

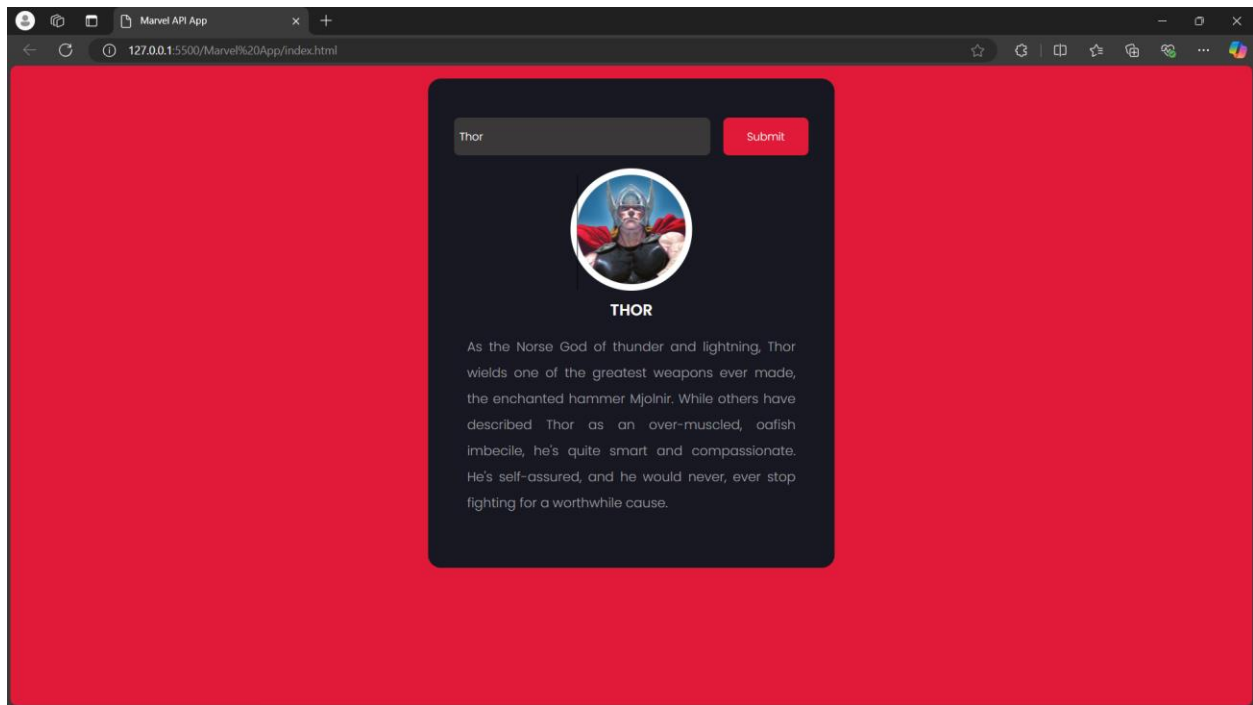
Week12 : InClass – LabActivity

Client Side JavaScript

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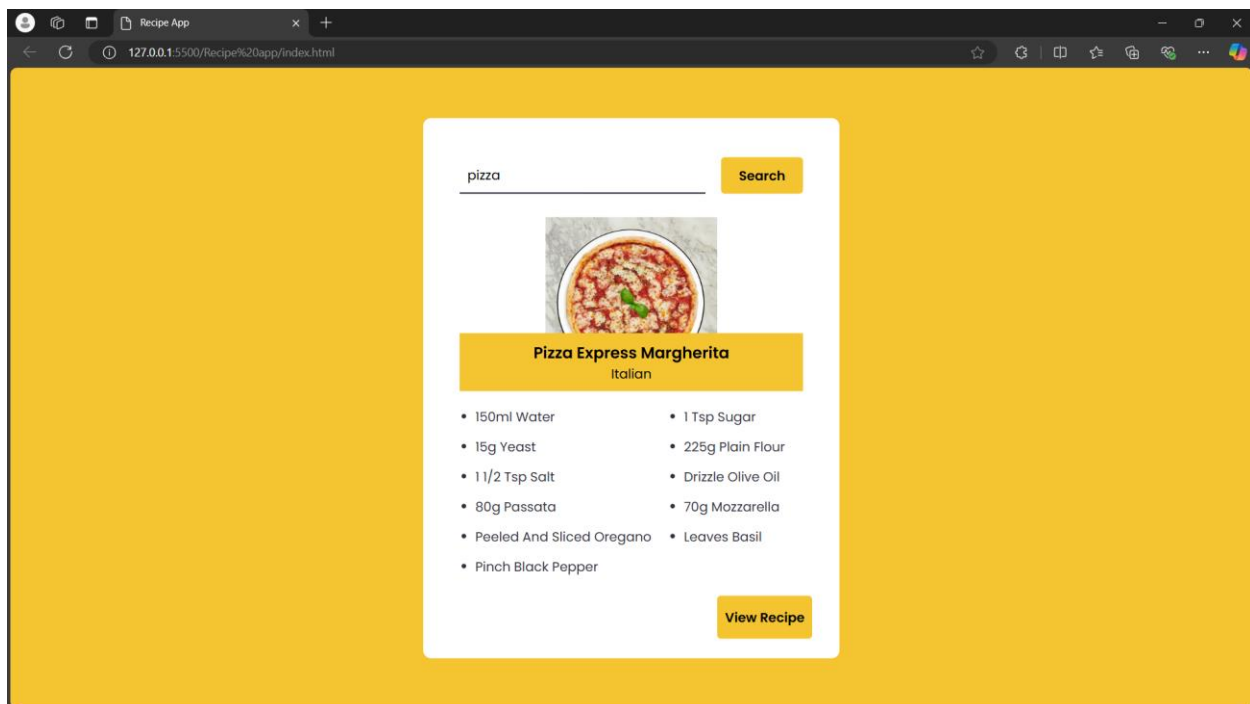
1. Marvel App

