

```
1 <!DOCTYPE html>
2 <html lang="en">
3
4 <head>
5     <meta charset="UTF-8">
6     <meta http-equiv="X-UA-Compatible" content="IE=edge">
7     <meta name="viewport" content="width=device-width, initial-scale=1.0">
8     <title>iPhone Tutorial!</title>
9
10    <style>
11        body,
12        html {
13            text-align: center;
14            font-family: 'stylish';
15            color: white;
16
17            /*
18            ,      Background Image Source: https://coolbackgrounds.io/
19            ,      */
20
21            background-image: url('background3.png');
22            background-position: center;
23            background-repeat: repeat-y;
24            background-size: cover;
25            height: 100%;
26
27        }
28
29        .nextButton {
30
31            position: absolute;
32            bottom: 50px;
33            right: 100px;
34            font-size: 28px;
35        }
36
37        .Blue {
38            color: blue;
39            font-size: 21px;
40        }
41
42        .Green {
43            color: green;
44            font-size: 21px;
45        }
46
47        .Dark-Yellow {
48
49            color: rgb(252, 161, 3);
50            font-size: 21px;
51        }
52
53        .Purple {
54
55            color: purple;
56            font-size: 21px;
57
```

```
58     }
59
60     .Pink {
61
62         color: pink;
63         font-size: 21px;
64     }
65
66     .Red {
67
68         color: red;
69         font-size: 21px;
70     }
71
72     .Orange {
73
74         color: orange;
75         font-size: 21px;
76     }
77
78     .header {
79         font-size: 42px;
80
81     }
82
83     h2 {
84         font-size: 42px;
85
86     }
87
88     .intro {
89         font-size: 21px;
90     }
91
92     .colorInstructions {
93         font-size: 24px;
94     }
95
96     .skillClass {
97         text-align: center;
98         position: absolute;
99         bottom: 500px;
100        right: 700px;
101        font-size: 24px;
102    }
103
104    .smartClass {
105        text-align: center;
106        font-size: 24px;
107    }
108 </style>
109
110 <script>
111
112     /*
113     ,     Background Image Source: https://coolbackgrounds.io/
114     ,     */
```

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115
116 //Global Variables being initialized
117 var randomInteger;
118 var randColor1;
119 var randColor2;
120 var randColor3;
121 var name = "";
122 var colorArray = [];
123 var colorMessage = "<br> Selected Colors: <br><br>";
124 var colorCounter = 0;
125 var nextCounter = 0;
126 var skillCheck;
127 var lessonOutput = '';
128
129 function randomInt(min, max) {
130     //Description: Return a random integer, n, such that min <= n <= max
131     //Code Citation: Mozilla Foundation, https://developer.mozilla.org/en-
132     US/docs/Web/JavaScript/Reference/Global_Objects/Math/random
133     //Input: Two floating point number min and max
134     //Output: Returns a random integer between min and max
135     min = Math.ceil(min);
136     max = Math.floor(max);
137     return Math.floor(Math.random() * (max - min + 1)) + min; //inclusive on min and
max
138
139 }
140
141
142 function addName() {
143     /*
144     ,      Description: This function takes in a string (name), via a textbox, and displays
it underneath the textbox
145     ,      Input: The name entered by the user, in the textbox
146     ,      Output: It takes the string (name), and is displayed in the div, underneath the
textbox
147     ,      Citation: N/A
148     ,      */
149
150     name = document.getElementById('nameInputId').value;
151     //The inner HTML of the div tag underneath the textbox is being set equal to the
user's name
152     document.getElementById('divNameId').innerHTML = "<br> Hi, " + name;
153 }
154
155 function addColor() {
156     /*
157     ,      Description: This function adds the desired color, selected by user, to a string
(for output message) and array (list)
158     ,      Input: The click of the button, which calls this function, and the selected color
from the select box
159     ,      Output: It displays a message with all the selected colors
160     ,      Citation: N/A
161     ,      */
162
163     //This portion adds the selected color to the array (list)
164     var selectedColor = document.getElementById('inputColorId').value;
165     colorArray.push(selectedColor);
166

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167         //console.log(colorArray);
168
169         //This adds the selected color for the output color message
170         colorMessage += selectedColor + "<br>";
171
172
173         document.getElementById('outputColorDivId').innerHTML = colorMessage;
174     }
175
176     function randomColor() {
177         /*
178         ,      Description: This function randomly- random index is given by helper function
179         ,      "randomInt()" -takes a color from
180         ,      the array to be used as a font color later in the program
181         ,      Input: The click of the button, 'next', which calls the function redirect, which
182         then creates local variables to be set equal to 'selectedColor', by calling this function
183         ,      Output: It returns, "selectedColor", the randomly selected color from the list,
184         "colorArray", to be set equal to local variables in the, "redirect()", function
185         ,      Citation: N/A
186         ,      */
187         randomInteger = randomInt(0, colorArray.length - 1);
