TASK 6

6. Add a Custom Video Player: Integrate a custom video player into the website with gesture-based controls. For instance, when users double-tap on the right side, the playback will move 10 seconds forward. Similarly, if they double-tap on the left side, the playback should go 10 seconds backward. If the user single-taps in the middle of the screen, the playback should pause. if the user use three-taps on middle of screen we should move to next video. if they user use three-taps on right side we should close the website likewise if the user use 3 taps on left side we should show the comment section.

Step 1: Set Up Your Project in VS Code

Open VS Code and create a new folder for your project.

Inside the folder, create the following files:

index.html

Step 2: Write the HTML Structure

Create and open the index.html file, then add the following

code:

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="UTF-8">
<title>Custom Gesture Video Player</title>
<style>
```

```
body, html {
 margin: 0;
 padding: 0;
 height: 100%;
 background: #000;
}
#video-container {
 position: relative;
width: 100%;
 height: 100vh;
overflow: hidden;
}
video {
width: 100%;
 height: 100%;
object-fit: cover;
}
.tap-area {
 position: absolute;
top: 0;
width: 33.33%;
 height: 100%;
```

```
}
#left-area {
left: 0;
}
#center-area {
 left: 33.33%;
}
#right-area {
 right: 0;
left: auto;
}
#comment-section {
 position: absolute;
 bottom: 0;
 left: 0;
width: 100%;
 background: rgba(255, 255, 255, 0.9);
 padding: 10px;
 display: none;
color: #000;
}
```

```
</style>
</head>
<body>
<div id="video-container">
<video id="video" src="your-video.mp4" controls></video>
<div id="left-area" class="tap-area"></div>
<div id="center-area" class="tap-area"></div>
<div id="right-area" class="tap-area"></div>
<div id="comment-section">Comments go here...</div>
</div>
<script>
const video = document.getElementById('video');
const leftArea = document.getElementById('left-area');
const centerArea = document.getElementById('center-area');
const rightArea = document.getElementById('right-area');
const commentSection = document.getElementById('comment-
section');
// Gesture handler function
function createTapHandler(area) {
 let tapCount = 0;
```

```
let tapTimer = null;
 return function () {
  tapCount++;
  clearTimeout(tapTimer);
  tapTimer = setTimeout(() => {
   if (tapCount === 1 && area === 'center') {
    video.paused ? video.play() : video.pause();
   } else if (tapCount === 2) {
    if (area === 'right') {
     video.currentTime = Math.min(video.duration, video.currentTime
+ 10);
    } else if (area === 'left') {
     video.currentTime = Math.max(0, video.currentTime - 10);
    }
   } else if (tapCount === 3) {
    if (area === 'center') {
     alert("Next video logic here (not implemented).");
     // You can load another video here
    } else if (area === 'right') {
     window.close(); // May not work on all browsers due to security
restrictions
    } else if (area === 'left') {
     commentSection.style.display = commentSection.style.display
=== 'block'?'none': 'block';
```

```
}
}
tapCount = 0;
}, 300);
};

leftArea.addEventListener('click', createTapHandler('left'));
centerArea.addEventListener('click', createTapHandler('center'));
rightArea.addEventListener('click', createTapHandler('right'));
</script>
</body>
</html>
```