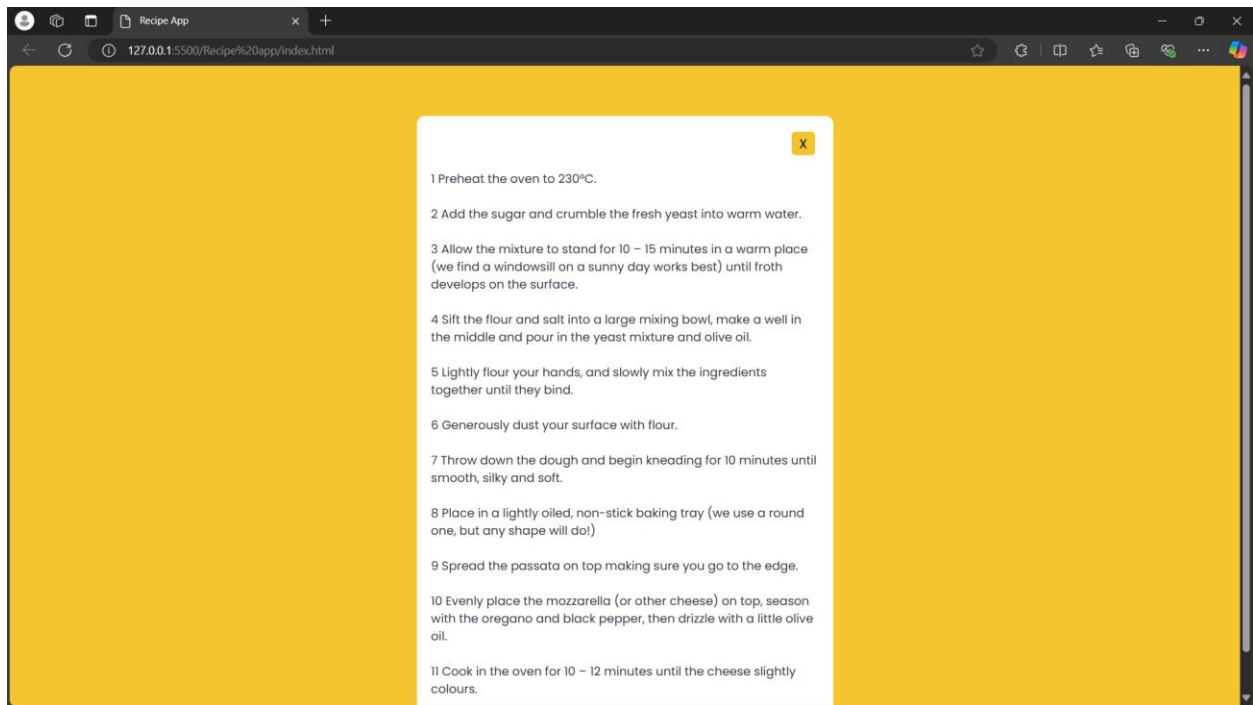


```
Marvel App > # script.js > @ getResult > @ forEach() callback
42 });
43
44 button.addEventListener(
45   "click",
46   (getResult = async () => {
47     if (input.value.trim().length < 1) {
48       alert("Input cannot be blank");
49     }
50     showContainer.innerHTML = "";
51     const url = `https://gateway.marvel.com:443/v1/public/characters?ts=${timestamp}&apikey=${apiKey}&hash=${hashValue}&name=${input.value}`;
52
53     const response = await fetch(url);
54     const jsonData = await response.json();
55     jsonData.data["results"].forEach(element => [
56       showContainer.innerHTML = `<div class="card-container">
57         <div class="container-character-image">
58           </div>
61         <div class="character-name">${element.name}</div>
62         <div class="character-description">${element.description}</div>
63       </div>`;
64     ]);
65   });
66 );
67 window.onload = () => {
68   getResult();
69 };
```

```
JS api-data.js x < index.html Real estate # style.css Real estate JS script.js Real estate JS script.js Marvel App # style.css Marvel App
Marvel App > JS api-data.js > ...
1 let ts = "1732129604965";
2 let publicKey = "42c34cedc136c53a19285397ba89d776";
3 let hashVal = "c986c5b6b8cb3cdb8b31ba910535b842";
```

