



Pokédex

[Ver todos](#) [Aço](#) [Água](#) [Dragão](#) [Elétrico](#) [Fada](#) [Fantasma](#) [Fogo](#) [Gelo](#) [Inseto](#) [Lutador](#) [Normal](#) [Pedra](#) [Planta](#) [Psíquico](#) [Sombrio](#) [Terrestre](#) [Venenosos](#) [Voador](#)



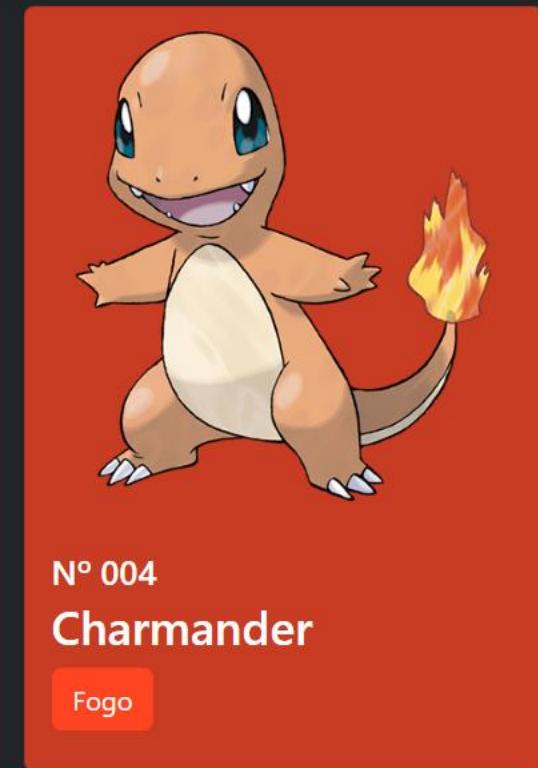
Nº 001



Nº 002



Nº 003
Venusaur



Nº 004
Charmander

Fogo

POKÉDEX – JAVASCRIPT

PROFESSORES MS. GALLO e MÁRCIO



We think you're gonna like it here.

We've suggested some tasks here in your organization's overview to help you get started.

Invite your people



Invite your first member

Find people by their GitHub username or email address.



Customize members' permissions

Set everyone's base permissions for your code.

Collaborative coding



Create a pull request

Propose and collaborate on changes to a repository.



Create a branch protection rule

Enforce certain workflows for one or more branches.

See more about collaborative coding →

Automation and CI/CD

See more about automation and CI/CD →

View as: Public ▾

You are viewing the README and pinned repositories as a public user.

You can [create a README file](#) visible to anyone.

You can [hide the tasks we've suggested](#) on this page and bring them back later.

Discussions

Set up discussions to engage with your community!

[Turn on discussions](#)

Repositories

[Create new repository](#)

Import

People



[Invite someone](#)



Etec Barra Bonita

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Repositories

Create new repository

Import

People



Invite someone

Automation and CI/CD

See more about automation and CI/CD →

- [New repository](#)
- [Import repository](#)
- [New codespace](#)
- [New gist](#)
- [New organization](#)
- [Invite someone to Etec-Barra-Bonita](#)
- [New team in Etec-Barra-Bonita](#)
- [New repository in Etec-Barra-Bonita](#)

View as: Public ▾

You are viewing the README and pinned as a public user.

You can [create a README file](#) visible to

You can [hide the tasks we've suggested](#) and bring them back later.

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere?

[Import a repository](#).

Required fields are marked with an asterisk (*).

Owner *



Etec-Barra-Bonita

Repository name *

pokedex-js

pokedex-js is available.



Great repository names are short and memorable. Need inspiration? How about [probable-octo-adventure](#) ?

Description (optional)

Projeto de desenvolvimento de página web com HTML, CSS e JAVASCRIPT para simular uma Pokedex



Public

Anyone on the internet can see this repository. You choose who can commit.

Private

You choose who can see and commit to this repository.



Initialize this repository with:

Add a README file

This is where you can write a long description for your project. [Learn more about READMEs](#).



Add .gitignore

.gitignore template: **None**

Choose which files not to track from a list of templates. [Learn more about ignoring files](#).

Choose a license

License: **None**

A license tells others what they can and can't do with your code. [Learn more about licenses](#).

This will set **main** as the default branch. Change the default name in Etec-Barra-Bonita's [settings](#).

You are creating a public repository in the Etec-Barra-Bonita organization.



Create repository



pokedex-js

Public



Edit Pins



Unwatch

1



Fork

0



Star

0



main



1 Branch



0 Tags

Go to file

Add file

Code

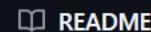


gallojunior Initial commit



README.md

Initial commit



README

pokedex-js

Projeto de desenvolvimento de página web com HTML, CSS e JAV

Local Codespaces

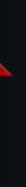
Clone

HTTPS SSH GitHub CLI

<https://github.com/Etec-Barra-Bonita/pokedex-js>

Clone using the web URL.

Open with GitHub Desktop Download ZIP



Projeto de desenvolvimento de página web com HTML, CSS e JAVASCRIPT para simular uma Pokedex

Readme

Activity

Custom properties

0 stars

1 watching

0 forks

Report repository

Releases

No releases published

[Create a new release](#)

Packages

No packages published

[Publish your first package](#)





EXPLORER

...



Welcome X

NO FOLDER OPENED

You have not yet opened a folder.

Open Folder

Opening a folder will close all currently open editors. To keep them open, [add a folder](#) instead.

You can clone a repository locally.

Clone Repository

To learn more about how to use Git and source control in VS Code [read our docs](#).

You can open a folder containing a [.NET project or solution](#), or create a new .NET project.

Create .NET Project

Visual Studio Code

Editing evolved

Start

- New File...
- Open File...
- Open Folder...
- Clone Git Repository...
- Connect to...

Recent

- benchmarking D:\Projetos
 - GStore D:\Projetos\Etec\Net-MVC
 - SilvinhaHealthApp2025 D:\Projetos\Etec\React
 - GMovies-HTML D:\Projetos\Atividades
 - ProgramacaoWeb D:\GranTiete\2025\Programação WEB
- [More...](#)

Walkthroughs

Learn the Fundamentals[More...](#)

Show welcome page on startup



> OUTLINE

> TIMELINE



⊗ 0 △ 0



Go Live



EXPLORER ...

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Create .NET Project

> OUTLINE

> TIMELINE

✖ 0 ⚠ 0

Provide repository URL or pick a repository source.

Clone from GitHub remote sources

CTRL + V

Visual Studio Code

Editing evolved

Start

- New File...
- Open File...
- Open Folder...
- Clone Git Repository...
- Connect to...

