

# Topalian JavaScript Random Texture

by  
**Christopher Andrew Topalian**

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# Dedicated to God the Father

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

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

**<!-- Topalian\_JavaScript\_Random\_Texture-  
Array\_Of\_Objects.html -->**

**<!-- Version 001 -->**

**<!-- Uses texture url if provided, else it will use fileName -->**

**<html>**

**<head>**

**<title> Topalian JavaScript Random Texture - Array of Objects </title>**

**<link rel = "stylesheet" href = "css/style001.css">**

**<script>**

**let texturesArray =**

**[**

**{**

**fileName: "texture/001.png",**

**url: "",**

```
},  
{  
  fileName: "texture/002.png",  
  url: "",  
},  
{  
  fileName: "texture/003.png",  
  url: "",  
},  
{  
  fileName: "texture/004.png",  
  url: "",  
},  
{  
  fileName: "texture/005.png",  
  url: "",  
},  
{
```

```
    fileName: "texture/006.png",  
    url: "",  
  },  
  {  
    fileName: "texture/007.png",  
    url:  
    "https://collegeofscripting.weebly.com/uploa  
ds/6/4/4/8/64482293/background-  
image_orig.jpg",  
  },  
];
```

```
function textureRandom(whichArray)  
{  
  let randomNumber;  
  
  // random number from 0 to  
  whichArray.length
```

```
    randomNumber = Math.floor(Math.random()  
* whichArray.length);  
  
    if (whichArray[randomNumber].url)  
    {  
        document.body.style.backgroundImage  
= 'url(\"'+whichArray[randomNumber].url+'\");'  
    }  
    else  
    {  
        document.body.style.backgroundImage  
=  
'url(\"'+whichArray[randomNumber].fileName+  
'\");'  
    }  
  
    console.log(randomNumber);  
}
```

```
</script>
```

```
</head>
```

```
<body onload =  
"textureRandom(texturesArray);">
```

```
<button onclick =  
"textureRandom(texturesArray);" class =  
"buttonStyle"> Random Texture </button>
```

```
</body>
```

```
</html>
```



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

```
/* All Rights Reserved Christopher Topalian  
Copyright 2000-2023 */
```

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

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

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

```
body  
{  
    background-color: rgb(100, 100, 100);  
    background-repeat: no-repeat;  
    background-attachment: fixed;
```

```
background-position: center;  
background-size: cover;  
}
```

## **.buttonStyle**

```
{  
  padding-left: 10px;  
  padding-right: 10px;  
  padding-top: 4.2px;  
  padding-bottom: 5px;  
  border-radius: 8px;  
  background-color: rgb(0, 0, 0);  
  font-weight: bold;  
  color: rgb(255, 255, 255);  
}
```

## **.buttonStyle:hover**

```
{
```

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

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

Random Texture

005.png

Random Texture

002.png

Random Texture

# 004.png

Random Texture



## Multiple ways to achieve string concatenation

Choose the way that you enjoy using more:

```
// string concatenation - single quotes
document.body.style.backgroundImage =
'url(\''+whichArray[randomNumber].url+'\')
```

```
// string concatenation - double quotes
document.body.style.backgroundImage =
"url(''+whichArray[randomNumber].url+'")
";
```

```
// string concatenation - template literal
document.body.style.backgroundImage =
`url('${whichArray[randomNumber].url}')`;
```

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

**<!-- Topalian\_JavaScript\_Random\_Texture-  
Array.html -->**

**<!-- Version 001 -->**

**<html>**

```
<head>
```

```
<title> Topalian JavaScript Random Texture -  
Array </title>
```

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

```
<script>
```

```
let texturesArray =  
[  
    "texture/001.png",  
    "texture/002.png",  
    "texture/003.png",  
    "texture/004.png",  
    "texture/005.png",  
    "texture/006.png",
```



```
"https://collegeofscripting.weebly.com/uploa  
ds/6/4/4/8/64482293/background-  
image_orig.jpg"  
];
```

```
function textureRandom(whichArray)  
{  
    let randomNumber;  
  
    // random number from 0 to  
    whichArray.length  
    randomNumber = Math.floor(Math.random()  
* whichArray.length);  
  
    document.body.style.backgroundImage =  
    'url(\"'+whichArray[randomNumber]+'\")';
```

```
    console.log(randomNumber);  
}  
  
</script>  
  
</head>  
  
<body onload =  
"textureRandom(texturesArray);">  
  
<button onclick =  
"textureRandom(texturesArray);" class =  
"buttonStyle"> Random Texture </button>  
  
</body>  
  
</html>
```