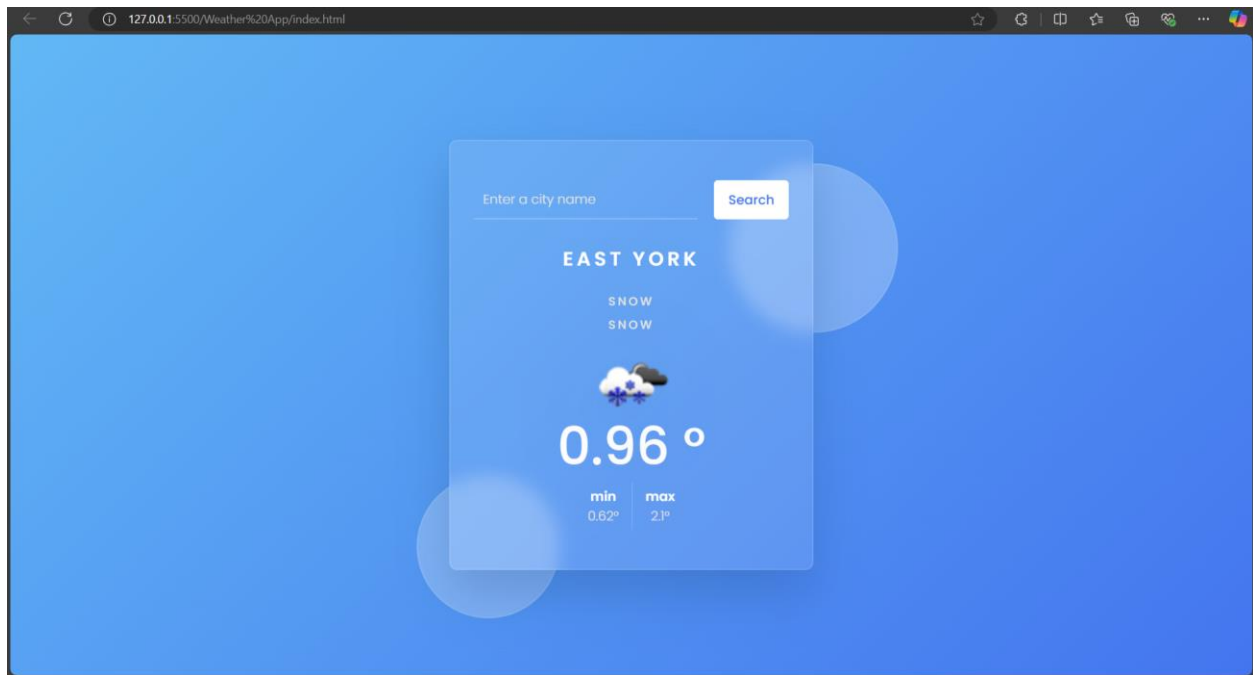
2. Recipe App





```
Recipe app > JS script.js > ...
1 //Initial References
2 let result = document.getElementById("result");
3 let searchBtn = document.getElementById("search-btn");
4 let url = "https://www.themealdb.com/api/json/v1/1/search.php?s=";
5
6 searchBtn.addEventListener("click", () => {
7   let userInput = document.getElementById("user-inp").value;
8   if (userInput.length == 0) {
9     result.innerHTML = `<h3>Input Field Cannot Be Empty</h3>`;
10  } else {
11    fetch(url + userInput)
12      .then((response) => response.json())
13      .then((data) => {
14        let myMeal = data.meals[0];