Recent

- benchmarking D:\Projetos
- GStore D:\Projetos\Etec\Net-MVC
- SilvinhaHealthApp2025 D:\Projetos\Etec\React
- GMovies-HTML D:\Projetos\Atividades
- ProgramacaoWeb D:\GranTiete\2025\Programação WEB

[More...](#)

Walkthroughs

- Learn the Fundamentals

[More...](#)

Show welcome page on startup

EXPLORER

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Create .NET Project

> OUTLINE

> TIMELINE

https://github.com/Etec-Barra-Bonita/pokedex-js.git

Clone from URL https://github.com/Etec-Barra-Bonita/pokedex-js.git

Clone from GitHub



[ENTER]

Visual Studio Code

Editing evolved

Start

- New File...
- Open File...
- Open Folder...
- Clone Git Repository...
- Connect to...

Recent

benchmarking D:\Projetos
GStore D:\Projetos\Etec\Net-MVC
SilvinhaHealthApp2025 D:\Projetos\Etec\React
GMovies-HTML D:\Projetos\Atividades
ProgramacaoWeb D:\GranTiete\2025\Programação WEB
[More...](#)

Walkthroughs

- Learn the Fundamentals

More...



Show welcome page on startup

<https://github.com/Etec-Barra-Bonita/pokedex-js.git>

EXPLORER

...



W

Clone from URL <https://github.com/Etec-Barra-Bonita/pokedex-js.git>

Clone from GitHub

NO FOLDER OPENED

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Open Folder

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You can clone a repository locally

Clone Repository

To learn more about how to use and source control in VS Code [read our docs](#).

You can open a folder containing a [.NET project or solution](#), or create a new .NET project.

Create .NET Project

Choose a folder to clone <https://github.com/Etec-Barra-Bonita/pokedex-js.git> into

← → ↴ ↑ [Área de Trabalho](#) Pesquisar em Área de Trabalho ... ?

Organizar ▾ Nova pasta

Início Nenhum item corresponde à pesquisa.

Este Computador

- Área de Trabalho
- Downloads
- Documentos
- Imagens
- Músicas
- Vídeos
- Disco Local (D:)
- Etec

Pasta: Select as Repository Destination Cancelar

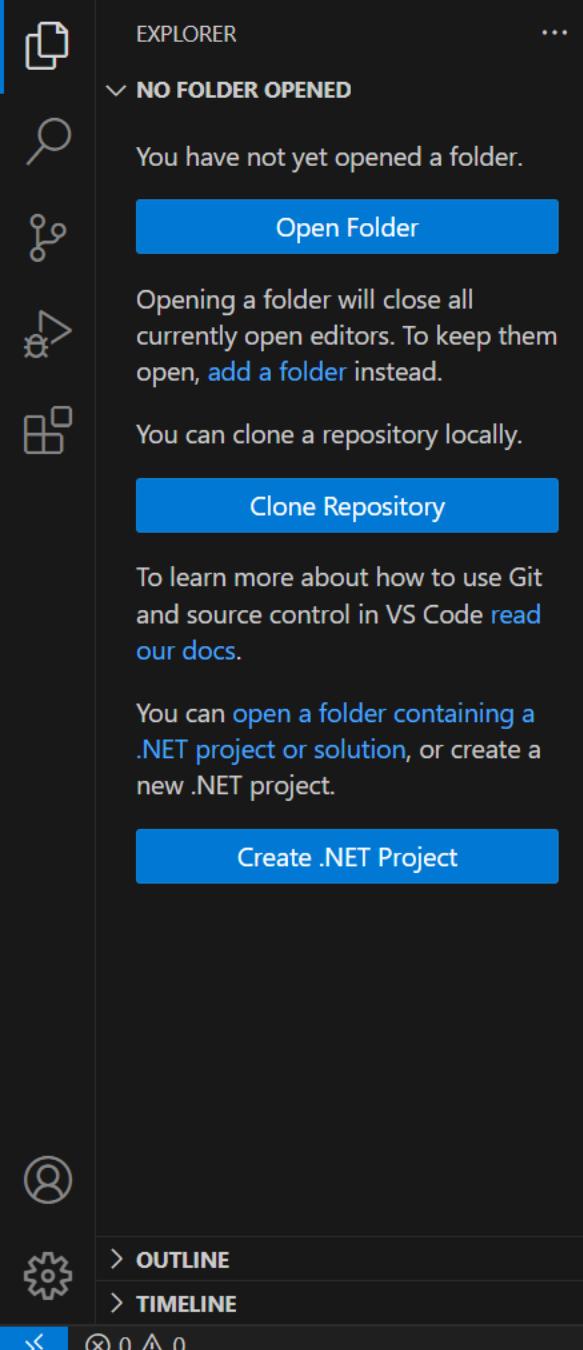
 Show welcome page on startup

0

0

0





Welcome X

Visual Studio Code

Editing evolved

Start

New File...

Open File...

Open Folder...

Clone Git...

Connect...

Recent

benchmarking D:\Projetos\BenchmarkDotNet

GStore D:\Projetos\Etec\GStore-MVC

SilvinhaHealthApp2025 D:\Projetos\Etec\React

GMovies-HTML D:\Projetos\Atividades

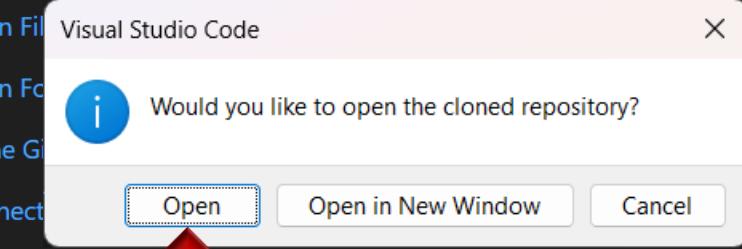
ProgramacaoWeb D:\GranTiete\2025\Programação WEB

More...

Walkthroughs

Learn the Fundamentals

More...

 Show welcome page on startup



EXPLORER

...

Welcome X

...



POKEDEX-JS

i README.md



Visual Studio Code



Do you trust the authors of the files in this folder?

Code provides features that may automatically execute files in this folder.

If you don't trust the authors of these files, we recommend to continue in restricted mode as the files may be malicious. See [our docs](#) to learn more.

C:\Users\Gallo\Desktop\pokedex-js



Trust the authors of all files in the parent folder 'Desktop'



Yes, I trust the authors

No, I don't trust the authors

Trust folder and enable all features

Browse folder in restricted mode

More...



Show welcome page on startup



> OUTLINE

> TIMELINE



Restricted Mode

0 0 0





pokedex-js



EXPLORER

...

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

NUGET

powershell



...

X

POKEDEX-JS

README.md



```
● PS C:\Users\Gallo\Desktop\pokedex-js> git config --global user.name GalloJunior  
● PS C:\Users\Gallo\Desktop\pokedex-js> git config --global user.email gallojunior@gmail.com  
○ PS C:\Users\Gallo\Desktop\pokedex-js> 
```

**Pressione Ctrl + ' (Ctrl e Aspas) para abrir o terminal e
execute os comandos acima configurar o GIT**



> OUTLINE

> TIMELINE



main



0



0



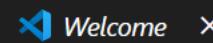
Go Live





EXPLORER

...



