Topalian JavaScript Random Texture

by
Christopher Andrew Topalian

Dedicated
to
God the Father

```
<!-- Dedicated to God the Father -->

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

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n -->

<!-- Topalian_JavaScript_Random_Texture-
Array_Of_Objects.html -->

<!-- Version 001 -->
```

```html
<!-- 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(\"'+texturesArray[randomNumber].url+'\")';
    }
    else
    {
        document.body.style.backgroundImage
=
'url(\"'+texturesArray[randomNumber].fileNam
e+'\")';
    }

    console.log(randomNumber);
```

```
}

</script>

</head>

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

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

</body>

</html>
```

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

/* All Rights Reserved Christopher Topalian
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/* 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;
```

```css
    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
{
```

```css
        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 concatention

Choose the way that you enjoy using more:

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

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

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

```html
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<!-- Topalian_JavaScript_Random_Texture-Array.html -->

<!-- Version 001 -->

<html>
```

```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(\"'+texturesArray[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 concatention

Choose the way that you enjoy using more:

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

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

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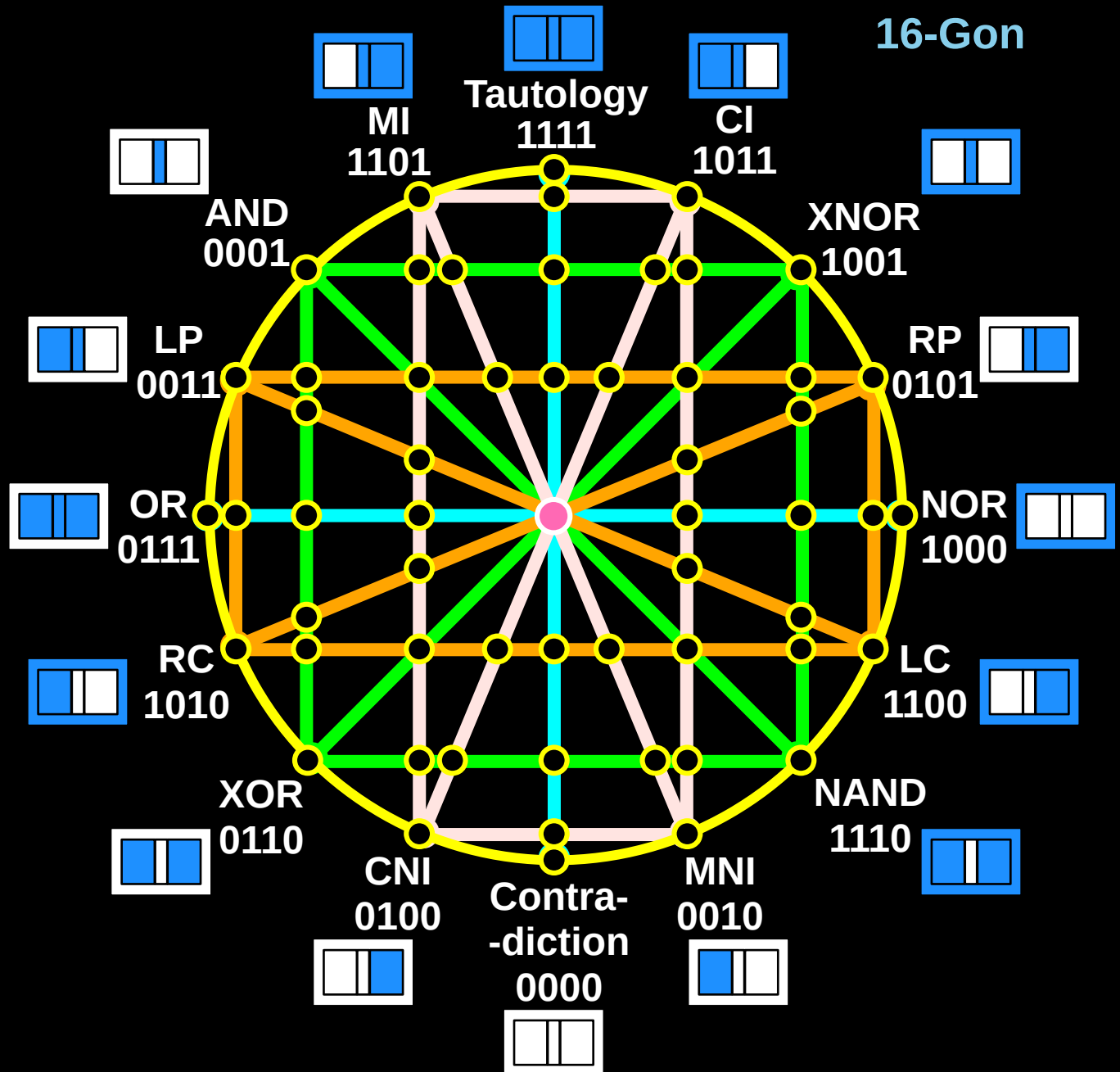
True Artificial Intelligence System

16-Gon

Tautology
1111

MI
1101

CI
1011

AND
0001

XNOR
1001

LP
0011

RP
0101

OR
0111

NOR
1000

RC
1010

LC
1100

XOR
0110

NAND
1110

CNI
0100

Contra-
-diction
0000

MNI
0010

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Christopher Topalian

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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