15        console.log(myMeal);
16        console.log(myMeal.strMealThumb);
17        console.log(myMeal.strMeal);
18        console.log(myMeal.strArea);
19        console.log(myMeal.strInstructions);
20        let count = 1;
21        let ingredients = [];
22        for (let i in myMeal) {
23          let ingredient = "";
24          let measure = "";
25          if (i.startsWith("strIngredient") && myMeal[i]) {
```

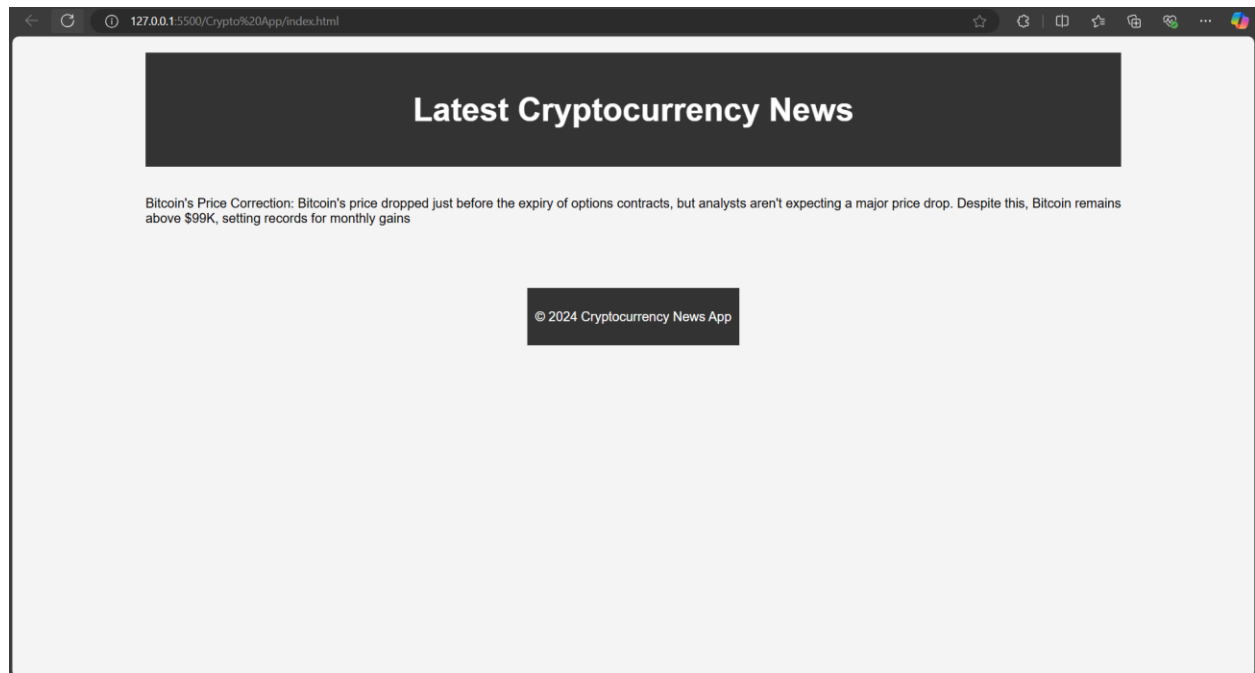
3. Weather App



```
index.html Recipe app  # style.css Recipe app  JS script.js Recipe app  index.html Weather App
Weather App > JS key.js
1
2 key = "bd5e378503939ddaee76f12ad7a97608";
```

