

Personal Site Presentation

By Edward Lopez-Ramos

Before diving into the specifics, lets visit the site!



<https://hopeworks-personal.netlify.app/>

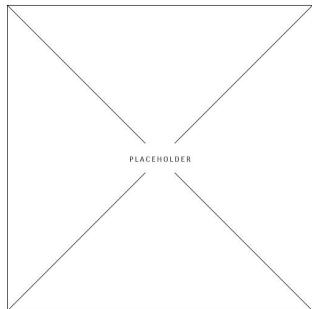
Planning Phase

Desktop - 1



Droning About

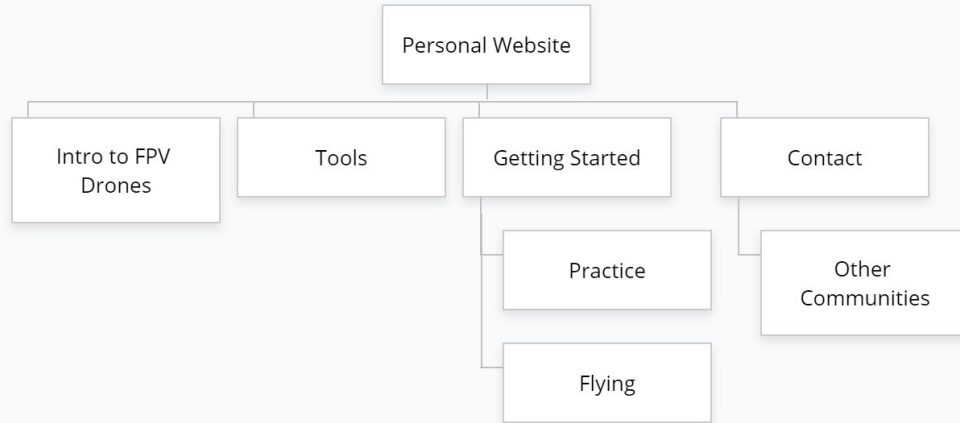
|nav bar|nav bar|nav bar|









Page Title

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Planning Phase (cont'd)



Tools Used

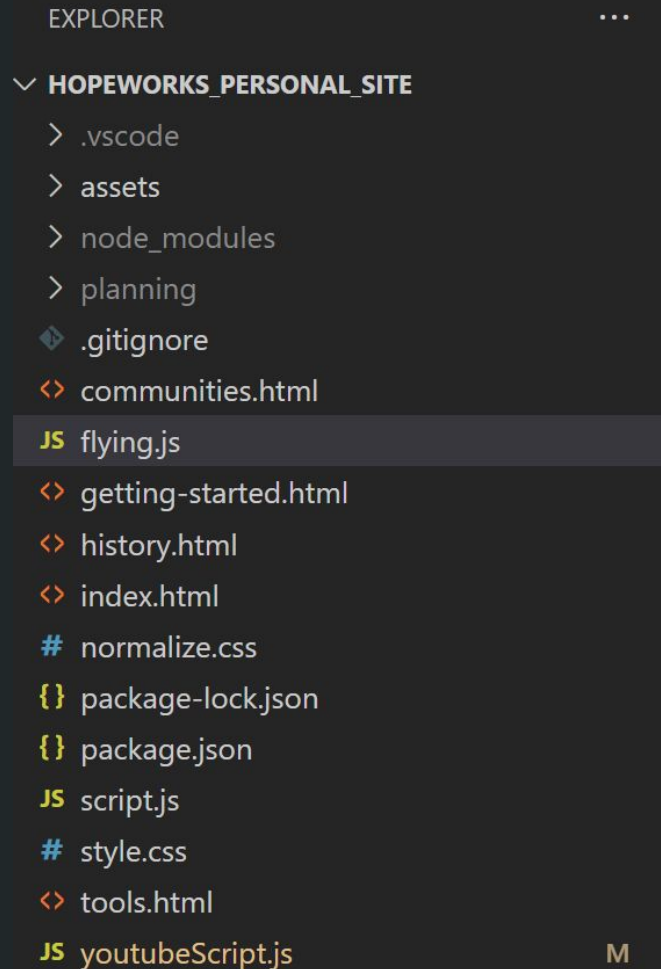
- Github 
- VSCode 
 - Prettier - Code Formatter extension 
- Netlify 
- Node.js and NPM 
 - Normalize.css 

Programming Concepts Used

- JavaScript 
 - Document Object Model Manipulation
 - Youtube iFrame API
 - Event Listeners

File Structure

Most JS files are only linked on a needs basis



The Youtube iFrame API

- Got experience with API documentation
 - https://developers.google.com/youtube/iframe_api_reference
- Achieved the ability to change player state (i.e.: playing the video or stopping the video) through event listeners



youtubeScript.js Snippet

- Created an object called “player” which got injected into a <div> tag

```
7 // creating a YT.Player Object and assigning it to the player variable
8 let player;
9 function onYouTubePlayerAPIReady() {
10   player = new YT.Player("player", {
11     height: "648",
12     width: "1152",
13     videoId: "6whHTP6L2Is",
14
15     playerVars: {
16       autoplay: 1,
17       controls: 0,
18       enablejsapi: 1,
19       modestbranding: 1,
20       start: 22,
21       rel: 0,
22       showinfo: 0,
23     },
24     events: {
25       OnReady: onPlayerReady,
26     },
27   });
28 }
```


A Hint of JavaScript

- Event Listeners used across the site
 - Examples:
 - JavaScript is in charge of moving the drone gif file across the page
 - JavaScript also changes the 'src' attribute of the tag to change images on events
- getElementById() method
 - Used in tandem with the HTMLElement.style.property interface to change the CSS of any given element

flying.js Snippet

- Lots and lots of Event Handlers and functions!

```
1 window.addEventListener("load", function () {
2
3     let flightLink = document.getElementById("flight-sim");
4     let drone = document.getElementById("flying-drone-gif");
5     let flightInstructions = document.getElementById("drone-instructions");
6
7     let windowWidth = window.innerWidth;
8
9     flightLink.addEventListener("click", function (event) {
10         drone.style.display = "block";
11         drone.style.visibility = "visible";
12         flightInstructions.style.display = "block";
13         flightInstructions.style.visibility = "visible";
14     })
15
16
17     drone.style.position = "absolute";
18     drone.style.left = (windowWidth/2) + 'px';
19     drone.style.bottom = "40px";
20
21     function powerCheck () {
22         if (parseInt(drone.style.bottom) >= 40) {
23             drone.setAttribute("src", "/assets/drone_gif.gif");
24         }
25     }
26
27     document.addEventListener("keydown", function (event) {
28         if (event.key === "ArrowUp") {
29             powerCheck();
30             movement = parseInt(drone.style.bottom) + 15 + "px";
31             drone.style.bottom = movement;
32         }
33
34         if (event.key === "ArrowDown" && parseInt(drone.style.bottom) > 40) {
35             powerCheck();
36             movement = parseInt(drone.style.bottom) - 15 + "px";
37             console.log("Bottom: " + movement);
38             drone.style.bottom = movement;
39         }
40
41         if (event.key === "ArrowLeft") {
42             movement = parseInt(drone.style.left) - 15 + "px";
43             drone.style.left = movement;
44         }
45     })
46 })
```

Key Takeaways

- Consider using a framework like Angular
- Consider a CSS Framework like Bootstrap



Questions? Thoughts? Opinions?
