Mina: Design an example of an electronic clock revolving around the theme wildlife, fitting the clock to full screen to be used as a desk clock or screen saver using HTML, CSS and JavaScript

Chat GPT: Sure, here's an example of an electronic clock revolving around the theme of wildlife, designed using HTML, CSS, and JavaScript:

HTML Code: <!DOCTYPE html>

<html>

<head>

<title>Wildlife Clock</title>

<link rel="stylesheet" type="text/css" href="style.css">

</head>

<body onload="showTime()">

<div class="clock">

<div class="background">

<img src="https://i.imgur.com/4BpwSZM.jpg" alt="Wildlife Background" />

</div>

<div class="display">

<h1 id="clock"></h1>

</div>

</div>

<script src="script.js"></script>

</body>

</html>

CSS Code: \* { margin: 0; padding: 0; box-sizing: border-box; } body { height: 100vh; } .clock { position: relative; width: 100%; height: 100%; overflow: hidden; } .background { position: absolute; width: 100%; height: 100%; z-index: -1; } .display { position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%); text-align: center; } #clock { font-size: 10rem; font-family: "Open Sans", sans-serif; color: #fff; text-shadow: 2px 2px #000; }

JavaScript Code:

javascript

Copy code

function showTime() { var date = new Date(); var hours = date.getHours(); var minutes = date.getMinutes(); var seconds = date.getSeconds(); var ampm = hours >= 12 ? 'PM' : 'AM'; hours = hours % 12; hours = hours ? hours : 12; minutes = minutes < 10 ? '0' + minutes : minutes; seconds = seconds < 10 ? '0' + seconds : seconds; var time = hours + ":" + minutes + ":" + seconds + " " + ampm; document.getElementById("clock").innerText = time; setTimeout(showTime, 1000); }

Mina: Can you also add the weekday, year, month and day

Chat GPT: Sure! Here's an updated JavaScript code that includes the weekday, year, month, and day:

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time + " | " + fullDate;

setTimeout(showTime, 1000);

}

Mina : It does not look right, the clock and the date and the weekday are not fitted right, it needs to look visually good too.

Chat GPT: I apologize for the inconvenience. Here's an updated HTML and CSS code with some changes to make the clock and date look visually good:

HTML Code:

<!DOCTYPE html>

<html>

<head>

<title>Wildlife Clock</title>

<link rel="stylesheet" type="text/css" href="style.css">

</head>

<body onload="showTime()">

<div class="clock">

<div class="background">

<img src="https://i.imgur.com/4BpwSZM.jpg" alt="Wildlife Background" />

</div>

<div class="display">

<h1 id="clock"></h1>

<h2 id="date"></h2>

</div>

</div>

<script src="script.js"></script>

</body>

</html>

CSS Code: \* {

margin: 0;

padding: 0;

box-sizing: border-box;

}

body {

height: 100vh;

}

.clock {

position: relative;

width: 100%;

height: 100%;

overflow: hidden;

}

.background {

position: absolute;

width: 100%;

height: 100%;

z-index: -1;

}

.display {

position: absolute;

top: 50%;

left: 50%;

transform: translate(-50%, -50%);

text-align: center;

color: #fff;

text-shadow: 2px 2px #000;

}

#clock {

font-size: 10rem;

font-family: "Open Sans", sans-serif;

margin-bottom: 1rem;

}

#date {

font-size: 3rem;

font-family: "Open Sans", sans-serif;

opacity: 0.8;

}

Mina: Could you update the JavaScript accordingly?

ChatGPT: Sure, here's the updated JavaScript code: function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

Mina: Could you update code, making it also show the date and weekday?

Chat GPT: Certainly! Here's the updated JavaScript code:

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

Mina: Why doesnt it still show the date and weekday?

Chat GPT: It's possible that the HTML and CSS code needs to be updated to include elements for displaying the date and weekday. Here's an example of how you can modify the HTML and CSS code to include these elements:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-color: #94d3a2;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

</style>

</head>

<body onload="showTime()">

<div id="clock"></div>

<div id="date"></div>

<script>

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

</script>

</body>

</html>

Mina: Can you add a backround to this code

Chat GPT: Sure! Here's the updated code with a background image added to the body element:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-image: url("https://www.example.com/background-image.jpg");

background-size: cover;

background-position: center;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

</style>

</head>

<body onload="showTime()">

<div id="clock"></div>

<div id="date"></div>

<script>

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

</script>

</body>

</html>

Mina: Can you add a backround song to this code:

ChatGPT: Sure! Here's an example of how you can add a background song to your code:

First, add an <audio> element to your HTML code, like this:

<audio id="bg-music" src="path/to/your/song.mp3" autoplay loop></audio>

Finally, add some JavaScript code to control the audio playback:

var audio = document.getElementById("bg-music");

audio.volume = 0.5; // Set the volume to 50%

// Pause the audio when the page loses focus

document.addEventListener("visibilitychange", function() {

if (document.hidden) {

audio.pause();

} else {

audio.play();

}

});

// Play the audio when the page finishes loading

window.addEventListener("load", function() {

audio.play();

});

That's it! Now your page will play background music when it loads. You can adjust the volume, change the song, or add more audio controls as needed.