Random Texture

005.png

Random Texture

004.png

Random Texture



Random Texture

001.png

# Multiple ways to achieve string concatenation

Choose the way that you enjoy using more:

**// string concatenation - single quotes**

```
document.body.style.backgroundImage =  
'url(\''+whichArray[randomNumber]+'\)');
```

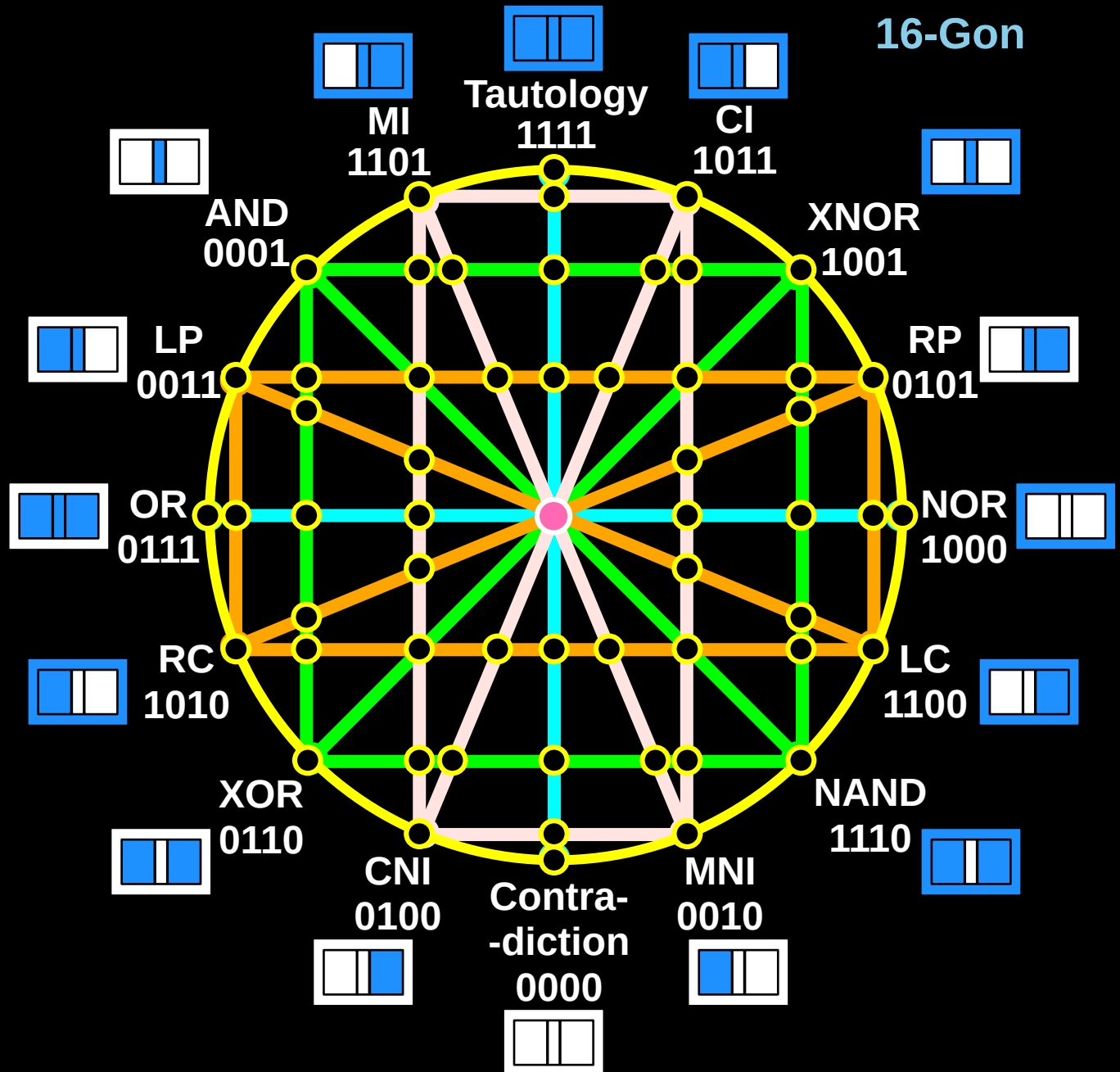
**// string concatenation - double quotes**

```
document.body.style.backgroundImage =  
"url('"+whichArray[randomNumber]+"')";
```

**// string concatenation - template literal**

```
document.body.style.backgroundImage =  
`url('${whichArray[randomNumber]}')`;
```

# True Artificial Intelligence System



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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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