

- Recapitulation

In these 2 weeks we have learned to create date and time objects. With the default setting, javascript uses the browser's setting to show the data, yet we also have the option to decide how it can be presented, e.g. whether [year] should come first or last and so on.

We also learned how to animate at CSS, which means there is animation of HTML elements but without Javascript and be made up to define the stages and style.

- About the Assignment

The theme of the assignment for this challenge is to create a Space Clock. By doing so, I first decided to make an animated background, which is to combine a few photo together and to 'pretend' the stars are shining with animation and adjust for the opacity. Then, I wanted to code to show the current date and time. This can be done as mentioned above in part 1. I also wanted to show which day of the week it is, therefore I made an array to store the names of the day. Otherwise, the computer will perceive the first object as zero, which will lead to some misunderstanding. As for the timer, I think it is harder to read when it is a binary number, therefore there is a function to add an extra [0] in front of the number.

On the other hand, there is a message on the screen, depending on the timeslot. For example, when the number of hour is over 17, there will be a message of "good evening, don't forget to rest early", and there will be other messages.

Last but not least, I wanted to provide different color backgrounds for the user to choose the one he/she likes the best.

- Results