Mina: Can you add a function where when you click on the clock then the clock changes color

Chat GPT: Sure, here's the modified code with the added functionality to change the color of the clock when it's clicked:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-image: url("https://www.example.com/background-image.jpg");

background-size: cover;

background-position: center;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

cursor: pointer; /\* Add this to change the cursor to a pointer when hovering over the clock \*/

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

/\* Add this CSS to change the color of the clock when it's clicked \*/

#clock.clicked {

color: #ff0000;

}

</style>

</head>

<body onload="showTime()">

<div id="clock" onclick="changeColor()"></div> <!-- Add onclick attribute to call changeColor() function -->

<div id="date"></div>

<script>

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

document.getElementById("clock").innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

function changeColor() {

var clock = document.getElementById("clock");

clock.classList.add("clicked"); // Add "clicked" class to change the color of the clock

}

</script>

</body>

</html>

Mina: Can you also add the opportunity to change the color back to its original color?

Chat GPT: Sure, here's the updated code with the ability to toggle between the clock's original color and a new color when clicked:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-image: url("https://www.example.com/background-image.jpg");

background-size: cover;

background-position: center;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

.red {

color: red;

}

</style>

</head>

<body onload="showTime()">

<div id="clock" onclick="changeColor()"></div>

<div id="date"></div>

<script>

let clockElement = document.getElementById("clock");

let originalColor = clockElement.style.color;

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

clockElement.innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

function changeColor() {

if (clockElement.classList.contains("red")) {

clockElement.classList.remove("red");

clockElement.style.color = originalColor;

} else {

clockElement.classList.add("red");

clockElement.style.color = "red";

}

}

</script>

</body>

</html>

Now when you click on the clock, it will change to red. Clicking it again will change it back to its original color.

Mina: Can you update the code for when the user clicks on the backround then the backround changes

ChatGPT: Sure, here's an updated code that changes the background when the user clicks on it:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-image: url("https://www.example.com/background-image-1.jpg");

background-size: cover;

background-position: center;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

.red {

color: red;

}

</style>

</head>

<body onload="showTime()" onclick="changeBackground()">

<div id="clock" onclick="changeColor()"></div>

<div id="date"></div>

<script>

let clockElement = document.getElementById("clock");

let originalColor = clockElement.style.color;

let backgrounds = [

"https://www.example.com/background-image-1.jpg",

"https://www.example.com/background-image-2.jpg",

"https://www.example.com/background-image-3.jpg"

];

let currentBackgroundIndex = 0;

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = hours >= 12 ? 'PM' : 'AM';

hours = hours % 12;

hours = hours ? hours : 12;

minutes = minutes < 10 ? '0' + minutes : minutes;

seconds = seconds < 10 ? '0' + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

clockElement.innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

function changeColor() {

if (clockElement.classList.contains("red")) {

clockElement.classList.remove("red");

clockElement.style.color = originalColor;

} else {

clockElement.classList.add("red");

clockElement.style.color = "red";

}

}

function changeBackground() {

currentBackgroundIndex = (currentBackgroundIndex + 1) % backgrounds.length;

document.body.style.backgroundImage = "url('" + backgrounds[currentBackgroundIndex] + "')";

}

</script>

</body>

</html>

Mina: Can you make a function where you can change the clock format from 12h to 24h

Chat GPT: Sure, here's an updated version of the code that includes a function to toggle between 12-hour and 24-hour clock formats when the user clicks on the clock:

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<title>Wildlife Clock</title>

<style>

body {

background-image: url("https://www.example.com/background-image.jpg");

background-size: cover;

background-position: center;

}

#clock {

font-size: 6em;

font-weight: bold;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 25%;

cursor: pointer;

}

#date {

font-size: 2em;

color: #ffffff;

text-shadow: 2px 2px #5c5c5c;

text-align: center;

margin-top: 2%;

}

.red {

color: red;

}

</style>

</head>

<body onload="showTime()">

<div id="clock" onclick="toggleClockFormat()"></div>

<div id="date"></div>

<script>

let clockElement = document.getElementById("clock");

let originalColor = clockElement.style.color;

let is24HourFormat = false;

function showTime() {

var date = new Date();

var hours = date.getHours();

var minutes = date.getMinutes();

var seconds = date.getSeconds();

var ampm = "";

if (is24HourFormat) {

hours = hours < 10 ? "0" + hours : hours;

} else {

ampm = hours >= 12 ? "PM" : "AM";

hours = hours % 12;

hours = hours ? hours : 12;

}

minutes = minutes < 10 ? "0" + minutes : minutes;

seconds = seconds < 10 ? "0" + seconds : seconds;

var time = hours + ":" + minutes + ":" + seconds + " " + ampm;

var days = ["Sunday", "Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday"];

var day = days[date.getDay()];

var year = date.getFullYear();

var months = ["January", "February", "March", "April", "May", "June", "July", "August", "September", "October", "November", "December"];

var month = months[date.getMonth()];

var dayOfMonth = date.getDate();

var fullDate = day + ", " + month + " " + dayOfMonth + ", " + year;

clockElement.innerText = time;

document.getElementById("date").innerText = fullDate;

setTimeout(showTime, 1000);

}

function changeColor() {

if (clockElement.classList.contains("red")) {

clockElement.classList.remove("red");

clockElement.style.color = originalColor;

} else {

clockElement.classList.add("red");

clockElement.style.color = "red";

}

}

function toggleClockFormat() {

is24HourFormat = !is24HourFormat;

}

</script>

</body>

</html>