64482293/sfx_warp_001.mp3'
}
];
```

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// copyText.js

**function copyText()
{**

let textarea = ge("output");

// select the text inside the textarea

```
textarea.select();  
  
// copy the selected text to clipboard  
let theText =  
document.execCommand("copy");  
  
alert("Text has been copied to clipboard.\n\  
n" + textarea.value);  
}
```

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// downloadText.js

```
function downloadText()  
{  
    let textarea = ge("output");  
    let text = textarea.value;
```

```
// extract the first line to use as the  
filename  
// splits the text into lines and takes the  
first one  
let firstLine = text.split('\n')[0];  
  
let filename = firstLine + ".txt";  
  
// create a Blob with the textarea content  
let blob = new Blob([text], { type:  
"text/plain" });  
  
// create a URL for the Blob  
let url = URL.createObjectURL(blob);  
  
// create a link element to trigger the  
download  
let link = ce("a");
```

```
link.href = url;  
link.download = filename;  
  
// simulate a click event on the link to  
trigger the download  
// and ensure link doesn't change layout  
link.style.display = 'none';  
ba(link);  
link.click();  
document.body.removeChild(link);  
  
// revoke the blob URL to free up resources  
URL.revokeObjectURL(url);  
}
```


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// openFile.js

```
function openFile()  
{  
    let fileInput = ge('fileInput');  
  
    let textarea = ge('output');
```

```
let file = fileInput.files[0];  
  
let reader = new FileReader();  
reader.onload = function(event)  
{  
    let contents = event.target.result;  
    textarea.value = contents;  
};  
  
reader.readAsText(file);  
}
```

// Dedicated to God the Father

**// All Rights Reserved Christopher Andrew
Topalian Copyright 2000-2024**

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

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

// whenLoaded.js

```
function whenLoaded()  
{  
    loadSounds(sounds);  
  
    makeInterface();
```

```
makeTitleOfApp();  
  
showIdentity(namesFemaleFirst,  
namesLast);  
}
```

How to Paste Code from a PDF that has Junk Characters.

When we paste from a pdf into VSCode, it might look like this:

```
function combineJSFiles(directory,  
scriptFilename)  
{  
  let outputFilePath = path.join  
(directory, 'main.js');  
  
  let fileContents = [];
```

We can't leave those junk characters in the code, so we remove them with find/replace.

We Find 1 of the spaces.

We Replace All with the 1 space that we typed. This gets rid of the junk characters in the code.

We highlight 1 space with our mouse arrow:

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

```
{
```

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

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

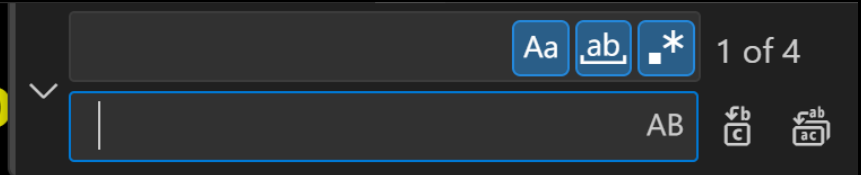
We press Control + H to open the Find/Replace feature and Replace All with our own Space

```
function comb  
scriptFilename)
```

```
{
```

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

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



Here we see that the Find/Replace All has replaced the junk characters with our working spaces instead:

```
function combineJSFiles(directory,  
scriptFilename)  
{  
    let outputPath = path.join  
    (directory, 'main.js');  
  
