

Topic

**WHY WE NEED LIVING
WAGES?**

Few steps to save and use of living wages



DON'T PURCHASE
UNNECESSARY THINGS.



KEEP MONEY FOR FUTURE
SAVING.



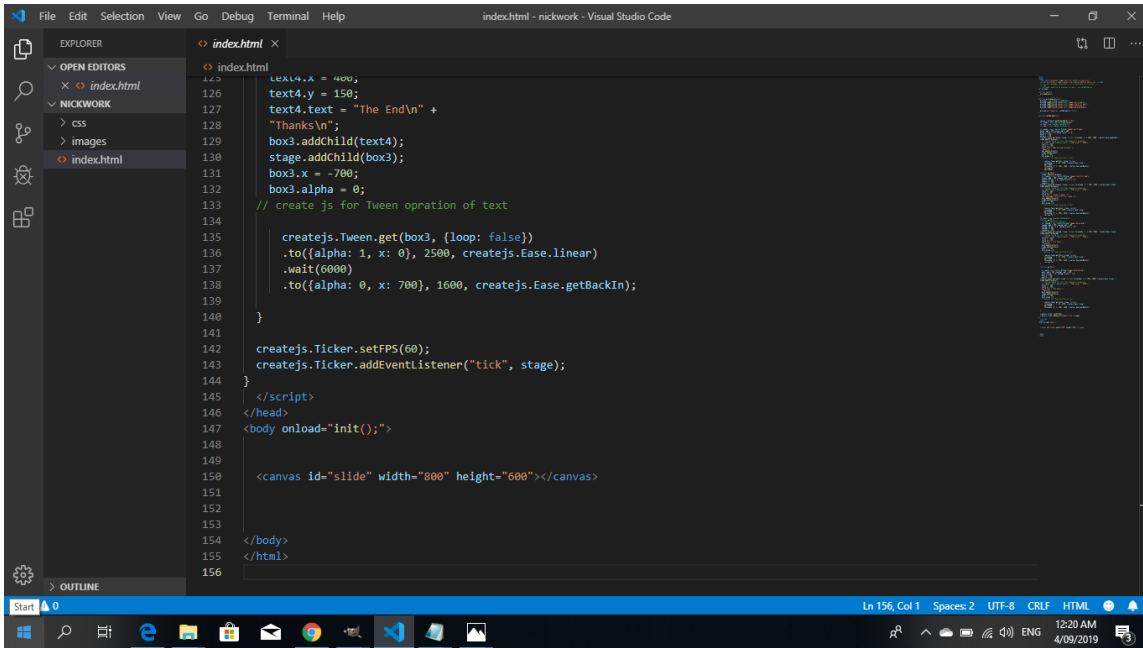
EVERYONE SHOULD
UNDERSTAND IMPORTANCE
OF LIVING WAGES.



USE WAGES IN GOOD WAY.

Animation steps

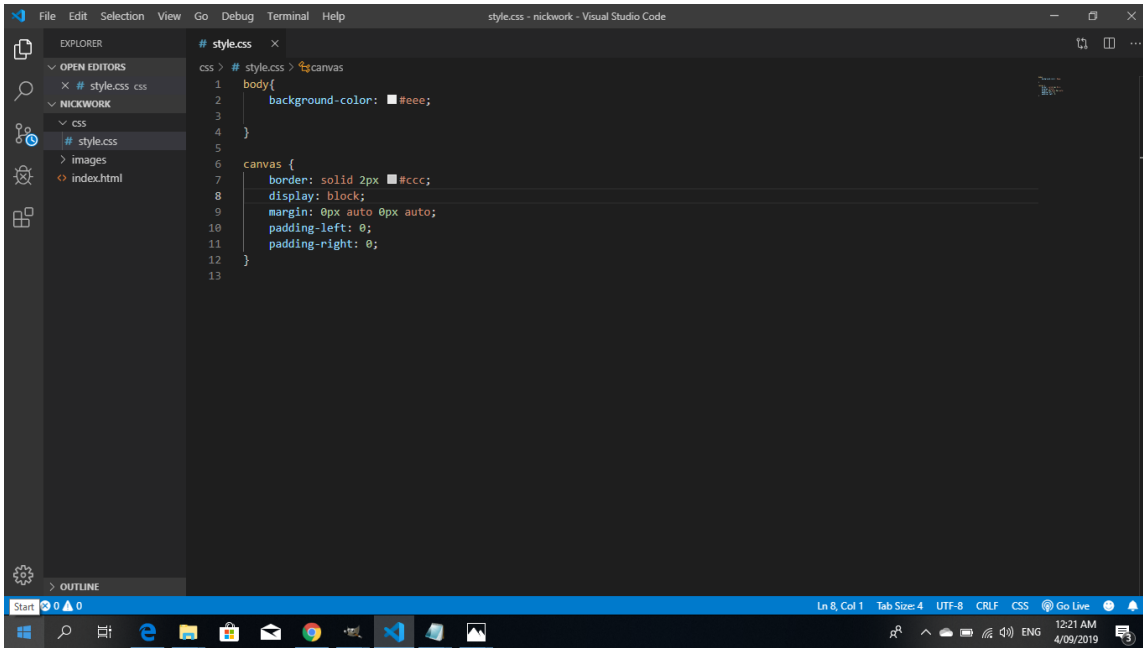
- I created html file(index.html)
- I have created java script file(main.js)
- I included important javascript files related to animation such as createjs, tweenjs, preloadjs, soundjs in header tag.



