

Atelier 13 TP 1 Partie 3

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1)

a)

Ajouter JavaScript à la `button` pour faire `<div id="text">` disparaître quand on clique dessus.

```
<!DOCTYPE html>
<html lang="en">
  <body>
    <div id="text">Ceci est le texte qui va disparaître.</div>
    <button type="button" onclick="document.getElementById('text').style.display='none'">
      Cacher le texte
    </button>
  </body>
</html>
```

Ceci est le texte qui va disparaître.
Cacher le texte

b)

Crée un bouton qui se cache tout seul au clic.

```
<!DOCTYPE html>
<html>
  <body>
    <button onclick="this.style.display='none'">
      Clique pour me faire disparaître
    </button>
  </body>
</html>
```

Clique pour me faire disparaître

c)

```
1 button.addEventListener("click", () => alert("1"));
2
3 button.removeEventListener("click", () => alert("1"));
4
5 button.onclick = () => alert(2);
```

Le premier écouteur ("1") est ajouté.

La tentative de suppression échoue (car ce n'est pas la même référence de fonction).

Le gestionnaire onclick ("2") est ajouté en plus.

Donc, quand on clique, le navigateur exécute tout ce qu'il a en mémoire : 1 puis 2.

d)

```
<!DOCTYPE HTML>
<html>

<head>
  <meta charset="utf-8">
  <style>
    #field {
      width: 200px;
      height: 150px;
      border: 10px solid black;
      background-color: #00FF00;
      overflow: hidden;
      position: relative;
      cursor: pointer;
    }

    #ball {
      position: absolute;
      left: 0;
      top: 0;
      transition: all 1s;
    }
  </style>
</head>

<body style="height:200px">

  Click on a field to move the ball there.
  <br> The ball should never leave the field.

  <div id="field">
    
    .....
    .....
  </div>
```

```

<script>
  let field = document.getElementById("field");
  let ball = document.getElementById("ball");

  field.onclick = function(event) {
    let fieldCoords = field.getBoundingClientRect();

    let ballTop = event.clientY - fieldCoords.top - field.clientHeight - (ball.clientHeight / 2);
    let ballLeft = event.clientX - fieldCoords.left - field.clientWidth - (ball.clientWidth / 2);

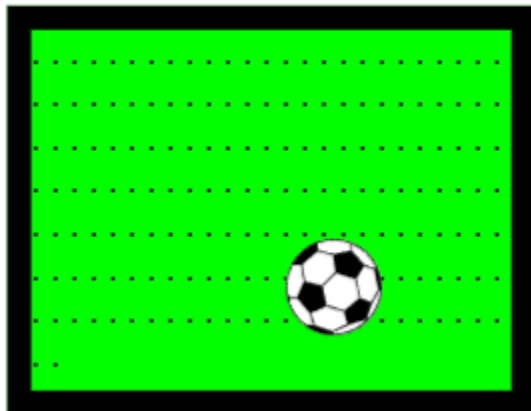
    if (ballLeft < 0) {
      ballLeft = 0;
    }
    if (ballTop < 0) {
      ballTop = 0;
    }
    if (ballLeft + ball.clientWidth > field.clientWidth) {
      ballLeft = field.clientWidth - ball.clientWidth;
    }
    if (ballTop + ball.clientHeight > field.clientHeight) {
      ballTop = field.clientHeight - ball.clientHeight;
    }

    ball.style.left = ballLeft + 'px';
    ball.style.top = ballTop + 'px';
  }
</script>

</body>
</html>

```

Click on a field to move the ball there.
The ball should never leave the field.



e)

Crée un menu qui s'ouvre/replie au clic:

```
<!DOCTYPE HTML>
<html>
<head>
  <meta charset="utf-8">
  <style>
    .menu-title {
      cursor: pointer;
      font-weight: bold;
    }
  </style>
</head>
<body>
  <span id="title" class="menu-title">▼ Sweeties (click me)!</span>
  <ul id="list">
    <li>Cake</li>
    <li>Donut</li>
    <li>Honey</li>
  </ul>
  <script>
    let title = document.getElementById('title');
    let list = document.getElementById('list');
    title.onclick = function() {
      let isOpen = list.style.display !== 'none';
      if (isOpen) {
        list.style.display = 'none';
        title.innerHTML = '► Sweeties (click me)!';
      } else {
        list.style.display = 'block';
        title.innerHTML = '▼ Sweeties (click me)!';
      }
    };
  </script>
</body>
</html>
```

▼ Sweeties (click me)!

