Moving A Square Using JavaScript

Let’s create a simple program for moving a square (html div element) based on keyboard arrow key presses.

**Prerequisite**: Basic knowledge of JavaScript would be useful, though not absolutely necessary, as you will be directed towards required information while you read through this article.

1. Creating the HTML File: Using a code text editor like VS Code, create a .html file and save it (name it like object\_movement\_js or so). Read more about HTML Basics here.

**Note:** We won’t be writing any code in our html file. Since this is a JavaScript exercise, we will create the required html element (that is the square) using JavaScript and then pass it onto our html file.

So, the html file is just a tool to render our JavaScript work on the browser screen.

1. Connecting HTML file to JavaScript Code: We will use inline JavaScript for this exercise. So all you have to do is add script tags between body tags of our HTML document.

More on how to connect HTML with JavaScript code here.

1. Creating JavaScript Code for Moving the Square:
   1. Creating Our Square Dynamically
   2. Styling or Designing Our Square to Look Good
   3. Enabling Our Square to Move Freely on Screen
   4. Making Our Square Move

* Recording Keyboard Arrow Keys
* Checking Which Arrow Key Is Being Pressed / Creating The Movement Logic
* Creating Movement Variable (for deciding how many pixels our div should move on screen for every click)
* Testing Our Code (subdivision of above)