Jokes API

```
<!DOCTYPE html>
<html>
<head>
    <title>JavaScript API</title>
    <style></style>
</head>
<body>
    <div class="container">
        <input type="text" class="val">
        <button class="btn">Click</button>
        <div class="output"></div>
    </div>
    <script src="code1.js"></script>
</body>
</html>
const btn = document.querySelector('.btn');
const inpEle = document.querySelector('input');
inpEle.style.display = 'none';
const output = document.querySelector('.output');
```

```
btn.textContent = 'Get the Joke of the Day';
const url = 'https://api.jokes.one/jod';
btn.addEventListener('click',(e)=>{
    fetch(url).then(res => res.json())
    .then(data =>{
        console.log(data.contents);
        if(data.success.total > 0){
            outputJoke(data.contents.jokes);
        }
        console.log(data);
    }).catch((err)=>{
        console.log(err);
    })
})
function outputJoke(data){
    console.log(data);
    const joke = data[0];
    output.innerHTML = `<h1>${joke.description}</h1>`;
    output.innerHTML += `<div>${joke.joke.title}</div>`;
    output.innerHTML += `<div>${joke.joke.text}</div>`;
}
```

Multiple Endpoints

```
<!DOCTYPE html>
<html>
<head>
    <title>JavaScript Project</title>
    <style>

    </style>
</head>
<body>
    <h1>JavaScript</h1>
    <div class="output"></div>
    <button class="btn">Click Me</button>
    <script src="pro1.js"></script>
</body>
```

```
</html>

const output = document.querySelector('.output');
const btn1 = document.querySelector('.btn');
const urls = ['test.txt','test1.txt','test2.txt'];
const headerOne = document.querySelector('h1');
const sel = document.createElement('select');
output.append(sel);
urls.forEach((el)=>{
    const opt = document.createElement('option');
    sel.append(opt);
    opt.value = el;
    opt.textContent = el;
})

btn1.addEventListener('click',(e)=>{
    getFile(sel.value);
})

function getFile(url){
    fetch(url).then(rep => rep.text())
    .then(data =>{
        headerOne.textContent = data;
    })
}
```

Fetch Examples

```
<!DOCTYPE html>
<html>

<head>
    <title>JavaScript Project</title>

</head>

<body>
```

```
    <h1>JavaScript</h1>
    <div class="output"></div>
    <input class="searchTerm">
    <button class="btn">Click</button>


    <script src="pro2.js"></script>
</body>

</html>
const output = document.querySelector('.output');
const btn1 = document.querySelector('.btn');
//const url = 'https://api.github.com/repos/twbs/bootstrap';
//const url = 'pro2.json';
const url = 'https://api.github.com/search/repositories';
const searchTerm = document.querySelector('.searchTerm');

window.addEventListener('DOMContentLoaded',(e)=>{
    console.log('ready');
    fetch('https://api.github.com/zen').
    then(rep => rep.text()).
    then(message => {
        document.querySelector('h1').textContent = message;
    })
})

btn1.addEventListener('click',(e)=>{
    const val = searchTerm.value;
    const queryString = url + '?q='+encodeURIComponent(val);
    console.log(queryString);
    fetch(queryString)
    .then((rep)=>rep.json())
    .then((data)=>{
        outputArray2(data);
    })
    .catch((error)=>{
        console.log('Fetch problem : '+error.message);
    })
})
```

```
function outputArray2(data){
    console.log(data.items);
    if(data.items.length>0){
        data.items.forEach(element => {
            outputContenttoPage(element);
            output.innerHTML +=  '<hr>';
        });
    }
}

function outputArray(data){
    console.log(data);
    data.forEach(element => {
        outputContenttoPage(element);
        output.innerHTML +=  '<hr>';
    });
}

function outputContenttoPage(data){
    console.log(data);
    let html = `
        ${data['name']} <br>
        ${data['id']} <br>
        ${data['owner']['id']}<br>
        <a href="${data['html_url']}"
target="_blank">${data['html_url']}</a><br>
        `;
    output.innerHTML +=  html;
}
```

