There are three items in the HTML on the home page.

1. One is a button that will be used to turn on dark mode.
2. The second is a container that holds the three buttons leading to the quizzes
3. The third is the clock container, which confusingly enough holds the clock animatic.

The ‘Dark Mode’ button is quite stark in the HTML, but behind the scenes it is supported by sophisticated Java Script.

5. The button must have an event listener in the JavaScript. This creates an effect when the button is ‘clicked, turning an ordinary piece of window dressing into a functional part of the site.

6. Next, Css defines what it means for the site to be in dark mode, and the JavaScripts controles entering and exiting that mode.

The buttons to the quizzes are stored in the ‘container’ div. They must have links to the quizzes, but they also have an effect that makes pressing the button in the wrong place obvious.

7. The links are stored inside the buttons. They have had their decorations removed in Css.

8. The JavaScript maintaining the effect is fairly striped back. X and Y values of the click are taken to determine if they fall within the bounds of one of the buttons. If so, a Css transformation is called.

9. The Css creates a circle, who’s definition includes a transform, and animation, which cause the circle to grow and disappear in an ease out. A key frame is provided. Javascript disposes of the circles afterwards.

10 . The clock is mainly composed of three arms and a center. Css defines the dimensions of the clock, the arms, and the center. Transformations, in the form of translations, are also provided. A JavaScript ‘set time’ function gets the relevant information, and then positions the arms to match.