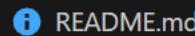
Welcome X



0



POKEDEX-JS

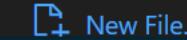


README.md

Visual Studio Code

Editing evolved

Start



New File...

Walkthroughs



Fundamentals

Download Arquivos Auxiliares

Recent

benchmarking D:\Projetos

GStore D:\Projetos\Etec\Net-MVC

SilvinhaHealthApp2025 D:\Projetos\Etec\React

GMovies-HTML D:\Projetos\Atividades

ProgramacaoWeb D:\GranTiete\2025\Programação WEB

[More...](#)

Show welcome page on startup



> OUTLINE

> TIMELINE



main ↻ ⊞ 0 ▲ 0



Go Live





EXPLORER

POKEDEX-JS

css

site.css

img

favicons

logo.png

js

detalhes.js

index.js

main.js

detalhes.html

index.html

README.md

**Criar os arquivos:**

- **index.html**
- **detalhes.html**

Criar as pastas:

- **css**
- **img**
- **js**

Adicionar o arquivo site.css baixado na pasta CSS**Adicionar a pasta favicons e o logo.png na pasta IMG**

Show All Commands

Ctrl + Shift + P

Go to File

Ctrl + P

Open Chat

Ctrl + Alt + I

Open Copilot Edits

Ctrl + Shift + I

Start Debugging

F5

Criar na pasta JS os arquivos:

- **main.js**
- **index.js**
- **detalhes.js**



> OUTLINE

> TIMELINE

The screenshot shows the Visual Studio Code interface with the following details:

- Explorer View:** Shows a folder named "POKEDEX-JS" containing subfolders "css" (with "site.css"), "img" (with "favicons" and "logo.png"), and "js" (with "detalhes.html" and "index.html"). A red arrow points from the text below to the "index.html" file in the Explorer.
- Search Bar:** Displays the search term "pokedex-js".
- Code Editor:** The "index.html" file is open, showing the first line of code: "`1`".
- Bottom Status Bar:** Shows file information: "main* main.html", "Ln 1, Col 1", "Spaces: 2", "UTF-8", "CRLF", "HTML", "Port : 5500", "Prettier", and a bell icon.

**Comece a codificação da página pelo arquivo index.html
O código desta página está nos próximos slides.**

```
1 <!DOCTYPE html>
2 <html lang="pt-br">
3   <head>
4     <meta charset="UTF-8" />
5     <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6     <title>Pokedex</title>
7
8     <!-- Favicon -->
9     <link
10       rel="shortcut icon"
11       href="img/favicons/favicon.ico"
12       type="image/x-icon"
13     />
14
15     <link
16       rel="stylesheet"
17       href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
18     />
19     <link rel="stylesheet" href="css/site.css" />
20   </head>
21
```

```
22 <body class="min-vh-100 bg-dark">
23   <header>
24     <nav class="navbar navbar-expand-lg navbar-dark bg-danger shadow-sm">
25       <div class="container">
26         <a href="index.html" class="navbar-brand d-flex align-items-center">
27           
28           <strong class="fs-3">Pokédex</strong>
29         </a>
30         <button
31           class="navbar-toggler"
32           type="button"
33           data-bs-toggle="collapse"
34           data-bs-target="#navbarSupportedContent"
35           aria-controls="navbarSupportedContent"
36           aria-expanded="false"
37           aria-label="Toggle navigation"
38         >
39           <span class="navbar-toggler-icon"></span>
40         </button>
41         <div class="collapse navbar-collapse" id="navbarSupportedContent">
42           <ul class="navbar-nav me-auto mb-2 mb-lg-0">
43             <li class="nav-item">
44               <a class="nav-link active" aria-current="page" href="index.html"
45                 >Home</a>
46             </li>
```

```
47      <li class="nav-item">
48          <a class="nav-link" href="#">Sobre</a>
49      </li>
50      <li class="nav-item">
51          <a class="nav-link" href="#">Contatos</a>
52      </li>
53  </ul>
54  <form class="d-flex" role="search">
55      <input
56          class="form-control me-2"
57          type="search"
58          placeholder="Pesquisar..."
59          aria-label="Search"
60      />
61      <button class="btn btn-outline-light" type="submit">
62          Pesquisar
63      </button>
64  </form>
65      </div>
66  </div>
67  </nav>
68 </header>
69
```

```
70 <main>
71   <div class="container text-white pt-5">
72     <div class="row">
73       <div class="col text-center">
74         <h1 class="display-4 text-white fw-bold">Pokédex</h1>
75         <div class="my-4">
76           <button class="btn btn-sm my-2 text-white bg-secondary">
77             Ver todos
78           </button>
79           <button class="btn btn-sm my-2 text-white btn-Aço">Aço</button>
80           <button class="btn btn-sm my-2 text-white btn-Água">Água</button>
81           <button class="btn btn-sm my-2 text-white btn-Dragão">
82             Dragão
83           </button>
84           <button class="btn btn-sm my-2 text-white btn-Elétrico">
85             Elétrico
86           </button>
87           <button class="btn btn-sm my-2 text-white btn-Fada">Fada</button>
88           <button class="btn btn-sm my-2 text-white btn-Fantasma">
89             Fantasma
90           </button>
91           <button class="btn btn-sm my-2 text-white btn-Fogo">Fogo</button>
92           <button class="btn btn-sm my-2 text-white btn-Gelo">Gelo</button>
93           <button class="btn btn-sm my-2 text-white btn-Inseto">
94             Inseto
95           </button>
96           <button class="btn btn-sm my-2 text-white btn-Lutador">
97             Lutador
98           </button>
```

```
99      <button class="btn btn-sm my-2 text-white btn-Normal">
100        Normal
101      </button>
102      <button class="btn btn-sm my-2 text-white btn-Pedra">
103        Pedra
104      </button>
105      <button class="btn btn-sm my-2 text-white btn-Planta">
106        Planta
107      </button>
108      <button class="btn btn-sm my-2 text-white btn-Psíquico">
109        Psíquico
110      </button>
111      <button class="btn btn-sm my-2 text-white btn-Sombrio">
112        Sombrio
113      </button>
114      <button class="btn btn-sm my-2 text-white btn-Terrestre">
115        Terrestre
116      </button>
117      <button class="btn btn-sm my-2 text-white btn-Venenoso">
118        Venenoso
119      </button>
120      <button class="btn btn-sm my-2 text-white btn-Voador">
121        Voador
122      </button>
123    </div>
124  </div>
125 </div>
```

```
126
127     <div
128         id="pokemons"
129         class="row row-cols-1 row-cols-sm-2 row-cols-md-3 row-cols-lg-4 g-3"
130     ></div>
131     </div>
132 </main>
133
134 <footer class="py-3">
135     <div class="container text-white">
136         <hr />
137         <p class="float-end">
138             <a href="#">
139                 <i class="bi bi-arrow-up-circle-fill text-danger fs-2"></i>
140             </a>
141         </p>
142         <p class="mb-1">Pokédex - Versão Gallo</p>
143         <p>Projeto desenvolvido nas aulas de HTML/CSS/BOOTSTRAP/JAVASCRIPT</p>
144     </div>
145 </footer>
146 <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle.min.js"></script>
147 <script src="js/main.js"></script>
148 <script src="js/index.js"></script>
149 </body>
150 </html>
```