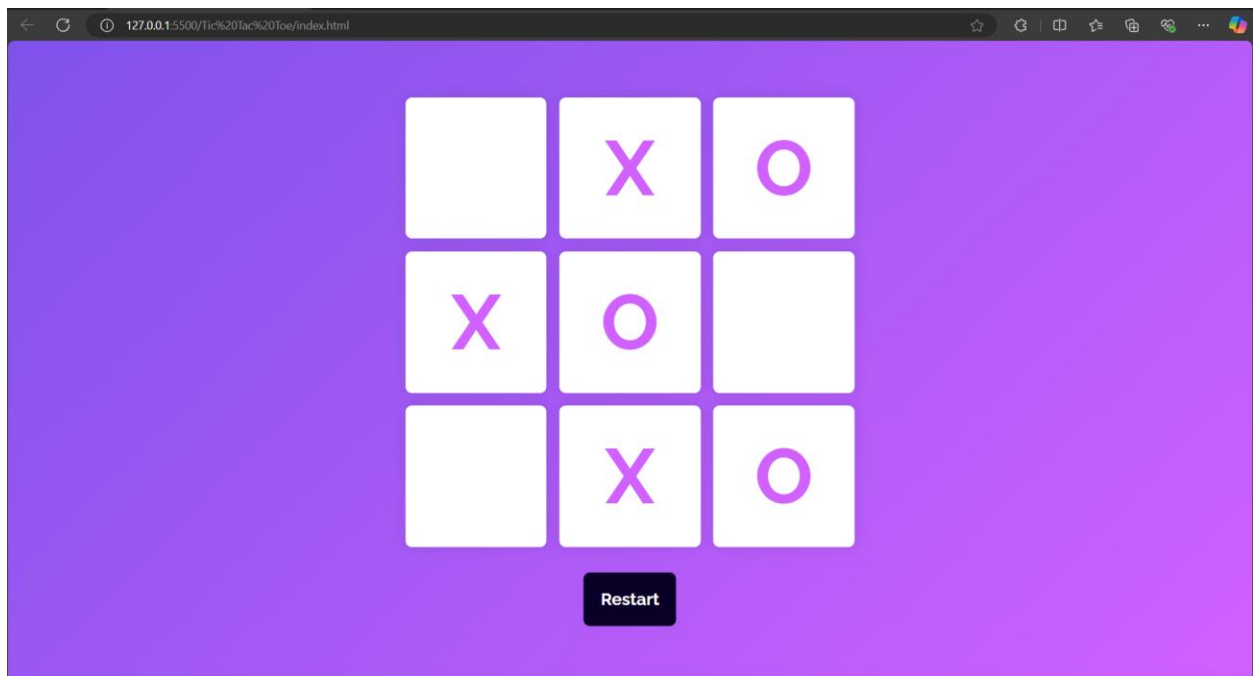
```
Weather App > JS script.js > ...
1 let result = document.getElementById("result");
2 let searchBtn = document.getElementById("search-btn");
3 let cityRef = document.getElementById("city");
4
5 //Function to fetch weather details from api and display them
6 let getWeather = () => {
7   let cityValue = cityRef.value;
8   //If input field is empty
9   if (cityValue.length == 0) {
10    result.innerHTML = `<h3 class="msg">Please enter a city name</h3>`;
11   }
12   //If input field is NOT empty
13   else {
14     let url = `https://api.openweathermap.org/data/2.5/weather?q=${cityValue}&appid=${key}&units=metric`;
15     //Clear the input field
16     cityRef.value = "";
17     fetch(url)
18       .then((resp) => resp.json())
19       //If city name is valid
20       .then((data) => {
21         console.log(data);
22         console.log(data.weather[0].icon);
23         console.log(data.weather[0].main);
24         console.log(data.weather[0].description);
25         console.log(data.name);
26         console.log(data.main.temp_min);
27         console.log(data.main.temp_max);
```