Wordlist from Sheets

```
<!DOCTYPE html>
<html>

<head>
    <title>JavaScript Project</title>
    <style>
        .myLink {
```

```
    font-size: 0.6em;
    text-align: center;
    display: block;
    text-decoration: none;
    padding: 5px;

}

input,
button {
    width: 80%;
    margin: auto;
    display: block;
    margin-bottom: 10px;
}

input {
    font-size: 0.5em;
    text-align: center;
}

.message {
    text-align: center;
    font-size: 1em;
    color: red;

}

.wordOutput {
    text-align: center;
    font-size: 2em;
    letter-spacing: 0.5em;
}

.gameArea input {
    font-size: 1.2em;
}

.gameArea {
    background-color: aliceblue;
```

```
            padding: 10px;
            border: 1px solid #ddd;
        }
    </style>
</head>

<body>
    <h1>Word Scramble From Google Sheets</h1>
    <div class="output"></div>
    <div class="gameArea">
        <div class="wordOutput"></div>
        <input type="text">
        <button>Guess</button>
    </div>
    <div class="message"></div>
    <script src="pro3.js"></script>
</body>

</html>
let id = '1pKxrkT1iyzb3ELOY6vLEimn8666r8cQU6DEYFMuczB4';
const myWords = ['Hello', 'World', 'JavaScript', 'Code'];
const output = document.querySelector('.output');
const btn = document.createElement('button');

const startBtn = document.createElement('button');
startBtn.textContent = 'Start Game';
startBtn.addEventListener('click', startGame);
const game = {
    sel: '',
    scramble: '',
    wordsLeft: 0
};
const gameArea = document.querySelector('.gameArea');
const mes = document.querySelector('.message');
gameArea.style.display = 'none';
gameArea.querySelector('button').addEventListener('click', checkVal);
btn.textContent = 'load Sheet by id';
const sheetID = document.createElement('input');
sheetID.setAttribute('type', 'text');
const qs = window.location.search;
const urlParas = new URLSearchParams(qs);
const div1 = document.createElement('div');
output.append(div1);
div1.append(sheetID);
div1.append(btn);
output.append(startBtn);

btn.addEventListener('click', (e) => {
    loadListFromSheet(true);
});


if (urlParas.get('id')) {
    id = urlParas.get('id');
    //createShareLink(id);
    sheetID.value = id;
    div1.style.display = 'none';
    loadListFromSheet(false);
} else {
    sheetID.value = id;
}



function loadListFromSheet(boo) {
    console.log(sheetID.value);
    const url = 'https://spreadsheets.google.com/feeds/list/' +
sheetID.value + '/1/public/values?alt=json';
    btn.disabled = true;
    console.log(url);
    const div = document.createElement('div');
    output.append(div);
    fetch(url)
        .then(req => req.json())
        .then(json => {
            messageOut('New Word List Loaded');
            if (boo) {
                createShareLink(sheetID.value);
            }
            console.log(json['feed']['entry']);
            myWords.length = 0;
            let enty = json.feed.entry;
            enty.forEach(el => {
                console.log(el.title['$t']);
                //let temp = el['gsx$word']['$t'];
                let temp = el.title['$t'];
                console.log(temp.includes(":"));
                if (temp.length > 0 && !temp.includes(":")) {
                    let holder = temp.split(" ");
                    myWords.push(...holder);
                }
            });
            const span = document.createElement('span');
            if (boo) {
                div.append(span);
            }
            span.textContent = myWords.join(', ');
            btn.disabled = false;
            console.log(myWords);
        })
        .catch(err => {
            div.textContent = 'Error List not loaded using Default
List : ';
            messageOut('Error Loading  List');
            btn.disabled = false;
            const span = document.createElement('span');
            div.append(span);
            span.textContent = myWords.join(', ');
        })
}



function startGame() {
    gameArea.style.display = 'block';
    console.log('start game');
    output.style.display = 'none';
    console.log(myWords);
    if (myWords.length <= 0) {
        messageOut('Game Over');
        gameArea.style.display = 'none';
        output.style.display = 'block';
    } else {
        myWords.sort(() => {
            return 0.5 - Math.random()
        })
        game.sel = myWords.shift();
        game.sel = game.sel.toLowerCase();
        game.wordsLeft = myWords.length;
        game.scramble = sorter(game.sel);
        gameArea.querySelector('div').textContent = game.scramble;
    }
}

function sorter(word) {
    word = word.toLowerCase();
    let temp = word.split('');
    console.log(temp);
    temp.sort(() => {
        return 0.5 - Math.random()
    })
    temp = temp.join('');
    if (word == temp) {
        return sorter(temp);
    }
    console.log(temp);
    return temp;
}

function checkVal() {
    console.log('working');
    let guessEle = gameArea.querySelector('input');
    let guess = guessEle.value;
    guess = guess.toLowerCase();
    guessEle.value = '';
    console.log(guess);
    if (guess == game.sel) {
        messageOut('correct - words left ' + game.wordsLeft);
        startGame();
    } else {
        messageOut('incorrect');
    }
}

function messageOut(val) {
    console.log(val);
    mes.innerHTML = val;
}

function createShareLink(myId) {
    console.log(window.location.origin);
    let linkVal = window.location.origin + '?id=' + myId;
    const myURL = document.createElement('input');
    const aLink = document.createElement('a');
    aLink.textContent = "Shareable Link " + linkVal;
    aLink.classList.add('myLink');
    aLink.setAttribute('href', linkVal);
    aLink.setAttribute('target', '_blank');
    myURL.value = linkVal;
    myURL.addEventListener('focus', (e) => {
        myURL.select();
    })
    output.append(aLink);
    output.append(myURL);
}
```