Use a extensão LIVE SERVER do VSCode para conferir o resultado até aqui

EXTENSIONS: MARKETPLACE

Live Server

Live Server 60.9M ⭐ 4.5 21ms
Launch a development local Server with li...
Ritwick Dey Restart Extensions Install

Live Server (Five Server) 1.7M ⭐ 4.5
A better Live Server with instant updates, ...
Yannick Install

Live Server Preview 1.3M ⭐ 3.5
Preview your HTML file with localhost serv...
negokaz Install

Live Preview 8.2M ⭐ 4.5
Hosts a local server in your workspace for ...
Microsoft Install

XVBA - Live Server VBA 182K ⭐ 3.5
Edit VBA files from Excel/Access In VSCode...
Local Smart Install

html-live-server 96K ⭐ 4
Live server to render html web page base...
Naveen Vignesh Install

php-live-server 79K ⭐ 1
Teodoro Villanueva Install

HQ Live Server 29K ⭐ 4.5
Lightning fast, zero configuration, web ap...
hqjs Install

index.html

Extension: Live Server

Live Server

Ritwick Dey | 60,942,419 | ⭐⭐⭐⭐⭐(498)

Launch a development local Server with live reload feature for static & dynamic pag...

Restart Extensions Install Auto Update

DETAILS FEATURES CHangelog

Use a extensão LIVE SERVER do VSCode para conferir o resultado até aqui

Live Server loves ❤️ your multi-root workspace

Live Server for server side pages like PHP. [Check Here](#)

[For 'command not found error' #78]

vscode marketplace v5.7.9 downloads 61M rating 4.4/5 (498)
404 badge not found appveyor branch passing license MIT

Launch a local development server with live reload feature for static & dynamic pages.

Acme Web Design

Installation

Identifier ritwickdey.liveserver
Version 5.7.9
Last 2024-11-14, Updated 07:55:25
Size 14.94MB

Marketplace

Published 2017-06-27, 18:14:04
Last 2025-01-10, Released 18:04:34

Categories

Other



EXPLORER

...

index.html U X

index.html > ...

```
1  <!DOCTYPE html>
2  <html lang="pt-br">
3    <head>
4      <meta charset="UTF-8" />
5      <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6      <title>Pokedex</title>
7
8      <!-- Favicon -->
9      <link
10         rel="shortcut icon"
11         href="img/favicons/favicon.ico"
12         type="image/x-icon"
13     />
14
15      <link
16         rel="stylesheet"
17         href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
18     />
19      <link rel="stylesheet" href="css/site.css" />
20    </head>
21
22    <body class="min-vh-100 bg-dark">
23      <header>
24        <nav class="navbar navbar-expand-lg navbar-dark bg-danger shadow-sm">
25          <div class="container">
26            <a href="index.html" class="navbar-brand d-flex align-items-center">
27              
28              <strong class="fs-3">Pokedex</strong>
29            </a>
30            <button
31              class="navbar-toggler"
32              type="button"
```



POKEDEX-JS

●

css

site.css

U

●

img

> favicons

logo.png

●

U

●

js

detalhes.js

●

index.js

U

main.js

U

detalhes.html

U

index.html

U

README.md

●



OUTLINE

TIMELINE



main* ↻ 0 △ 0



Ln 1, Col 1 Spaces: 2 UTF-8 CRLF {} HTML ⚡ Go Live ✓ Prettier





Pokédex

[Ver todos](#) [Aço](#) [Água](#) [Dragão](#) [Elétrico](#) [Fada](#) [Fantasma](#) [Fogo](#) [Gelo](#) [Inseto](#) [Lutador](#) [Normal](#) [Pedra](#) [Planta](#) [Psíquico](#) [Sombrio](#) [Terrestre](#) [Venenoso](#) [Voador](#)

Pokédex - Versão Gallo

Projeto desenvolvido nas aulas de HTML/CSS/BOOTSTRAP/JAVASCRIPT



Este é o resultado até o momento

A screenshot of the Visual Studio Code interface. The Explorer sidebar on the left shows a project structure for 'POKEDEX-JS' with files like 'index.html', 'main.js', 'site.css', etc. The Editor tab bar at the top has 'index.html' and 'main.js' open. The main editor area shows the 'main.js' file with one line of code: '1'. The Status Bar at the bottom shows 'Ln 1, Col 1' and other settings. A large red arrow points from the text on the right towards the 'main.js' file in the editor.

EXPLORER

POKEDEX-JS

- css site.css
- img favicons logo.png
- js detalhes.js index.js main.js

index.html main.js index.html README.md

index.html main.js

main.js

1

Agora vamos editar o arquivo main.js

main*

Ln 1, Col 1

Spaces: 2

UTF-8

CRLF

{ } JavaScript

Go Live

Prettier

```
1 let topo;  
2  
3 let loading = false;  
4 let filtered = false;  
5  
6 const url = "https://pokeapi.co/api/v2/";  
7  
8 const allTypes = [  
9   "steel",  
10  "water",  
11  "dragon",  
12  "electric",  
13  "fairy",  
14  "ghost",  
15  "fire",  
16  "ice",  
17  "bug",  
18  "fighting",  
19  "normal",  
20  "rock",  
21  "grass",  
22  "psychic",  
23  "dark",  
24  "ground",  
25  "poison",  
26  "flying",  
27];
```

