COUNTER

JavaScript Basics Project

2022 COUNTER
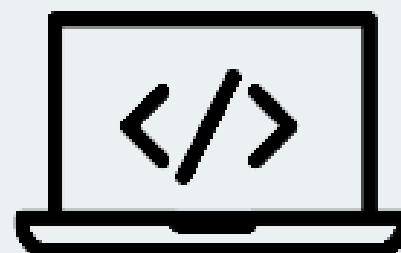
edited by Matteo Battilani

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PROJECT DESCRIPTION

The 'Counter' project was created as the final test of the Start2Impact course on 'Javascript Base'. The aim is to create a web page in which to host a counter equipped with two buttons which allow adding and subtracting 1 to the counter.

In addition to the specifications required by the project, I decided to add two further functions to allow an automatic incrementing of the counter and a timer functionality.

At the end of this presentation is a link to the counter demo.

MINIMUM REQUIREMENTS

- an HTML counter with '+' and '-' buttons
- a CSS page with the style
- a JS page with functions for the counter

THE REQUIREMENTS I ADDED

- two buttons: 'AUTO' and 'TIMER'
- a function to start an automatic count
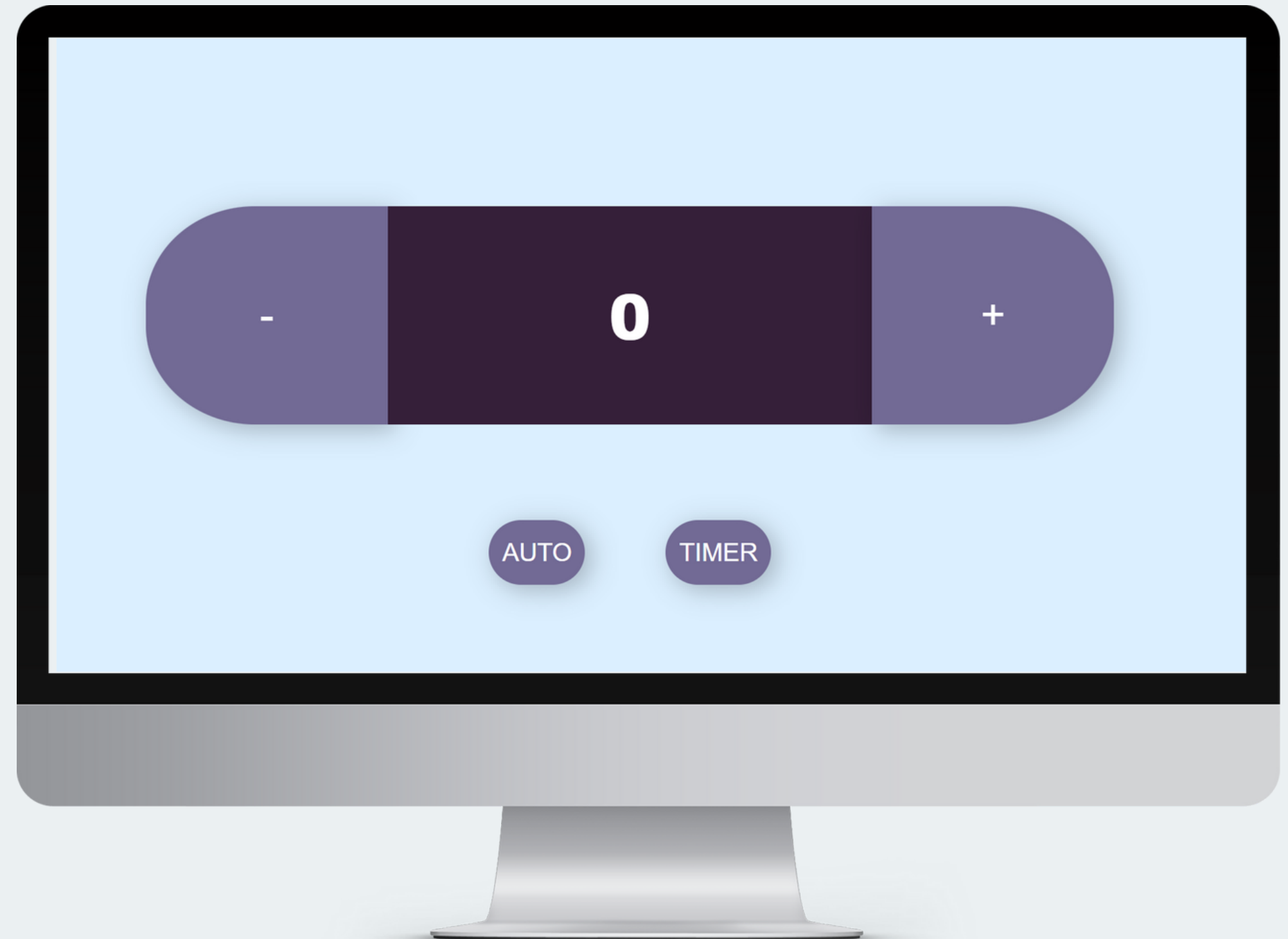- a function to start a timer, with alarm