- Cake
- Donut
- Honey

f)

```
<!DOCTYPE html>

<html>

<head>

  <meta charset="utf-8">

  <style>

    body {

      padding: 10px;

      font-family: sans-serif;

    }

    .carousel {

      position: relative;

      width: 390px;

      padding: 10px 40px;

      border: 1px solid #CCC;

      border-radius: 15px;

      background: #eee;

    }

    .gallery {

      width: 390px;

      overflow: hidden;

    }

    ul {

      height: 130px;
```

```
width: 9999px;

margin: 0;

padding: 0;

list-style: none;

font-size: 0;

transition: margin-left 250ms;

}

ul li {

    display: inline-block;

}

ul img {

    width: 130px;

    height: 130px;

    display: block;

}

.arrow {

    position: absolute;

    top: 50%;

    transform: translateY(-50%);

    padding: 0;

    background: #ddd;

    border-radius: 15px;

    border: 1px solid gray;

    font-size: 24px;
```

```
    line-height: 24px;

    color: #444;

    display: block;

    width: 24px;

    height: 24px;

    text-align: center;

    z-index: 2;

}

.arrow:focus {

    outline: none;

}

.arrow:hover {

    background: #ccc;

    cursor: pointer;

}

.prev {

    left: 7px;

}

.next {

    right: 7px;

}

</style>

</head>

<body>
```



```

<div id="carousel" class="carousel">

  <button class="arrow prev">⬅</button>

  <div class="gallery">

    <ul>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

      <li></li>

    </ul>

  </div>

  <button class="arrow next">➡</button>

</div>

<script>

  let width = 130;

  let count = 3;

  let list = carousel.querySelector('ul');

  let listElems = carousel.querySelectorAll('li');

```

```

let position = 0;

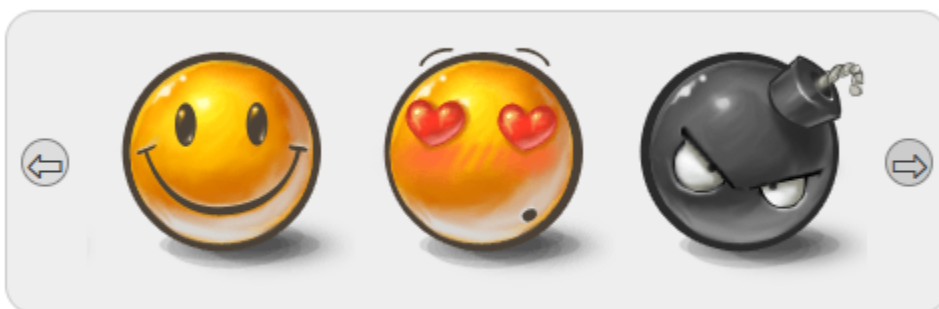
carousel.querySelector('.prev').onclick = function() {
    position += width * count;
    position = Math.min(position, 0);

    list.style.marginLeft = position + 'px';
};

carousel.querySelector('.next').onclick = function() {
    position -= width * count;
    position = Math.max(position, -width * (listElems.length -
count));
    list.style.marginLeft = position + 'px';
};
</script>

</body>
</html>

```



2.1)

```
<!DOCTYPE html>
<html lang="fr">
<head>
<meta charset="UTF-8">
<style>
  .selected {
    background: #0f0;
  }
  li {
    cursor: pointer;
  }
</style>
</head>
<body>

<ul id="ul">
  <li>Christopher Robin</li>
  <li>Winnie-the-Pooh</li>
  <li>Tigger</li>
  <li>Kanga</li>
  <li>Rabbit. Just rabbit.</li>
</ul>

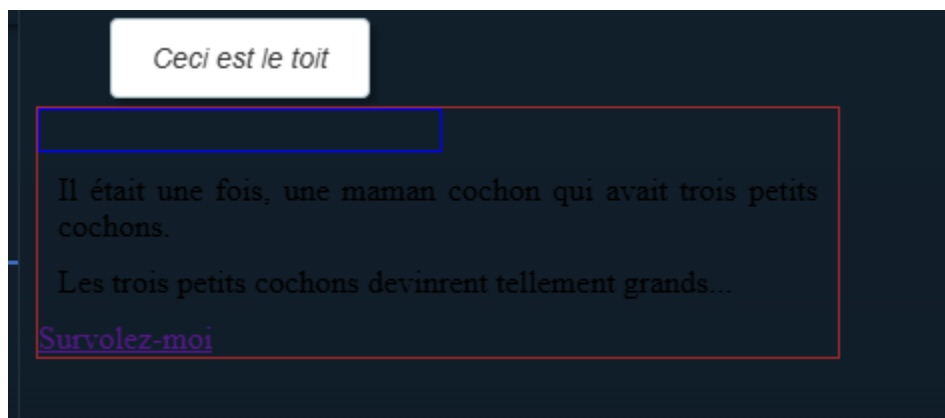
<script>
  ul.onclick = function(event) {
    if (event.target.tagName != "LI") return;

    if (event.ctrlKey || event.metaKey) {
      event.target.classList.toggle('selected');
    } else {
      let selected = ul.querySelectorAll('.selected');
      for(let elem of selected) {
        elem.classList.remove('selected');
      }
      event.target.classList.add('selected');
    }
  }

  ul.onmousedown = function() {
    return false;
  };
</script>
</body>
</html>
```