28

```
29 const todosTipos = [  
30   { nome: "Aço", cor: "rgba(170, 170, 187, 0.75)" },  
31   { nome: "Água", cor: "rgba(51, 153, 255, 0.75)" },  
32   { nome: "Dragão", cor: "rgba(119, 102, 238, 0.75)" },  
33   { nome: "Elétrico", cor: "rgba(255, 204, 51, 0.75)" },  
34   { nome: "Fada", cor: "rgba(238, 153, 238, 0.75)" },  
35   { nome: "Fantasma", cor: "rgba(102, 102, 187, 0.75)" },  
36   { nome: "Fogo", cor: "rgba(255, 68, 34, 0.75)" },  
37   { nome: "Gelo", cor: "rgba(102, 204, 255, 0.75)" },  
38   { nome: "Inseto", cor: "rgba(170, 187, 34, 0.75)" },  
39   { nome: "Lutador", cor: "rgba(187, 85, 68, 0.75)" },  
40   { nome: "Normal", cor: "rgba(170, 170, 153, 0.75)" },  
41   { nome: "Pedra", cor: "rgba(187, 170, 102, 0.75)" },  
42   { nome: "Planta", cor: "rgba(119, 204, 85, 0.75)" },  
43   { nome: "Psíquico", cor: "rgba(255, 85, 153, 0.75)" },  
44   { nome: "Sombrio", cor: "rgba(119, 85, 68, 0.75)" },  
45   { nome: "Terrestre", cor: "rgba(221, 187, 85, 0.75)" },  
46   { nome: "Venenoso", cor: "rgba(170, 85, 153, 0.75)" },  
47   { nome: "Voador", cor: "rgba(136, 153, 255, 0.75)" },  
48 ];  
49
```

```
50 function getTipo(name) {
51   const index = allTypes.indexOf(name);
52   return todosTipos[index].nome;
53 }
54
55 function getCor(name) {
56   const index = allTypes.indexOf(name);
57   return todosTipos[index].cor;
58 }
59
60 async function getPokemon(resource) {
61   try {
62     const response = await fetch(url + resource);
63     if (!response.ok) {
64       return null;
65     }
66     return await response.json();
67   } catch (error) {
68     console.error(error.message);
69   }
70 }
71
```

```
72  async function searchPokemon() {
73    if (loading) return;
74    let search = document.querySelector('input[type="search"]').value;
75    if (search != "") {
76      loading = true;
77      const pokemon = await getPokemon("pokemon/" + search);
78      loading = false;
79      return pokemon;
80    }
81  }
82
83  function capitalizeFirstLetter(string) {
84    return string.charAt(0).toUpperCase() + string.slice(1);
85  }
86
87  function carousel(sprites) {
88    return `<div id="carouselExampleAutoplaying" class="carousel slide" data-bs-ride="carousel">
89      <div class="carousel-inner">
90        <div class="carousel-item active">
91          
92        </div>
93        <div class="carousel-item">
94          
95        </div>
96      </div>
97      <button class="carousel-control-prev" type="button" data-bs-target="#carouselExampleAutoplaying" data-bs-slide="prev">
98        <span class="carousel-control-prev-icon" aria-hidden="true"></span>
99        <span class="visually-hidden">Previous</span>
100       </button>
101      <button class="carousel-control-next" type="button" data-bs-target="#carouselExampleAutoplaying" data-bs-slide="next">
102        <span class="carousel-control-next-icon" aria-hidden="true"></span>
103        <span class="visually-hidden">Next</span>
104       </button>
105     </div>`;
106  }
```

EXPLORER

POKEDEX-JS

- css site.css
- img favicons logo.png
- js detalhes.js index.js main.js detalhes.html index.html README.md

index.html U main.js U index.js U

js > index.js

1

E agora o arquivo index.js para finalmente consumir os dados da API de pokémons online e exibir os dados na index.html

main* 0 0 △ 0

Ln 1, Col 1 Spaces: 2 UTF-8 CRLF {} JavaScript Go Live Prettier

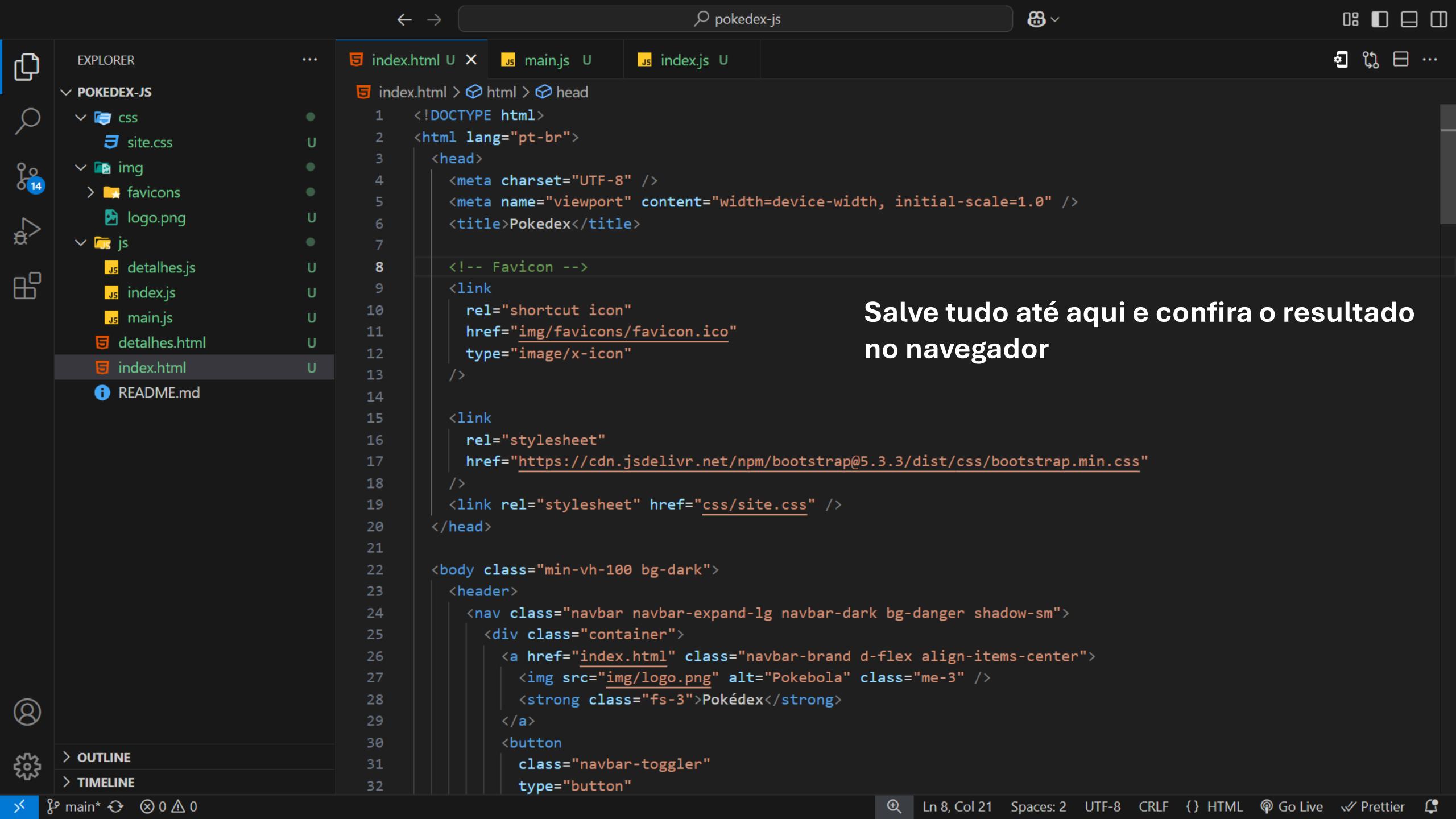
```
1 function buttonTipo(tipos) {  
2     let buttons = "";  
3     tipos.forEach((value, index) => {  
4         let name = getTipo(value.type.name);  
5         buttons += `<button class="btn btn-${name} text-white">${name}</button>`;  
6     });  
7     return buttons;  
8 }  
9
```

```
10  async function loadPokemons() {
11    if (loading) return;
12    loading = true;
13    let div = document.getElementById("pokemons");
14    for (let i = topo - 39; i <= topo; i++) {
15      const pokemon = await getPokemon(`pokemon/${i}`);
16      div.innerHTML += `<div class="col">
17        <a href="detalhes.html?numero=${pokemon.id}" class="text-decoration-none">
18          <div class="card" style="background-color:${getCor(pokemon.types[0].type.name)}">
19            
20            <div class="card-body text-white">
21              <h5 class="card-text mb-1">Nº ${pokemon.id.toString().padStart(3, "0")}</h5>
22              <h3 class="card-title">${capitalizar(pokemon.name)}</h3>
23              <div class="d-flex gap-2 my-2">
24                ${buttonTipo(Array.from(pokemon.types))}</div>
25              </div>
26            </div>
27          </a>
28        </div>`;
29    }
30    loading = false;
31    filtered = false;
32  }
33
```

```
45  async function search() {
46    if (loading) return;
47    let div = document.getElementById("pokemons");
48    let search = document.querySelector('input[type="search"]').value;
49    if (search == "") initializePage();
50    else {
51      const pokemon = await searchPokemon();
52      div.innerHTML = `<div class="col">
53        <a href="detalhes.html?numero=${pokemon.id}" class="text-decoration-none">
54          <div class="card" style="background-color:${getCor(pokemon.types[0].type.name)}">
55            <div id="imgPoke" class="card-img-top">${carousel(pokemon.sprites)}</div>
56            <div class="card-body text-white">
57              <h5 class="card-text mb-1">Nº ${pokemon.id.toString().padStart(3, "0")}</h5>
58              <h3 class="card-title">${capitalizarPrimeiraLetra(pokemon.name)}</h3>
59              <div class="d-flex gap-2 my-2">
60                ${buttonTipo(Array.from(pokemon.types))}</div>
61              </div>
62            </div>
63          </a>
64        </div>`;
65      loading = false;
66      filtered = true;
67    }
68  }
69
70
71
72
73
74
75
76
77
78
79
80
81
```

```
81  async function initializePage() {
82    topo = 40;
83    let div = document.getElementById("pokemons");
84    div.innerHTML = "";
85    filtered = false;
86    await loadPokemons();
87  }
88
89  document.addEventListener("DOMContentLoaded", async () => {
90    initializePage();
91
92    document.querySelector("form").addEventListener("submit", function (e) {
93      e.preventDefault();
94      search();
95    });
96  });
97
98  window.onscroll = () => {
99    if (
100      window.innerHeight + window.scrollY >= document.body.scrollHeight - 500 &&
101      !loading &&
102      !filtered
103    ) {
104      topo += 40;
105      loadPokemons();
106    }
107  };