JavaScript Quiz Game

```
<!DOCTYPE html>
<html>

<head>
    <title>JavaScript Project 4</title>
    <style>
        @import
url('https://fonts.googleapis.com/css2?family=Noto+Serif&display=swap'
);
```

```
        body {
            font-family: 'Noto Serif', serif;
        }

        button {
            padding: 10px;
            font-size: 1.2em;
            background-color: black;
            color: white;
            cursor: pointer;
        }

        button:hover {
            opacity: 0.8;
        }

        .quez {
            font-size: 2em;
            display: block;
            border: 1px solid #ddd;
            padding: 20px;

        }

        .message {
            text-align: center;
            width: 70%;
            font-size: 2em;
            color: red;
            margin: 20px auto;

        }

        .opts {
            background-color: blue;
            margin: 5px;
            border-radius: 25px;
            padding: 15px;
        }
    </style>
```

```
</head>

<body>
    <h1>JSON</h1>
    <div class="output"></div>
    <button class="btn">Click</button>
    <script src="pro4.js"></script>
</body>

</html>
const output = document.querySelector('.output');
const btn1 = document.querySelector('.btn');
const h1ele = document.querySelector('h1');
const tempData = [];
btn1.addEventListener('click', startGame);
window.addEventListener('DOMContentLoaded', init);
btn1.disabled = true;
const game = {
    cur: 0,
    score: 0,
    gameOver: false
};
function init() {
    console.log('ready');
    //load the JSON or create the JSON data
    genQuizData();

    //document.write(JSON.stringify(tempData));

}

function genQuizData() {
    for (let ques = 0; ques < 10; ques++) {
        const holder = [];
        const ran = Math.floor(Math.random() * 3) + 2;
        for (let ops = 0; ops < ran; ops++) {
            let temp = {
                res: `Try Option Wrong ${ops+1}`,
                cor: false,
                test: ops
            };
            holder.push(temp);
        }
        let tempCorrect = {
            res: `Pick This One`,
            cor: true,
            test: 100
        };
        holder.push(tempCorrect);
        const tempObj = {
            answers: holder,
            question: `Q#${ques+1}. What is the correct answer
${ran+1}`
        }
        tempData.push(tempObj);
    }
    console.log(tempData);
    btn1.disabled = false;
    btn1.textContent = 'Start Game Quiz';
    h1ele.textContent = 'JSON dummy Data Quiz';
}


function startGame() {
    console.log('clicked');
    btn1.style.display = 'none';
    disQuestion();
}

function disQuestion() {
    //game.cur
    if (!game.gameOver) {
        output.innerHTML = '';
        h1ele.textContent = `${game.cur+1} of ${tempData.length}
Questions`;
        let question = tempData[game.cur];
        console.log(question);
        const div = document.createElement('div');
        const ques = document.createElement('h3');
        const div1 = document.createElement('div');
        ques.textContent = question.question;
        ques.classList.add('quez');
        question.answers.sort(() => {
            return 0.5 - Math.random()
        })
        question.answers.forEach((el) => {
            const sel = document.createElement('button');
            sel.classList.add('opts');
            div1.append(sel);
            sel.textContent = el.res;
            sel.addEventListener('click', (e) => {
                disButtons(div1);
                let bg = 'red';
                let mes = 'Wrong Too Bad';
                if (el.cor) {
                    console.log('Correct');
                    bg = 'green';
                    game.score++;
                    mes = 'Great you got it Right!';
                }
                sel.style.backgroundColor = bg;
                output.innerHTML += `<div class="message"
style="color:${bg}">${mes}</div>`;
            })
        })
        output.append(div);
        div.append(ques);
        div.append(div1);
    } else {
        output.innerHTML = `<h1>Game Over</h1><h2>Score: ${game.score}
out of ${tempData.length}</h2>`;
    }

}

function disButtons(ele) {
    const eles = ele.querySelectorAll('button');
    console.log(eles);
    game.cur++;
    eles.forEach((btnz) => {
        btnz.disabled = true;
    })
    btn1.style.display = 'block';
    if (game.cur >= tempData.length) {
        btn1.textContent = 'Game Over See Score';
        game.gameOver = true;
    } else {
        btn1.textContent = 'Next Question';
    }
}
```

YouTube API AJAX

https://developers.google.com/youtube/v3/quickstart/js

Set up your project and credentials

Create or select a project in the API Console. Complete the following tasks in the API Console for your project:

In the library panel, search for the YouTube Data API v3. Click into the listing for that API and make sure the API is enabled for your project.