4. Crypto News



```
index.html Tic Tac Toe  index.html Crypto App  JS script.js Crypto App X  # style.css Crypto App  # style.css Tic Tac Toe  JS
Crypto App > JS script.js > ...
1 // The base API endpoint URL
2 const apiUrl = 'https://developers.coinmarketcal.com/v1/cryptocurrency
3
4 // API key
5 const apiKey = 'gFs523Ce8V8AeSKtD6rir9R7Y8ztt1605v5o1WAb';
6
7 // Function to fetch and display the latest cryptocurrency news
8 function fetchCryptoNews() {
9   fetch(apiUrl, {
10     method: 'GET',
11     headers: {
12       'Authorization': `Bearer ${gFs523Ce8V8AeSKtD6rir9R7Y8ztt1605v5o1WAb}`,
13       'Content-Type': 'application/json'
14     }
15   })
16   .then(response => {
17     if (!response.ok) {
18       throw new Error('Failed to fetch news');
19     }
20     return response.json();
21   })
22   .then(data => {
23     // Assuming the API returns a list of news articles in 'data.data'
24     const articles = data.data;
```

5. Tic Tac Toe



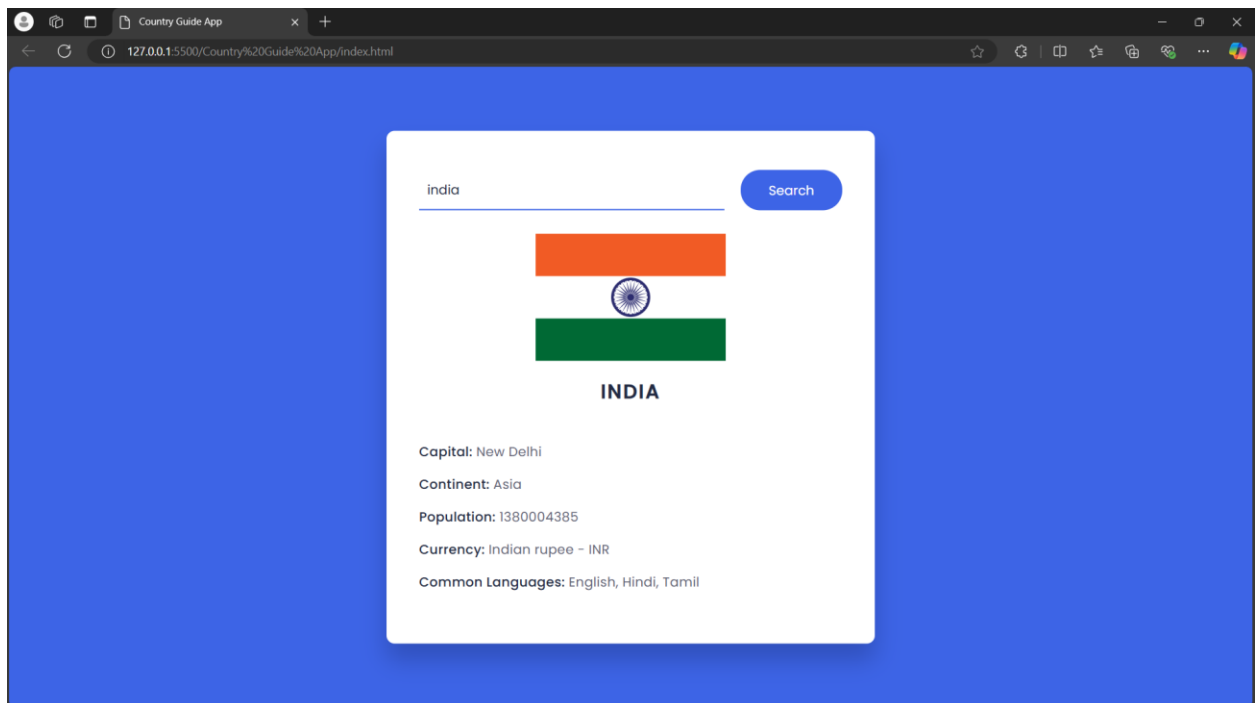
```

1 let btnRef = document.querySelectorAll(".button-option");
2 let popupRef = document.querySelector(".popup");
3 let newgameBtn = document.getElementById("new-game");
4 let restartBtn = document.getElementById("restart");
5 let msgRef = document.getElementById("message");
6 //Winning Pattern Array
7 let winningPattern = [
8     [0, 1, 2],
9     [0, 3, 6],
10    [2, 5, 8],
11    [6, 7, 8],
12    [3, 4, 5],
13    [1, 4, 7],
14    [0, 4, 8],
15    [2, 4, 6],
16 ];
17 //Player 'X' plays first
18 let xTurn = true;
19 let count = 0;
20
21 //Disable All Buttons
22 const disableButtons = () => {
23     btnRef.forEach((element) => (element.disabled = true));
24     //enable popup
25     popupRef.classList.remove("hide");
26 };
27