TECHNOLOGIES ADOPTED
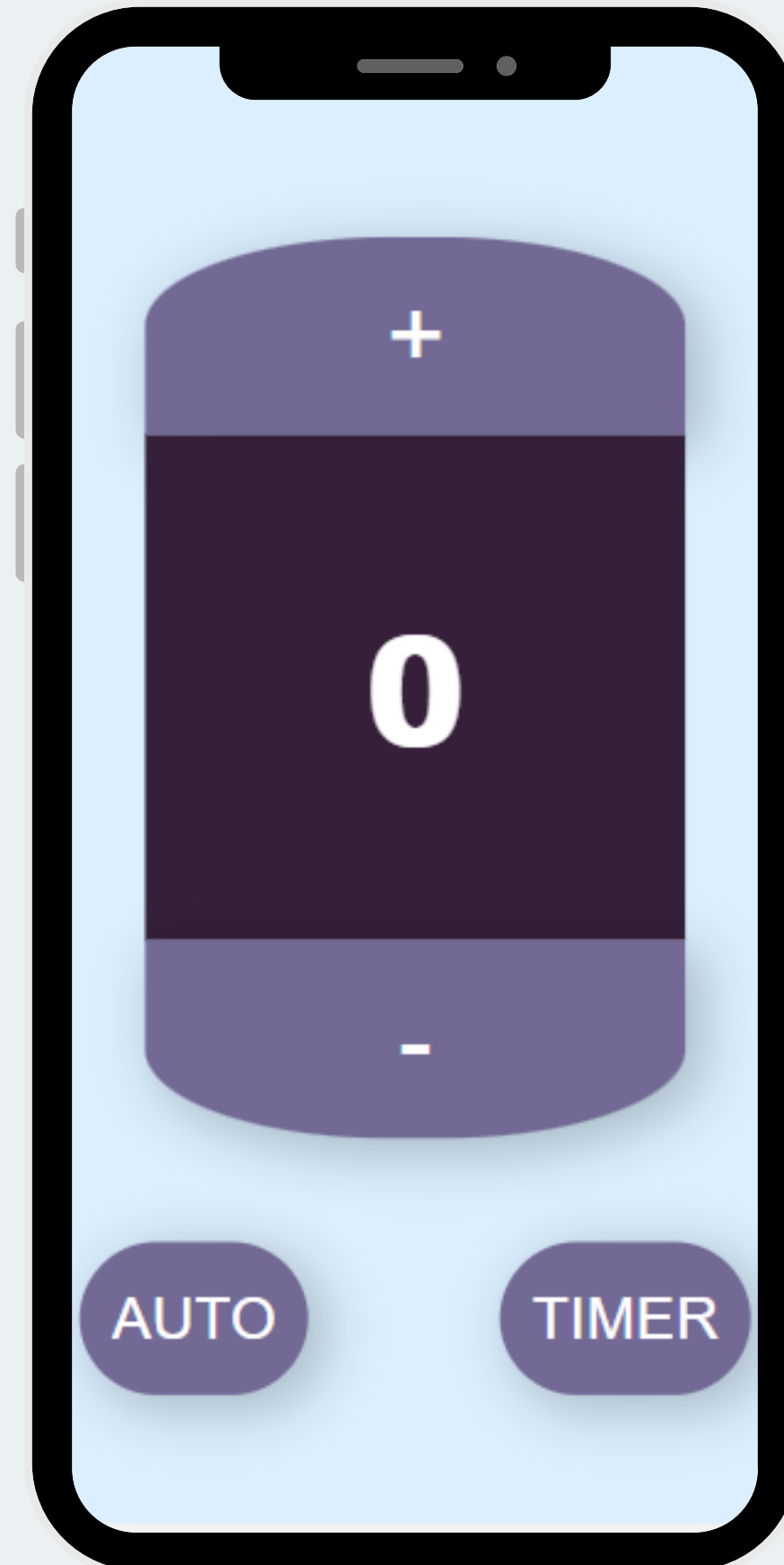
THE COUNTER

Desktop version

- I have chosen to display the counter as a simple, minimalist bar.

- To the classic '+' and '-' buttons, I have added 'AUTO' and 'TIMER', which serve to trigger the relevant functions explained on the following pages.

THE COUNTER

Mobile Version

- The mobile version has a different layout, more suitable for vertical viewing.

