

# *Adding Animation to Websites*

```
> document.querySelector(".w");  
< <button class="w drum">w</button>  
> document.querySelector(".a");  
< <button class="a drum">a</button>  
>
```

Window `setTimeout()`

## Definition and Usage

The `setTimeout()` method calls a function after a number of milliseconds.

1 second = 1000 milliseconds.

```
<!DOCTYPE html>  
<html>  
<body>  
  
<p>Click the button to wait 3 seconds, then alert "Hello".</p>  
  
<button onclick="myFunction()">Try it</button>  
  
<script>  
function myFunction() {  
    setTimeout(function(){ alert("Hello"); }, 3000);  
}  
</script>  
  
</body>  
</html>
```

Click the button to wait 3 seconds, then alert "Hello".

Try it

[https://www.w3schools.com/jsref/met\\_win\\_settimeout.asp](https://www.w3schools.com/jsref/met_win_settimeout.asp)

### Syntax:

`setTimeout(function, milliseconds, param1, param2, ...);`

Search **JavaScript Animations**

[https://www.w3schools.com/js/js\\_htmldom\\_animate.asp](https://www.w3schools.com/js/js_htmldom_animate.asp)

[https://www.w3schools.com/howto/howto\\_js\\_animate.asp](https://www.w3schools.com/howto/howto_js_animate.asp)

<https://developer.mozilla.org/en-US/docs/Web/API/Element/animate>

**Code:**

**Index4.html:**

```
<!DOCTYPE html>

<html lang="en" dir="ltr">

  <head>

    <meta charset="utf-8">

    <title>Drum Kit Sounds</title>


    <link rel="stylesheet" href="styles4.css">

    <link href="https://fonts.googleapis.com/css2?family=Arvo" rel="stylesheet">

  </head>

  <body>

    <h1>Drum 🥁 Kit</h1>

    <div class="Set">

      <button class="w drum">w</button>

      <button class="a drum">a</button>

      <button class="s drum">s</button>

      <button class="d drum">d</button>

      <button class="j drum">j</button>

      <button class="k drum">k</button>

      <button class="l drum">l</button>

    </div>


    <script src="index4.js" charset="utf-8"></script>


  </body>

  <footer class="footer">

    Made with ❤️ in London.
```

```
</footer>
```

```
</html>
```

### **Index4.js:**

```
//Detecting Button Press
```

```
var noOfDrumButtons = document.querySelectorAll(".drum").length;
```

```
for (var i = 0; i < noOfDrumButtons; i++) {
```

```
  //W button
```

```
  document.querySelectorAll(".drum")[i].addEventListener("click", function() {
```

```
    var buttonInnerHTML = this.innerHTML;
```

```
    makeSound(buttonInnerHTML);
```

```
    //Add Annimations
```

```
    buttonAnimation(buttonInnerHTML);
```

```
  });
```

```
}
```

```
//Let's add keyboard functionality
```

```
/*
```

```
document.addEventListener("keypress", function(){
```

```
  alert("Key was pressed");
```

```
});
```

```
*/
```

```
//Detecting Keyboard Press
```

```
document.addEventListener("keypress", function(event){
```

```
  // alert("Key was pressed");
```

```
  makeSound(event.key);
```

```
//Add Animations
```

```
buttonAnimation(event.key);
```

```
});
```

```
//Let's make sound
```

```
function makeSound(key){
```

```
  switch (key) {
```

```
    case "w":
```

```
      var audio = new Audio("sounds/dr-tom.mp3");
```

```
      audio.play();
```

```
      break;
```

```
    case "a":
```

```
      var crash = new Audio("sounds/crash.mp3");
```

```
      crash.play();
```

```
      break;
```

```
    case "s":
```

```
      var kick = new Audio("sounds/kick.mp3");
```

```
      kick.play();
```

```
      break;
```

```
    case "d":
```

```
      var audio = new Audio("sounds/smooth-beat.mp3");
```

```
      audio.play();
```

```
      break;
```

```
    case "j":
```

```
      var audio = new Audio("sounds/tom1.mp3");
```

```
      audio.play();
```

```
        break;
    case "k":
        var audio = new Audio("sounds/tom2.mp3");
        audio.play();
        break;
    case "l":
        var audio = new Audio("sounds/tom3.mp3");
        audio.play();
        break;
    default:
        console.log(buttonInnerHTML);
    }
}

//Let's add Animations
function buttonAnimation(currentKey){
    var activeButton = document.querySelector("." + currentKey);
    activeButton.classList.add('pressed');

    setTimeout(function(){
        activeButton.classList.remove("pressed");
    },100); //Remove animation after 100 milliseconds

}
```

#### **Styles4.css:**

```
body{
    background-color: #483D8B;
    text-align: center;
    color: #fff;
```

```
    font-family: "swap", Arvo;
}
h1{
    text-align: center;
    /* color: #fff; */
    font-size: 5rem;
    padding-bottom: 5%;
}
.Set{
    margin: 10% auto;
}
.pressed{
    box-shadow: 0 3px 4px 0 #DBEDF3;
    opacity: 0.5;
}
.red{
    color: red;
}
.footer{
    padding-top: 7%;
}
.drum{
    padding: 2% 3%;
    margin: 1%;
    border-radius: 15%;
    border: solid 10px;
    border-color: #6A5ACD;
    font-size: 2rem;
```

```
font-weight: bold;
color: #C71585;
font-family: 'Arvo', cursive;
}
/* Add background images to each button*/
.w{
    background-image: url('images/title.jpg');
}
.a{
    background-image: url("images/kick-drum.png");
    background-size: contain;
}
.s{
    background-image: url('images/crash-drum.png');
    background-size: contain;
}
.d{
    background-image: url("images/music1.jpg");
    background-size: contain;
}
.j{
    background-image: url("images/music2.jpg");
    background-size: cover;
}
.k{
    background-image: url("images/music3.jpg");
    background-size: contain;
}
```

```
.l{  
  background-image: url("images/music4.jpg");  
  background-size: contain;  
}
```