    let fileContents = [];
```

Now that the code
has no junk characters,
it can run.

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.**

// 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**

**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.

How to Repeat a Section of Video

We can go to any website that has a video to play and then cue the video to the moment that we want to start the repeat and then press the stop button on the video at that moment.

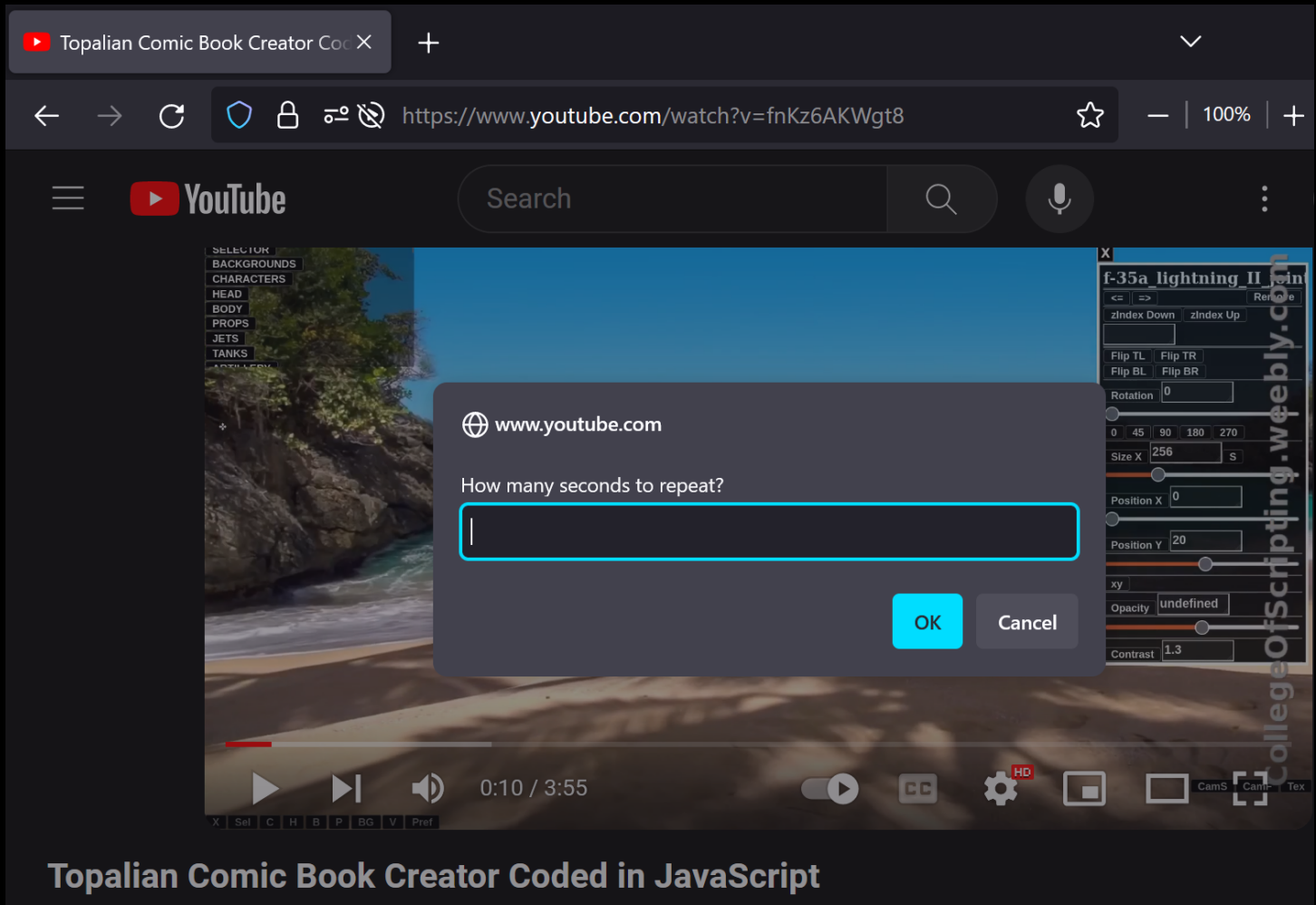
We then activate our script, to trigger a prompt that asks how many seconds we want the repeat to be.

The script will repeat a section of video over and over again, which is very useful for learning and also for enjoyment.

We might choose to repeat a section of a video of a tutorial that we are learning from, or we might choose to repeat a section of a

head massage video that is especially relaxing, or perhaps we might choose to repeat a section of a song that we like.

Happy Scripting :-)



The screenshot shows a YouTube video player interface. The video is titled "Topalian Comic Book Creator Coded in JavaScript". A dialog box is overlaid on the video, asking "How many seconds to repeat?" with a text input field and "OK" and "Cancel" buttons. The video player controls show the video is at 0:10 / 3:55. The video content shows a beach scene with a rocky coastline and a blue sky. On the right side of the video, there is a vertical watermark that reads "CollegeOfScripting.weebly.com".

Topalian Comic Book Creator Coded in JavaScript

When we find the place in the video that we want it to start from, we then pause the video and then activate this script.