- The desktop and mobile versions do not differ in the number of elements: the only aspect that changes is the layout.

THE RESET BUTTON

- The default reset button is invisible. It appears when the counter value is different from 0.

- The reset button also appears at the stop of each of the two functions 'AUTO' and 'TIMER'.
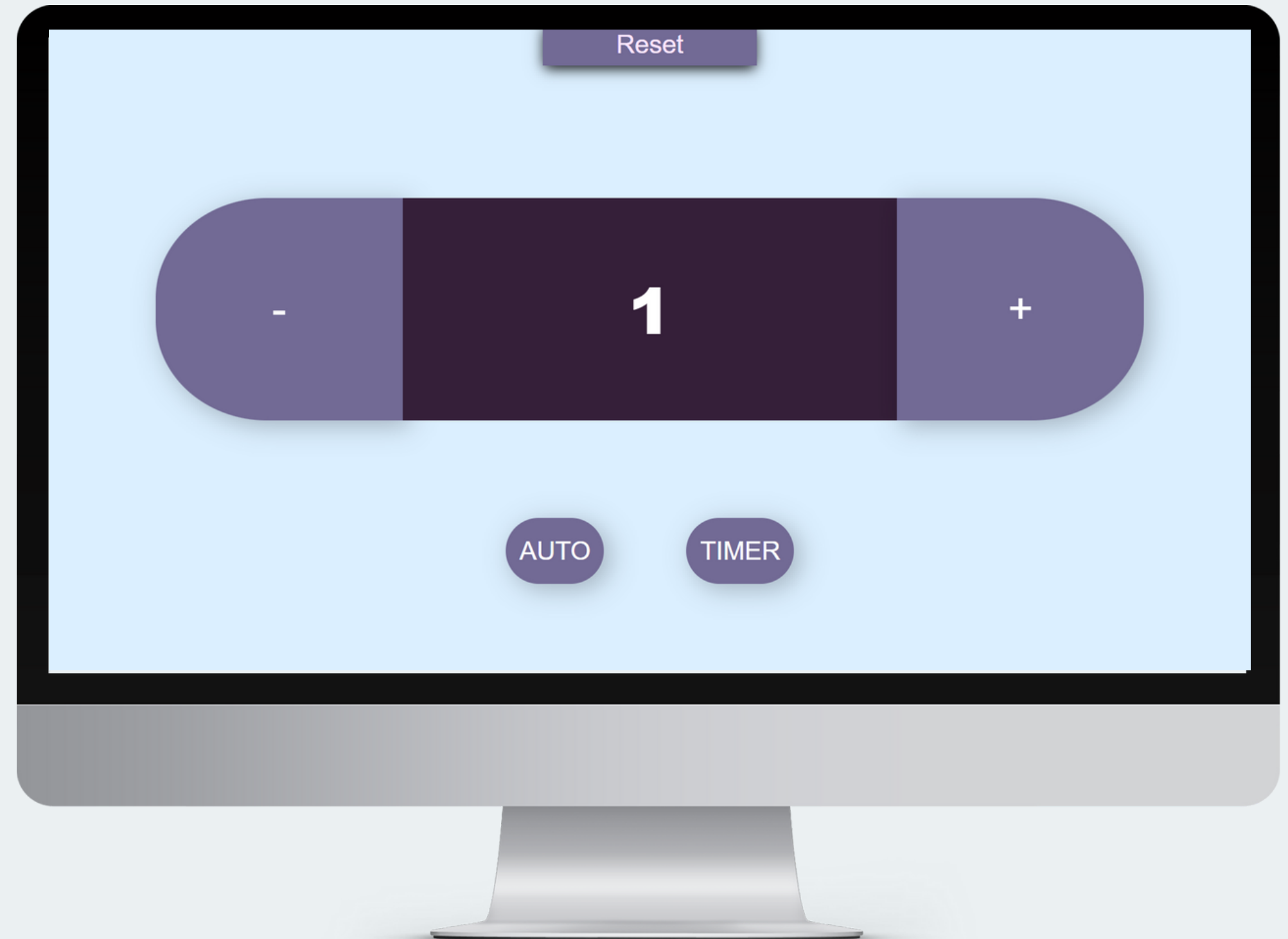
ADDITIONAL FUNCTIONS