- Christopher Robin
- Winnie-the-Pooh
- Tigger
- Kanga
- Rabbit. Just rabbit.

2.2)



```

<!DOCTYPE html>
<html lang="fr">
<head>
<meta charset="UTF-8">
<style>
  body {
    height: 2000px;
  }
  .tooltip {
    position: fixed;
    padding: 10px 20px;
    border: 1px solid #b3c9ce;
    border-radius: 4px;
    text-align: center;
    font: italic 14px/1.3 sans-serif;
    color: #333;
    background: #fff;
    box-shadow: 3px 3px 3px rgba(0, 0, 0, .3);
  }
  #house {
    margin-top: 50px;
    width: 400px;
    border: 1px solid brown;
  }
  #roof {
    width: 200px;
    height: 20px;
    border: 1px solid blue;
  }
  p {
    text-align: justify;
    margin: 10px;
  }
</style>
</head>
<body>

<div data-tooltip="Ceci est l'intérieur de la maison" id="house">
  <div data-tooltip="Ceci est le toit" id="roof"></div>
  <p>Il était une fois, une maman cochon qui avait trois petits cochons.</p>
  <p>Les trois petits cochons devinrent tellement grands...</p>
  <a href="#" data-tooltip="Lire la suite...">Survolez-moi</a>
</div>

<script>
  let tooltipElem;

  document.onmouseover = function(event) {
    let target = event.target;
    let tooltipHtml = target.dataset.tooltip;
    if (!tooltipHtml) return;

    tooltipElem = document.createElement('div');
    tooltipElem.className = 'tooltip';
    tooltipElem.innerHTML = tooltipHtml;
    document.body.append(tooltipElem);

    let coords = target.getBoundingClientRect();
    let left = coords.left + (target.offsetWidth - tooltipElem.offsetWidth) / 2;
    if (left < 0) left = 0;

    let top = coords.top - tooltipElem.offsetHeight - 5;
    if (top < 0) {
      top = coords.top + target.offsetHeight + 5;
    }

    tooltipElem.style.left = left + 'px';
    tooltipElem.style.top = top + 'px';
  };

  document.onmouseout = function(e) {
    if (tooltipElem) {
      tooltipElem.remove();
      tooltipElem = null;
    }
  };
</script>

</body>
</html>

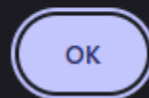
```

2.3)

J'ai adapté l'exercice au AZERTY -> QWERTY pour l'adapter aux cas généraux

```
<!DOCTYPE html>
<html lang="fr">
<head>
<meta charset="UTF-8">
</head>
<body>
<p>Appuyez sur "A" et "Z" ensemble (ou "Q" et "W" selon votre clavier).</p>
<script>
  function runOnKeys(func, ...codes) {
    let pressed = new Set();
    document.addEventListener('keydown', function(event) {
      pressed.add(event.code);
      for (let code of codes) {
        if (!pressed.has(code)) {
          return;
        }
      }
      pressed.clear();
      func();
    });
    document.addEventListener('keyup', function(event) {
      pressed.delete(event.code);
    });
  }
  runOnKeys(
    () => alert("Bonjour!"),
    "KeyQ",
    "KeyW"
  );
</script>
</body>
</html>
```

Une page intégrée à l'adresse html-template.playcodemail.io indique
Bonjour!



Conclusion

Approfondissement plus technique sur le JavaScript et les fonctions intégrés.