188         var selectedColor = colorArray[randomInteger];
189         return selectedColor;
190     }
191
192     function skillTest() {
193         /*
194         ,      Description: This function is used to gather the data from the user responses,
195         and assign it to "skillCheck"
196         ,      Input: The input is the response from the multiple choice selection box
197         ,      Output: The message (string) and a boolean value being assigned to "skillCheck"
198         ,      Citation: N/A
199         ,      */
200
201         var skillMessage = "";
202         var yesWP;
203         var yesLG;
204         //console.log(nextCounter);
205
206         //WP stands for wallpaper
207         if (nextCounter == 1) {
208             //This code segment checks to see if the user selected "YES!" for their answer
209             submission yesWP = document.getElementById('yesWPCheckId').checked;
210
211         }
212
213         //LG stands for language
214         if (nextCounter == 3) {
215             //This code segment checks to see if the user selected "YES!" for their answer
216             submission yesLG = document.getElementById('yesLGCheckId').checked;
217
218         }
```

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219         //console.log(yesWP);
220
221         //This is to make sure the questions don't stay on the page during the entirety of
the program running
222         document.getElementById('skillDivId').innerHTML = "";
223
224
225         //console.log(yes);
226
227         if (yesWP == true) {
228             //If "YES!" was selected for the wallpaper question then a value of true will
be assigned to "skillCheck"
229             skillCheck = yesWP;
230             console.log(skillCheck);
231
232         }
233         else if (yesWP == false) {
234             //If "YES!" was not selected for the wallpaper question then a value of false
will be assigned to "skillCheck"
235             skillCheck = yesWP;
236             skillCheck = false;
237             console.log(skillCheck);
238         }
239
240         if (yesLG == true) {
241             //If "YES!" was selected for the language question then a value of true will
be assigned to "skillCheck"
242             skillCheck = yesLG;
243             console.log(skillCheck);
244
245         }
246         else if (yesLG == false) {
247             //If "YES!" was not selected for the language question then a value of false
will be assigned to "skillCheck"
248             skillCheck = yesLG;
249             console.log(skillCheck);
250         }
251
252         console.log(skillCheck);
253
254         skillMessage += "<span class = " + randColor1 + ">Thank you, for answering! Please
click <bold> Next </bold> when you are ready to move on! </span>";
255
256         //This displays the message
257         document.getElementById('skillDivId').innerHTML = skillMessage;
258
259
260     }
261
262
263     function composeLesson(lessonNumber, skill) {
264         /*Description: This function is used to compose the lesson, or play a special
message if they know what's on this lesson!
265         , Input: The input is the lesson the user is on, and the skill level they're at in
this particular lesson, which is selected through a multiple-choice selection box.
266         , Output: The lesson or the 'You're so smart message', which contains all
randomized colors for the text!
267         , Image Citations: //You're So Smart Gif Ciation: https://tenor.com/view/smart-so-
sosmart-gif-15534259 */

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268     var continueMessage = "";
269     var finalMessage = "";
270     //This for-loop is used to give a random color, to three variables, to be used for
the color of the text!
271     //The splicing of the color from, "colorArray", ensures that no colors get repeated
right next to each other
272     for (var i = 0; i < 3; i++) {
273
274         if (i == 0) {
275             randColor1 = randomColor();
276             colorArray.splice(randomInteger);
277
278         }
279         if (i == 1) {
280             randColor2 = randomColor();
281             colorArray.splice(randomInteger);
282         }
283         if (i == 2) {
284             randColor3 = randomColor();
285             colorArray.splice(randomInteger);
286         }
287     }
288     //If the user is on lesson one this portion of the if-else statement runs
289     if (lessonNumber == 'lessonOne') {
290
291         //If they know how to do this part of the lesson, then it runs this part of
the if-else statement!
292         if (skill == true) {
293             //When this portion of the if-else statement runs it displays a funny
message and meme!
294             continueMessage += "<br><br><br><br><br><br><p class = 'smartClass'><span
class =" + randColor1 + "><strong>WOW!</strong> You are so <strong>smart</strong> that you didn't
need to learn this lesson.</span><span class =" + randColor2 + "><br> Please click next to
move on to the next lesson!</span> <br> <br></p>"
295             //You're So Smart Gif Ciation: https://tenor.com/view/smart-so-sosmart-
gif-15534259
296             continueMessage += "<img src = 'smart.gif'>"
297             continueMessage += "";
298             finalMessage = continueMessage;
299             return finalMessage;
300         }
301         else {
302             //This is the actual lesson itself, which includes an image that I took
myself!
