

JS is the programming language of the web

Makes things do stuff

Switching words:

- List of titles

- Made a function that changes the title that changes a variable every x time

- The variable is the id we want

Animation on hover:

- Changes the cursor with "cursor: pointer"

- Uses transition for background color and transform

- Has event listener for on hover

Change image on scroll:

- At a certain point changes image

- Made the position of the picture fixed so you can scroll with it

- Grabs different pictures

- When you scroll it runs code

- After you scroll through enough, it changes the img

Animation on load:

- Didn't use js

- Makes different objects that will move

- With different classes for movement

- Reduces width every time the code runs

- Had different CSS for each object's position

- Can put delays on the transformation

Animation on button:

- This was me