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Step:1 index.html

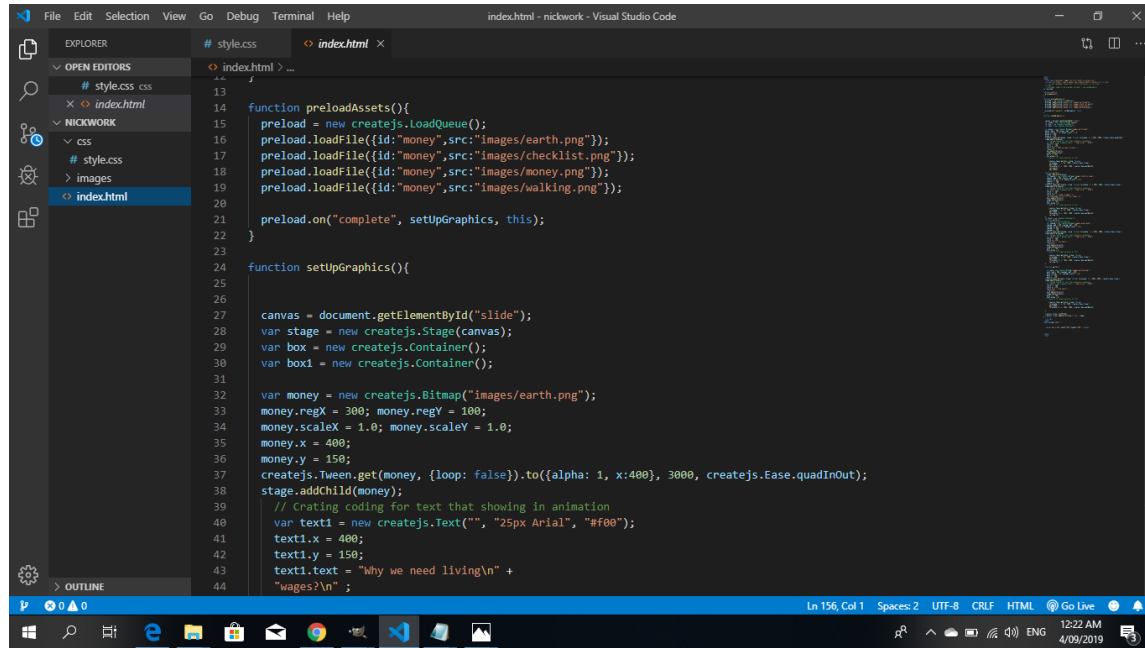
Description: html tags with one animation canvas.



```
# style.css
1  body{
2      background-color: #eee;
3  }
4
5
6  canvas {
7      border: solid 2px #ccc;
8      display: block;
9      margin: 0px auto 0px auto;
10     padding-left: 0;
11     padding-right: 0;
12 }
13
```

Step:2 style.css

Description: Style sheet to make our page attractive.



The screenshot shows the Visual Studio Code interface with a file explorer on the left, a central editor window, and a terminal at the bottom. The file explorer shows a project structure with files like style.css, index.html, and images. The editor window displays JavaScript code using the createjs library for animation. The code includes a preload function to load assets and a setupGraphics function to initialize the animation stage and add a money object with a tween animation.

```
13
14
15 function preloadAssets(){
16     preload = new createjs.LoadQueue();
17     preload.loadFile({id:"money",src:"images/earth.png"});
18     preload.loadFile({id:"money",src:"images/checklist.png"});
19     preload.loadFile({id:"money",src:"images/money.png"});
20     preload.loadFile({id:"money",src:"images/walking.png"});
21
22     preload.on("complete", setUpGraphics, this);
23 }
24
25 function setUpGraphics(){
26
27     canvas = document.getElementById("slide");
28     var stage = new createjs.Stage(canvas);
29     var box = new createjs.Container();
30     var box1 = new createjs.Container();
31
32     var money = new createjs.Bitmap("images/earth.png");
33     money.regX = 300; money.regY = 100;
34     money.scaleX = 1.0; money.scaleY = 1.0;
35     money.x = 400;
36     money.y = 150;
37     createjs.Tween.get(money, {loop: false}).to({alpha: 1, x:400}, 3000, createjs.Ease.quadInOut);
38     stage.addChild(money);
39     // Crating coding for text that showing in animation
40     var text1 = new createjs.Text("", "25px Arial", "#f00");
41     text1.x = 400;
42     text1.y = 150;
43     text1.text = "why we need living\n" +
44     "wages?\n";
```