When activated this script creates a prompt that asks the user how many seconds to repeat the video.

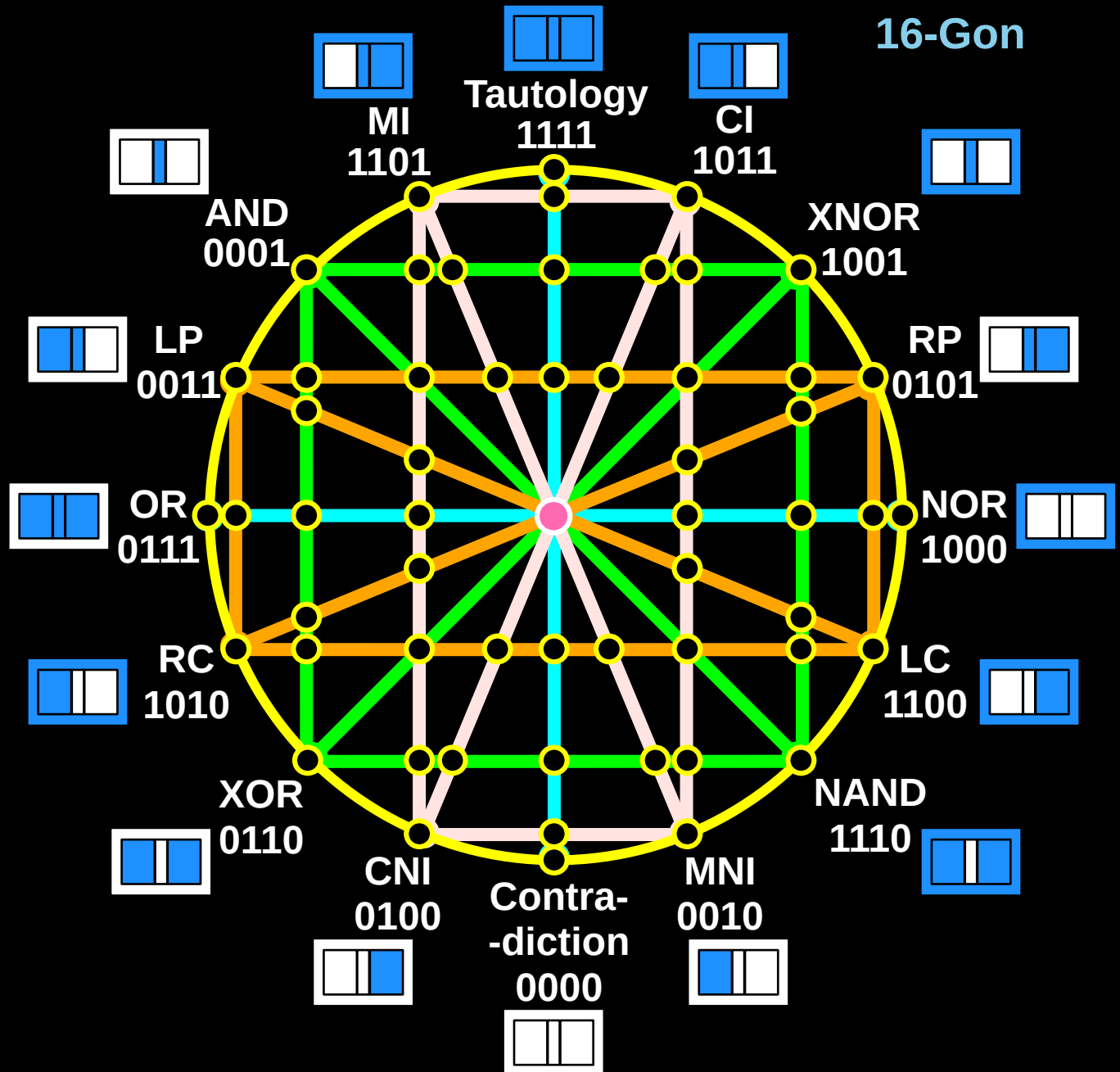
This script will then play the video starting from where we have it paused and it will play for the duration of seconds that we specified and then keep repeating.

```
javascript:(  
/* Dedicated to God the Father */  
/* All Rights Reserved Christopher Andrew  
Topalian Copyright 2000-2024 */  
/* https://github.com/ChristopherTopalian */  
/*  
https://github.com/ChristopherAndrewTopalia  
n */  
/*  
Topalian_JavaScript_Video_Repeat_Section.j  
s */  
/* Version 001 - (2024-05-04) */  
function()  
{  
    let durationOfRepeat = prompt('How many  
seconds to repeat?');  
  
    let time;
```

```
function getCurrentTimeOfVideo()  
{  
    let video =  
document.querySelector("video");  
  
    time = video.currentTime;  
  
    console.log(time);  
  
    return time;  
}  
  
getCurrentTimeOfVideo();  
  
document.querySelector("video").play();  
  
let timer001 = setInterval(function()
```

```
{  
    let video =  
document.querySelector("video");  
  
    video.currentTime = time;  
  
    video.play();  
  
}, durationOfRepeat * 1000);  
}());
```

True Artificial Intelligence System



For More Tutorials:

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

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

[Sites.google.com/view/CollegeOfScripting](https://sites.google.com/view/CollegeOfScripting)

CollegeOfScripting.weebly.com

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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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