In the credentials panel, create two credentials:

Create an API key You will use the API key to make API requests that do not require user authorization. For example, you do not need user authorization to retrieve information about a public YouTube channel.

Create an OAuth 2.0 client ID Set the application type to Web application. You need to use OAuth 2.0 credentials for requests that require user authorization. For example, you need user authorization to retrieve information about the currently authenticated user's YouTube channel.

In the Authorized JavaScript origins field, enter the URL http://localhost:8000. You can leave the Authorized redirect URIs field blank.

API console

https://console.developers.google.com/

Developer Docs Try the API

https://developers.google.com/youtube/v3/docs/search/list?

Example URL

https://youtube.googleapis.com/youtube/v3/search?part=snippet&maxResults=10&order=relevance&q=test&key=

```
<!DOCTYPE html>
<html>

<head>
    <title>JavaScript Project 5</title>
    <style>
        * {
            box-sizing: border-box;
        }

        .output {
            display: flex;
            flex-wrap: wrap;
        }

        .search {
            flex: 100%;
            font-size: 2em;
        }

        .container {
            flex: 50%;
            font-size: 0.9em;
            text-align: center;
        }

        .box {
```

```
        padding: 5px;
        border: 1px solid black;
    }

    .box p {
        text-transform: uppercase;
    }

    .box img {
        max-width: 100%;
    }

    .btn {
        background-color: red;
        color: white;
        padding: 10px;
        font-size: 1.2em;
        display: block;
        margin: auto;
        cursor: pointer;
    }

    .btn:hover {
        opacity: 0.8;
    }

    .searchQ {
        line-height: 30px;
        font-size: 1.2em;
        width: 90%;
        margin: auto;
        display: block;
    }

    @media (max-width:680px) {
        .container {
            flex: 100%;
        }
    }
</style>
```

```
</head>

<body>
    <h1>YouTube JSON data</h1>

    <input type="text" class="searchQ">
    <button class="btn">Search YouTube</button>
    <div class="output"></div>
    <script src="pro5.js"></script>
</body>

</html>
const apiKey = '';
const baseurl = 'https://www.googleapis.com/youtube/v3/search';
//GET
https://youtube.googleapis.com/youtube/v3/search?part=snippet&channelI
d=UCgsZ8_79Eclct_VDoql_Dwg&maxResults=10&order=relevance&q=test&key=[Y
OUR_API_KEY]

const btn = document.querySelector('.btn');
const output = document.querySelector('.output');
const searchQuery = document.querySelector('.searchQ');

btn.addEventListener('click', (e) => {
    let q = searchQuery.value || 'test';
    searchQuery.value = '';
    let paras =
'?part=snippet&channelId=UCgsZ8_79Eclct_VDoql_Dwg&maxResults=10&order=
relevance';
    let searchTerm = '&q=' + q;
    let connKey = '&key=' + apiKey;
    let url = baseurl + paras + searchTerm + connKey;
    console.log(url);
    fetch(url)
        .then(rep => rep.json())
        .then((data) => {
            console.log(data);
            output.innerHTML = `<div class="search">Search for
${q}</div>`;
            data.items.forEach(item => {
                const ele = makeCard(item);
                output.append(ele);
            });
        })
        .catch((error) => {
            console.log(error);
        })
})


function makeCard(data) {
    console.log(data);
    const vid = data.snippet;
    const main = document.createElement('div');
    main.classList.add('container');
    const div1 = document.createElement('div');
    div1.classList.add('box');
    const thumbnail = vid.thumbnails.high.url;
    const linkVideo =
`https://www.youtube.com/watch?v=${data.id.videoId}`;
    div1.innerHTML = `<p>${vid.title}</p><img src="${thumbnail}">
<div>${vid.description}</div><div>Link <a href="${linkVideo}"
target="_blank">${linkVideo}</a></div>`;
    main.append(div1);
    return main;
}
```