```





Pokédex

[Ver todos](#) [Aço](#) [Água](#) [Dragão](#) [Elétrico](#) [Fada](#) [Fantasma](#) [Fogo](#) [Gelo](#) [Inseto](#) [Lutador](#) [Normal](#) [Pedra](#) [Planta](#) [Psíquico](#) [Sombrio](#) [Terrestre](#) [Venenososo](#) [Voador](#)



Nº 001
Bulbasaur

Planta

Venenososo



Nº 002
Ivysaur

Planta

Venenososo



Nº 003
Venusaur

Planta

Venenososo



Nº 004
Charmander

Fogo



The screenshot shows the Visual Studio Code interface with the Source Control extension open. In the center, a context menu is displayed over a commit message: "Criada a estrutura do projeto e a página inicial". The menu has three options: "Commit", "Commit (Amend)", and "Commit & Push". The "Commit & Push" option is highlighted with a blue background and white text. Red arrows point from the text on the right towards the "Commit" button in the message bar and the "Commit & Push" option in the menu.

Para salvar até aqui no seu GitHub, use o menu Source Control, escreve uma mensagem de commit, clique na setinha ao lado do botão Commit e escolha a opção “Commit & Push”

```
<!DOCTYPE html>
<html lang="pt-br">
  <head>
    <meta charset="UTF-8" />
    <meta name="viewport" content="width=device-width, initial-scale=1.0" />
    <title>Pokédex</title>
  </head>
  <body class="min-vh-100 bg-dark">
    <header>
```



EXPLORER

...

detalhes.html



POKEDEX-JS

css

site.css

img

favicons

logo.png

js

detalhes.js

index.js

main.js

detalhes.html

index.html

README.md

...

detalhes.html

1

detalhes.html

...

1

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```
1 <!DOCTYPE html>
2 <html lang="pt-br">
3   <head>
4     <meta charset="UTF-8" />
5     <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6     <title>Pokemon - Bulbasaur</title>
7
8     <!-- Favicon -->
9     <link
10       rel="shortcut icon"
11       href="img/favicons/favicon.ico"
12       type="image/x-icon"
13     />
14
15     <link
16       rel="stylesheet"
17       href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/css/bootstrap.min.css"
18     />
19     <link rel="stylesheet" href="css/site.css" />
20   </head>
```

```
21
22 <body class="min-vh-100 bg-dark">
23   <header>
24     <nav class="navbar navbar-expand-lg navbar-dark bg-danger shadow-sm">
25       <div class="container">
26         <a href="index.html" class="navbar-brand d-flex align-items-center">
27           
28           <strong class="fs-3">Pokédex</strong>
29         </a>
30         <button
31           class="navbar-toggler"
32           type="button"
33           data-bs-toggle="collapse"
34           data-bs-target="#navbarSupportedContent"
35           aria-controls="navbarSupportedContent"
36           aria-expanded="false"
37           aria-label="Toggle navigation"
38         >
39           <span class="navbar-toggler-icon"></span>
40         </button>
```

```
40      </button>
41      <div class="collapse navbar-collapse" id="navbarSupportedContent">
42          <ul class="navbar-nav me-auto mb-2 mb-lg-0">
43              <li class="nav-item">
44                  <a class="nav-link active" aria-current="page" href="index.html"
45                      >Home</a>
46              >
47          </li>
48          <li class="nav-item">
49              <a class="nav-link" href="#">Sobre</a>
50          </li>
51          <li class="nav-item">
52              <a class="nav-link" href="#">Contatos</a>
53          </li>
54      </ul>
55      <form class="d-flex" role="search">
56          <input
57              class="form-control me-2"
58              type="search"
59              placeholder="Pesquisar..."
60              aria-label="Search"
61          />
62          <button class="btn btn-outline-light" type="submit">
63              Pesquisar
64          </button>
65      </form>
66  </div>
67
```