AUTO

- The 'AUTO' button is used to start an automatic progressive count.

- Counting starts from 0 and can go up to the maximum value (decided by me) of 10,000 seconds (almost 3 hours).

- Once the 'AUTO' button is pressed, it will change to 'STOP', so that the automatic counting can be terminated.
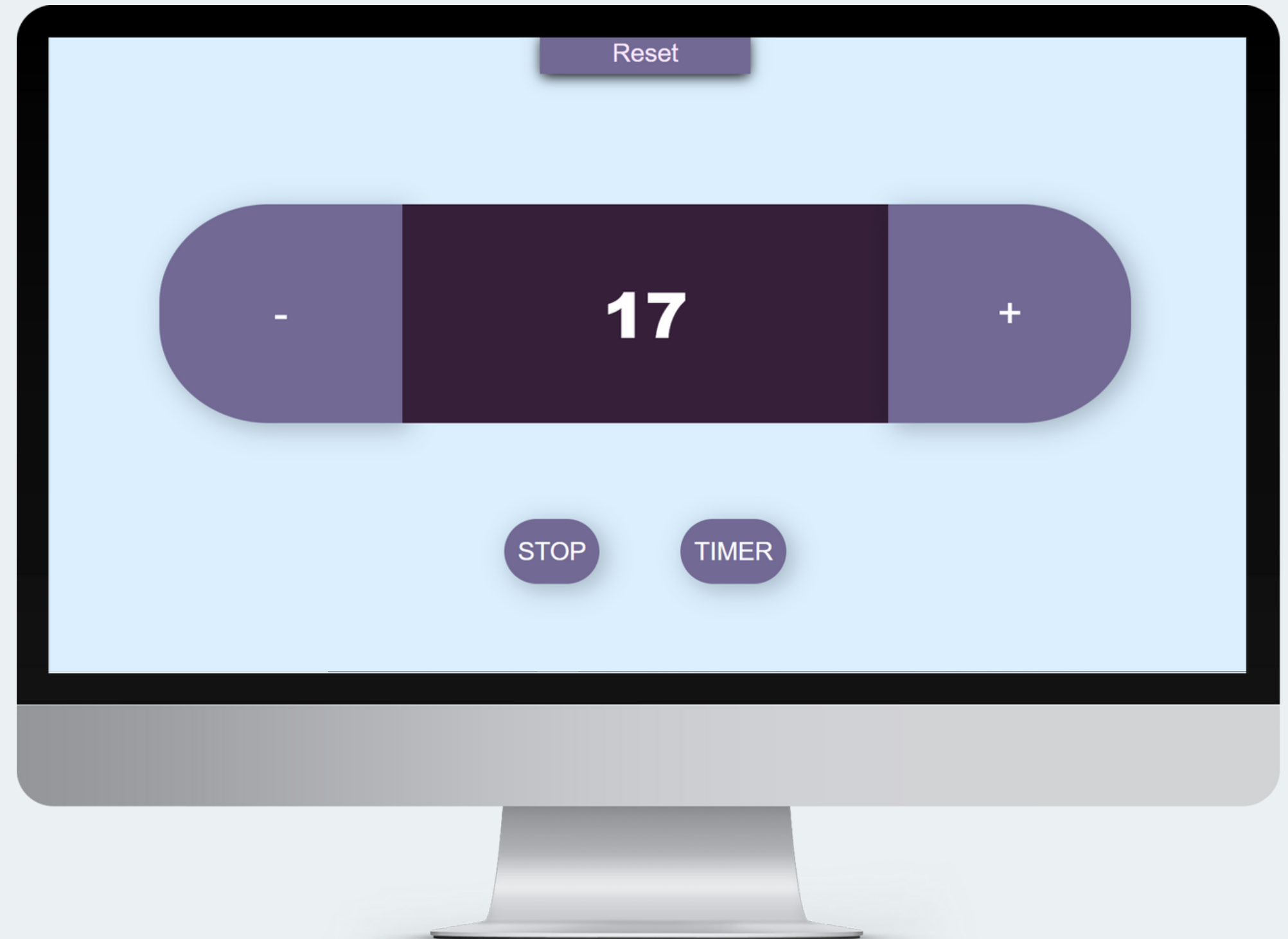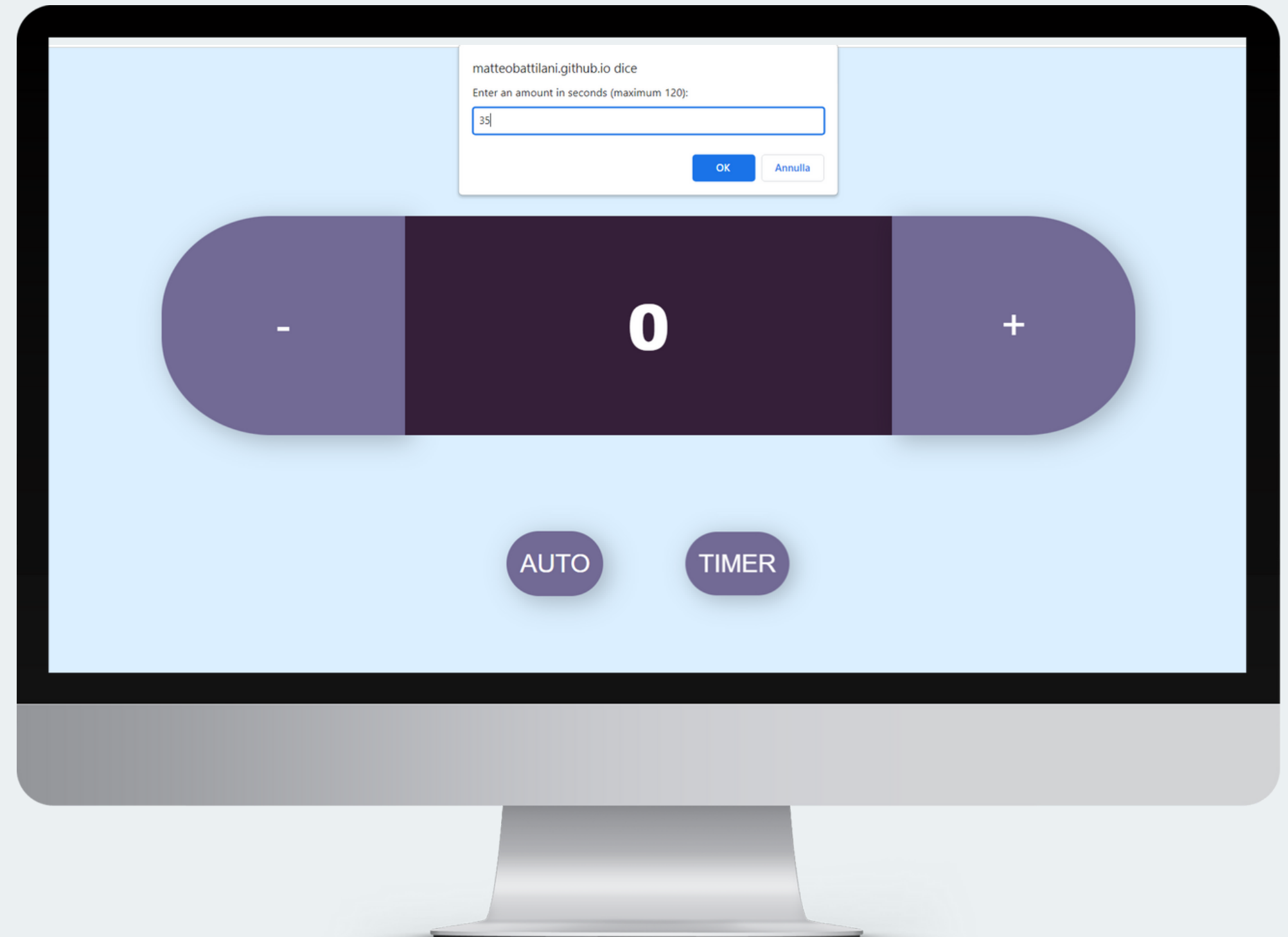
ADDITIONAL FUNCTIONS