303             finalMessage = "<p class = 'header'> Welcome to <strong>Lesson 1</strong>,"
" + name + "! </p>";
304             //My own image that I made
305             finalMessage += "<img src = 'iphoneFinalEdit3.jpg'> <br><br><br>";
306             //Directions for the tutorial
307             finalMessage += "<br><br><h2> <strong> <u> Directions! </u> </strong> <br>
<br></h2>";
308             //Randcolor1 is inserted to implement the random color functionality of
the program
309             finalMessage += "<p class = 'smartClass'><span class =" + randColor1 + ">
<strong>1.)</strong> Begin by tapping on the settings app </span> <br><br>";
310             finalMessage += '<span class = ' + randColor2 + '> <strong>2.)</strong>
Next, scroll down on your screen. Then, tap on the <strong>"Wallpaper"</strong> icon </span>
<br><br>';
311             //Randcolor2 is inserted to implement the random color functionality of
the program

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312         finalMessage += '<span class = ' + randColor3 + '> <strong>3.)</strong> As
you can see in the image above, you need to click the <strong>"Choose a New Wallpaper"
</strong> icon </span> <br><br>';
313         //Randcolor3 is inserted to implement the random color functionality of
the program
314         finalMessage += '<span class = ' + randColor1 + '> <strong>4.)</strong>
Now, click on any icon, or your camera roll to pick your own images, for your desired
background! </span> <br><br></p>';
315         //Randcolor1 is inserted to implement the random color functionality of
the program
316
317         return finalMessage;
318     }
319 }
320 //If the user is on lesson two this portion of the if-else statement runs
321 if (lessonNumber == "lessonTwo") {
322     //If they know how to do this part of the lesson, then it runs this part of
the if-else statement!
323     if (skill == true) {
324         //When this portion of the if-else statement runs it displays a funny
message and meme!
325         continueMessage += "<span class =" + randColor1 + ".<strong>WOW!</strong>
You are so <bold>smart</bold> that you didn't need to learn this lesson.</span><span class ="
+ randColor2 + "><br> Please click next to move on to the next lesson!</span> <br> <br>"
326         //You're So Smart Gif Ciation: https://tenor.com/view/smart-so-sosmart-
gif-15534259
327         continueMessage += "<img src = 'smart.gif'"
328         continueMessage += "";
329         finalMessage = continueMessage;
330         return finalMessage;
331     }
332     else {
333         //This is the actual lesson itself, which includes an image that I took
myself!
334         finalMessage = " <p class = 'header'> Welcome to <strong>Lesson
2</strong>, " + name + "! </p>";
335         //My own image that I made
336         finalMessage += "<img src = 'iphoneFinalEdit2.jpg'> <br><br><br>";
337         //Directions for the tutorial!
338         finalMessage += "<br><br><h2> <strong> <u> Directions! </u> </strong> <br>
<br></h2>";
339         //Randcolor1 is inserted to implement the random color functionality of
the program
340         finalMessage += "<p class = 'smartClass'><span class = " + randColor1 + ">
<strong>1.)</strong> Begin by tapping on the settings app </span> <br><br>";
341         //Randcolor1 is inserted to implement the random color functionality of
the program
342         finalMessage += '<span class = ' + randColor2 + '> <strong>2.)</strong>
Next, scroll down on your screen. Then, tap on the <strong>"General"</strong> icon </span>
<br><br>';
343         //Randcolor1 is inserted to implement the random color functionality of
the program
344         finalMessage += '<span class = ' + randColor3 + '> <strong>3.)</strong> As
you can see in the image above, you need to click the <strong>"Language & Region"</strong>
icon </span> <br><br>';
345         //Randcolor1 is inserted to implement the random color functionality of
the program
346         finalMessage += '<span class = ' + randColor1 + '> <strong>4.)</strong>
Now, click on the <strong> iPhone Language </strong> icon </span> <br><br>';
347         //Randcolor1 is inserted to implement the random color functionality of
the program

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348         finalMessage += '<span class = ' + randColor2 + '> <strong>5.)</strong>  
Last but not least, search, scroll, and find the language you desire to change to! </span>  
<br><br></p>';  
349         //Randcolor1 is inserted to implement the random color functionality of  
the program  
350  
351         return finalMessage;  
352  
353     }  
354  
355  
356  
357 }  
358  
359  
360  
361  
362 }  
363  
364  
365 function redirect() {  
366  
367     /*  
368     , Description: This function acts as the button hub, depending on where the user is  
on the lesson it performs and outputs certain messages  
369     , Input: The click of the button, "Next!"  