```
67      </div>
68    </nav>
69  </header>
70
71 <main>
72   <div class="container text-white pt-5">
73     <div
74       class="d-flex align-items-center justify-content-center text-center flex-wrap flex-md-nowrap"
75     >
76       <div id="anterior"></div>
77       <div class="w-100 my-2">
78         <h1 class="display-5 text-white fw-bold"></h1>
79       </div>
80       <div id="proximo"></div>
81     </div>
82   <div class="row mt-5">
83     <div class="col-lg-5 p-0 text-center">
84       <div id="imgPoke" class="row"></div>
85       <div
86         id="tipos"
87         class="d-flex justify-content-center gap-2 my-2"
88       ></div>
89     </div>
```

```
90     <div class="col-lg-7 fs-5">
91         <p class="mb-3 mt-sm">
92             <b>Descrição: </b><span id="descricao"></span>
93         </p>
94
95         <p class="mb-3" hidden><b>Região: </b><span id="regiao"></span></p>
96
97         <p class="mb-3"><b>Altura: </b><span id="altura"></span></p>
98
99         <p class="mb-3"><b>Peso: </b><span id="peso"></span></p>
100
101     <div id="sons" class="d-flex gap-2 mb-2 align-items-center"></div>
102
103     <div id="chartReport" class="mt-4 p-2 bg-light rounded-2">
104         <canvas
105             id="myChart"
106             style="width: 100%; max-width: 700px"
107             class=""
108             ></canvas>
109         </div>
110     </div>
111 </div>
112 </div>
113 </main>
```

```
114
115     <footer class="py-3">
116         <div class="container text-white">
117             <hr />
118             <p class="float-end">
119                 <a href="#">
120                     <i class="bi bi-arrow-up-circle-fill text-danger fs-2"></i>
121                 </a>
122             </p>
123             <p class="mb-1">Pokédex - Versão Gallo</p>
124             <p>Projeto desenvolvido nas aulas de HTML/CSS/BOOTSTRAP</p>
125         </div>
126     </footer>
127     <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.3/dist/js/bootstrap.bundle.min.js"></script>
128     <script src="https://cdnjs.cloudflare.com/ajax/libs/Chart.js/2.9.4/Chart.js"></script>
129     <script src="js/main.js"></script>
130     <script src="js/detalhes.js"></script>
131 </body>
132 </html>
```

A screenshot of the Visual Studio Code (VS Code) interface. The Explorer sidebar on the left shows a project structure for 'POKEDEX-JS'. The 'js' folder contains four files: 'detalhes.js', 'index.js', 'main.js', and 'detalhes.html'. A red arrow points from the text 'Agora vamos editar o arquivo detalhes.js' towards the 'detalhes.js' file in the Explorer. The 'detalhes.js' file is also highlighted in the main editor area, which displays its content: '1 |'. The status bar at the bottom shows the file name 'main', line 'Ln 1, Col 1', and encoding 'UTF-8'. The title bar says 'pokedex-js'.

EXPLORER

POKEDEX-JS

- css site.css
- img favicons logo.png
- js
- detalhes.js
- index.js
- main.js

detalhes.html

detalhes.js

1 |

Agora vamos editar o arquivo detalhes.js

main

Ln 1, Col 1

Spaces: 2

UTF-8

CRLF

{ } JavaScript

Go Live

Prettier

```
1 const params = new URLSearchParams(window.location.search);
2 const numero = params.get("numero");
3
4 async function drawPokemon(id) {
5   const pokemon = await getPokemon(`pokemon/${id}`);
6
7   document.title = `Pokemon - ${capitalizeFirstLetter(pokemon.name)}`;
8
9   document.getElementById("anterior").innerHTML = await getPokemonAnterior(
10     pokemon.id
11   );
12   document.getElementById("proximo").innerHTML = await getPokemonProximo(
13     pokemon.id
14   );
15
16   document.querySelector("h1").innerHTML = `${pokemon.id
17     .toString()
18     .padStart(3, "0")} - ${capitalizeFirstLetter(pokemon.name)}`;
19
20   let descriptions = await getPokemon(`pokemon-species/${pokemon.id}`);
21   let description = Array.from(descriptions.flavor_text_entries).filter(
22     (item) => item.language.name === "en"
23   );
24 }
```

```
25 document.getElementById("descricao").innerHTML =
26     description[0].flavor_text.replace("\f", " ");
27
28 document.getElementById("imgPoke").innerHTML = carousel(pokemon.sprites);
29 document.getElementById("altura").innerHTML = `${pokemon.height / 10} m`;
30 document.getElementById("peso").innerHTML = `${pokemon.weight / 10} kg`;
31
32 let buttons = document.getElementById("tipos");
33 buttons.innerHTML = "";
34 pokemon.types.forEach((value, index) => {
35     let name = getTipo(value.type.name);
36     buttons.innerHTML += `<button class="btn btn-lg btn-${name} text-white">${name}</button>`;
37 });
38
39 let sons = document.getElementById("sons");
40 sons.innerHTML = '<span class="fw-bold mb-0 me-2">Sons:</span>';
41 if (pokemon.cries.latest != null)
42     sons.innerHTML += `<i class="bi bi-play-circle fs-1 me-3"
43         onclick="document.getElementById('latest').play()"></i><audio controls id='latest' hidden>
44         <source src="${pokemon.cries.latest}" type="audio/ogg"></audio>`;
45 if (pokemon.cries.legacy != null)
46     sons.innerHTML += `<i class="bi bi-play-circle fs-1"
47         onclick="document.getElementById('legacy').play()"></i><audio controls id='legacy' hidden>
48         <source src="${pokemon.cries.legacy}" type="audio/ogg"></audio>`;
49
```

```
50 const yValues = [];
51 pokemon.stats.forEach((value, index) => {
52     yValues.push(value.base_stat);
53 });
54
55 document.querySelector("#chartReport").innerHTML =
56     '<canvas id="myChart"></canvas>';
57
58 const xValues = [
59     "HP",
60     "Ataque",
61     "Defesa",
62     "Ataque Especial",
63     "Defesa Especial",
64     "Velocidade",
65 ];
66 const barColors = [
67     "#FE0000",
68     "#EE7F30",
69     "#F7D02C",
70     "#F85687",
71     "#77C755",
72     "#678FEE",
73 ];
```