TIMER

- By pressing the 'TIMER' button, the user will be allowed to enter a value in seconds (up to a maximum of 120).

- Once the entry is confirmed, a countdown will start (from the value entered).

- When the count reaches 0, an audible alarm warns the user.

- The timer function can also be interrupted using the 'STOP' button.

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Enter an amount in seconds (maximum 120):

35

OK   Annulla

-    0   +

AUTO   TIMER

CONCLUSIONS

what I learnt

- The project, which was the final test of the Javascript Basics course, was instrumental in familiarising myself with this technology and brushing up on HTML/CSS.

- I learnt how to dynamically edit web pages through customised functions.

- I learnt how to create responsive pages, which adapt to different sizes of devices on the market.

I am very satisfied with the result, but this is only the beginning of the journey to learn the front-end side.

CONCLUSIONS

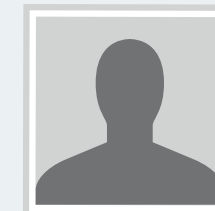**what I learnt**

TECHNICAL SKILLS ACQUIRED

- use and consolidation of HTML
- use and consolidation of CSS
- use and consolidation of Bootstrap
- use and consolidation of Visual Studio Code
- knowledge and use of Javascript
- deployment of a web page on GitHub
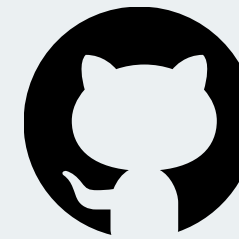
Source code on GitHub

Live Demo Counter

Start2Impact Profile

LinkedIn profile