370     , Output: It displays a message/lesson and sometimes an image!  
371     , Citation: N/A  
372     , */  
373  
374     document.getElementById('introDivId').innerHTML = "";  
375     document.getElementById('skillDivId').innerHTML = "";  
376     var skillQuestion = '';  
377  
378     console.log(nextCounter);  
379  
380     //If the next counter is at 0, it asks them the wallpaper question  
381     if (nextCounter == 0) {  
382         skillQuestion = '<br><br> Hi! Do you know how to change the wallpaper on your  
iPhone? <br><br> <input type="radio" id="yesWPCheckId" value = "Yes!" name =  
<br>"skillWPName">';  
383         skillQuestion += '<label for="yesCheckId">YES!</label><br><br>'  
384         skillQuestion += '<input type="radio" id="noWPCheckId" value="No!" name =  
<br>"skillWPName"> <label for="noCheckId">NO!</label> <br> <button class = "button" onClick =  
<br>"skillTest()">Submit</button>'  
385  
386         //console.log(typeof skillQuestion);  
387         document.getElementById('skillDivId').innerHTML = skillQuestion;  
388  
389         nextCounter += 1;  
390  
391  
392  
393     }  
394  
395  
396     //If the next counter is at 1, it displays the lesson or message depending on  
their skill level  
397     else if (nextCounter == 1) {
```



```

398
399     lessonOutput = composeLesson('lessonOne', skillCheck);
400     console.log(skillCheck);
401     document.getElementById('introDivId').innerHTML = lessonOutput;
402     nextCounter += 1;
403     //console.log(nextCounter);
404
405 }
406
407 //If the next counter is at 2, it asks them the language question
408 else if (nextCounter == 2) {
409     //console.log('hello')
410
411     skillQuestion = '<br><br> Hi! Do you know how to change the language on your
iPhone? <br><br> <input type="radio" id="yesLGCheckId" value = "Yes!" name =
"skillLGName">';
412     skillQuestion += '<label for="yesCheckId">YES!</label><br><br>'
413     skillQuestion += '<input type="radio" id="noLGCheckId" value="No!" name =
"skillLGName"> <label for="noCheckId">NO!</label> <br> <button class = "button" onClick =
"skillTest()">Submit</button>'
414     document.getElementById('skillDivId').innerHTML = skillQuestion;
415     nextCounter += 1;
416
417 }
418 //If the next counter is at 3, it displays the lesson or message depending on
their skill level
419 else if (nextCounter == 3) {
420
421     lessonOutput = composeLesson('lessonTwo', skillCheck);
422     document.getElementById('introDivId').innerHTML = lessonOutput;
423     nextCounter += 1;
424     console.log(nextCounter);
425
426 }
427 //If the next counter is at 4, it displays a message thanking the user for using
this program today
428 else if (nextCounter == 4) {
429
430     document.getElementById('skillDivId').innerHTML = "Thanks for using our
platform to learn! <strong>More lessons</strong> coming soon!"
431
432 }
433     console.log(nextCounter);
434
435
436
437 }
438
439     //console.log(randomColor());
440
441 </script>
442 </head>
443
444 <body>
445
446     <div id="introDivId">
447
448         <h1>Learn How To Use Your iPhone <strong>Fast!</strong></h1>

```

```
449     <br> <br>
450     <p class='intro'><strong>Welcome!</strong> This website will teach you how to use the
different features on your
451         iPhone!</p>
452     <br><br><br>
453     <input type="text" id="nameInputId" placeholder="Type Your Name Here">
454     <button onClick="addName()" class="button">Save Name</button>
455
456     <div id="divNameId"></div>
457
458     <br><br><br>
459
460     <div id="colorInfoDivId">
461
462         <p class="colorInstructions">Please add your <strong>favorite</strong> colors!</p>
463         <select id="inputColorId">
464             <option>Blue</option>
465             <option>Green</option>
466             <option>Dark-Yellow</option>
467             <option>Purple</option>
468             <option>Pink</option>
469             <option>Red</option>
470             <option>Orange</option>
471         </select>
472         <button onClick="addColor()" class="button">Add Color</button>
473     </div>
474
475     <div id="outputColorDivId" class='colorInstructions'></div>
476
477
478 </div>
479
480 <div id="skillDivId" class='skillClass'></div>
481
482 <button class="nextButton" onClick="redirect()">Next</button>
483 </body>
484
485 </html>
```