```

Ln 108, Col 31 Spaces: 2 UTF-8 CRLF JavaScript Port : 5500 AI Code Chat

6. Country Guide App




```

1 let searchBtn = document.getElementById("search-btn");
2 let countryInp = document.getElementById("country-inp");
3 searchBtn.addEventListener("click", () => {
4   let countryName = countryInp.value;
5   let finalURL = `https://restcountries.com/v3.1/name/${countryName}?fullText=true`;
6   console.log(finalURL);
7   fetch(finalURL)
8     .then((response) => response.json())
9     .then((data) => {
10      console.log(data[0]);
11      console.log(data[0].capital[0]);
12      console.log(data[0].flags.svg);
13      console.log(data[0].name.common);
14      console.log(data[0].continents[0]);
15      console.log(Object.keys(data[0].currencies)[0]);
16      console.log(data[0].currencies[Object.keys(data[0].currencies)].name);
17      console.log(
18        Object.values(data[0].languages).toString().split(",").join(" ")
19      );
20      result.innerHTML = `
21        
22        <h2>${data[0].name.common}</h2>
23        <div class="wrapper">
24          <div class="data-wrapper">
25            <h4>Capital:</h4>
26            <span>${data[0].capital[0]}</span>
27          </div>

```

```
ript.js Tic Tac Toe  index.html Country Guide App  # style.css Country Guide App  index.html Pokemon App  # style.css Pokemon App  JS script.js Pokemon App X
Pokemon App > JS script.js > ...
1  const typeColor = {
2    fairy: "#f08080",
3    fighting: "#30336b",
4    fire: "#f0932b",
5    flying: "#81ecec",
6    grass: "#00b894",
7    ground: "#EFB549",
8    ghost: "#a55eea",
9    ice: "#74b9ff",
10   normal: "#95afc0",
11   poison: "#6c5ce7",
12   psychic: "#a29bfe",
13   rock: "#2d3436",
14   water: "#0190FF",
15 };
16
17 const url = "https://pokeapi.co/api/v2/pokemon/";
18 const card = document.getElementById("card");
19 const btn = document.getElementById("btn");
20
21
22
```