```
74     new Chart("myChart", {  
75         type: "bar",  
76         data: {  
77             labels: xValues,  
78             datasets: [  
79                 {  
80                     backgroundColor: barColors,  
81                     data: yValues,  
82                 },  
83             ],  
84         },  
85         options: {  
86             legend: { display: false },  
87             title: {  
88                 display: true,  
89                 text: "Status",  
90             },  
91             scales: {  
92                 yAxes: [  
93                     {  
94                         ticks: {  
95                             beginAtZero: true,  
96                         },  
97                     },  
98                 ],  
99             },  
100         },  
101     });  
102 }  
103 }
```

```
104  async function getPokemonAnterior(numero) {
105    const pokemonAnterior = await getPokemon("pokemon/" + (numero - 1));
106    if (pokemonAnterior != null)
107      return `<button class='btn btn-outline-danger btn-10' onclick='drawPokemon(${{
108        pokemonAnterior.id
109      })'>
110          ${pokemonAnterior.id
111            .toString()
112            .padStart(3, "0")}<br>${capitalizeFirstLetter(
113          pokemonAnterior.name
114        )}`
115          </button>`;
116    else return `<span></span>`;
117  }
118
119  async function getPokemonProximo(numero) {
120    const pokemonProximo = await getPokemon("pokemon/" + (numero + 1));
121    if (pokemonProximo != null)
122      return `<button class='btn btn-outline-danger btn-10' onclick='drawPokemon(${{
123        pokemonProximo.id
124      })'>
125          ${pokemonProximo.id
126            .toString()
127            .padStart(3, "0")}<br>${capitalizeFirstLetter(
128          pokemonProximo.name
129        )}`
130          </button>`;
131    else return `<span></span>`;
132  }
133
```

```
134 document.addEventListener("DOMContentLoaded", async () => {  
135     drawPokemon(numero);  
136  
137     document.querySelector("form").addEventListener("submit", function (e) {  
138         e.preventDefault();  
139         search();  
140     });  
141 });  
142  
143 async function search() {  
144     if (loading) return;  
145     let search = document.querySelector('input[type="search"]').value;  
146     if (search == "") {  
147         drawPokemon(numero);  
148     } else {  
149         const pokemon = await searchPokemon();  
150         drawPokemon(pokemon.id);  
151     }  
152 }  
153 }
```

Agora use a extensão Live Server e verifique o resultado final



Nº 021

Spearow

Normal

Voador



Nº 025

Pikachu

Elétrico



Nº 022

Fearow

Normal

Voador



Nº 026

Raichu

Elétrico



Nº 023

Ekans

Venenoso



Nº 027

Sandshrew

Terrestre



Nº 024

Arbok

Venenoso



Nº 028

Sandslash

Terrestre



024
Arbok

025 - Pikachu

026
Raichu



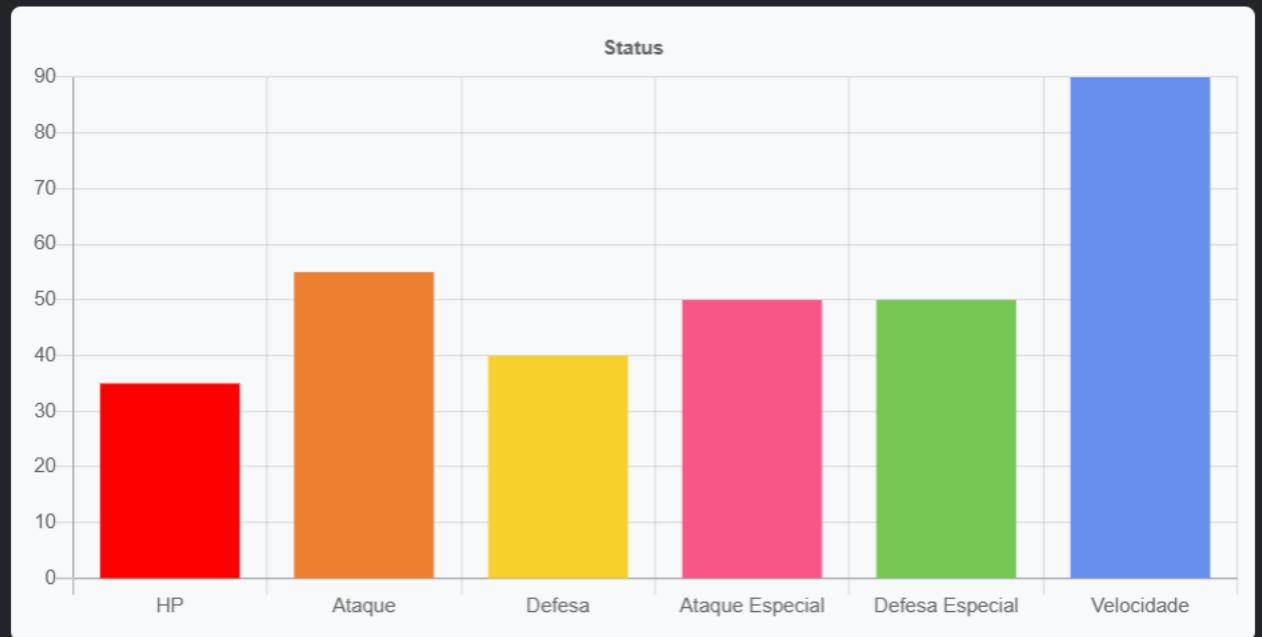
Elétrico

Descrição: When several of these POKéMON gather, their electricity could build and cause lightning storms.

Altura: 0.4 m

Peso: 6 kg

Sons:



← → 🔍 pokedex-js ⚙️

SOURCE CONTROL

CHANGES

Projeto Concluído

✓ Commit

Changes

detalhes.html

detalhes.js

detalhes.html M

detalhes.html > html > head

<link rel="stylesheet" href="css/site.css" />

</head>

21

Commit

Commit (Amend)

Commit & Push

Commit & Sync

29

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38

39

40

41

42

43

44

45

46

47

48

49

50

class="min-vh-100 bg-dark">

ader>

nav class="navbar navbar-expand-lg navbar-dark bg-danger shadow-sm">

class="container">

<img sr

<strong

<button

class="nav-bar-toggle"

type="button"

data-bs-toggle="collapse"

data-bs-target="#navbarSupportedContent"

aria-controls="navbarSupportedContent"

aria-expanded="false"

aria-label="Toggle navigation"

>

</button>

<div class="collapse navbar-collapse" id="navbarSupportedContent">

<ul class="navbar-nav me-auto mb-2 mb-lg-0">

<li class="nav-item">

<a class="nav-link active" aria-current="page" href="index.html"

>Home

>

<li class="nav-item">

Sobre

Salve tudo e pronto.

Mais um projeto para seu portfólio

GRAPH

Auto

Criada a estrutura do ...

main

Initial commit José Antonio Gallo Jun...

Not Committed Yet

Ln 14, Col 13

Spaces: 2

UTF-8

CRLF

{ } HTML

Port : 5500

Prettier