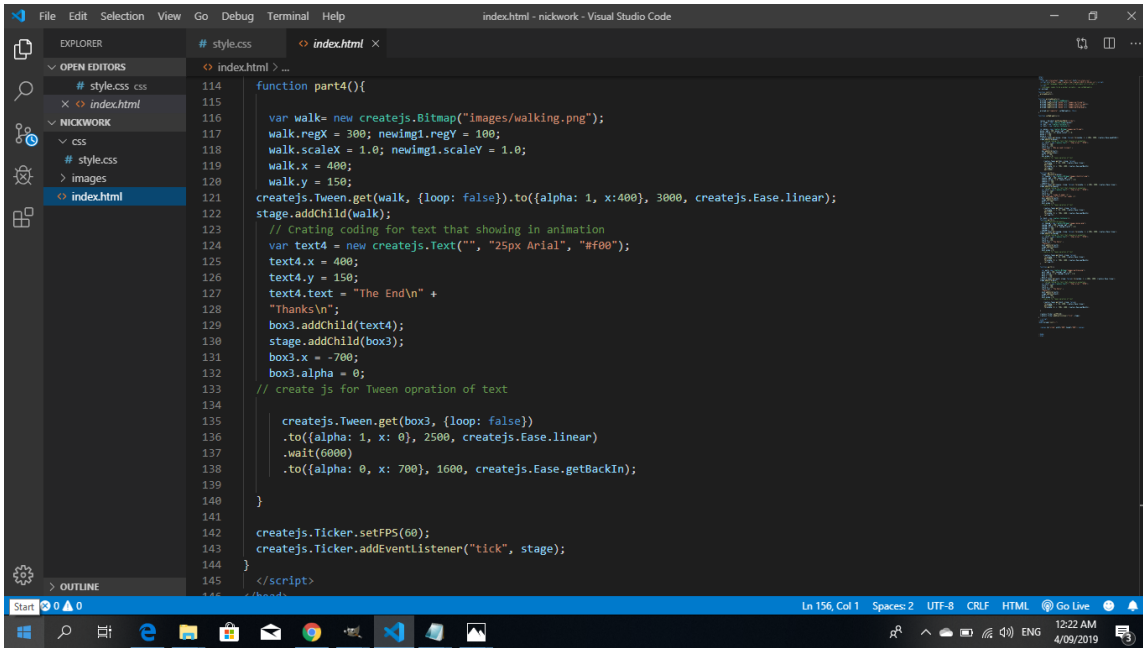
Step:3

Description: I have added some libraries of javascript.

```
42 text1.y = 150;
43 text1.text = "Why we need living\n" +
44 "wages?\n";
45 box.addChild(text1);
46 stage.addChild(box);
47 box.x = -700;
48 box.alpha = 0;
49 // create js for Tween operation of text
50
51 createjs.Tween.get(box, {loop: false})
52 .to({alpha: 1, x: 0}, 2500, createjs.Ease.linear)
53 .wait(6000)
54 .to({alpha: 0, x: 700}, 1600, createjs.Ease.getBackIn)
55 .call(part2)
56 .wait(6000);
57
58 function part2(){
59 stage.removeChild(money);
60 var newone = new createjs.Bitmap("images/checklist.png");
61 newone.regX = 300; newone.regY = 100;
62 newone.scaleX = 1.0; newone.scaleY = 1.0;
63 newone.x = 400;
64 newone.y = 150;
65 createjs.Tween.get(newone, {loop: false}).to({alpha: 1, x:400}, 3000, createjs.Ease.linear);
66 stage.addChild(newone);
67 // Crating coding for text that showing in animation
68 var text2 = new createjs.Text("", "25px Arial", "#f00");
69 text2.x = 400;
70 text2.y = 50;
71 text2.text = "usage of wages.\n" +
72 "we need wages to fullfill our needs.\n";
73 box1.addChild(text2);
74 stage.addChild(box1);
```

Step: 3.1

Description: I have created different functions for the different animation.

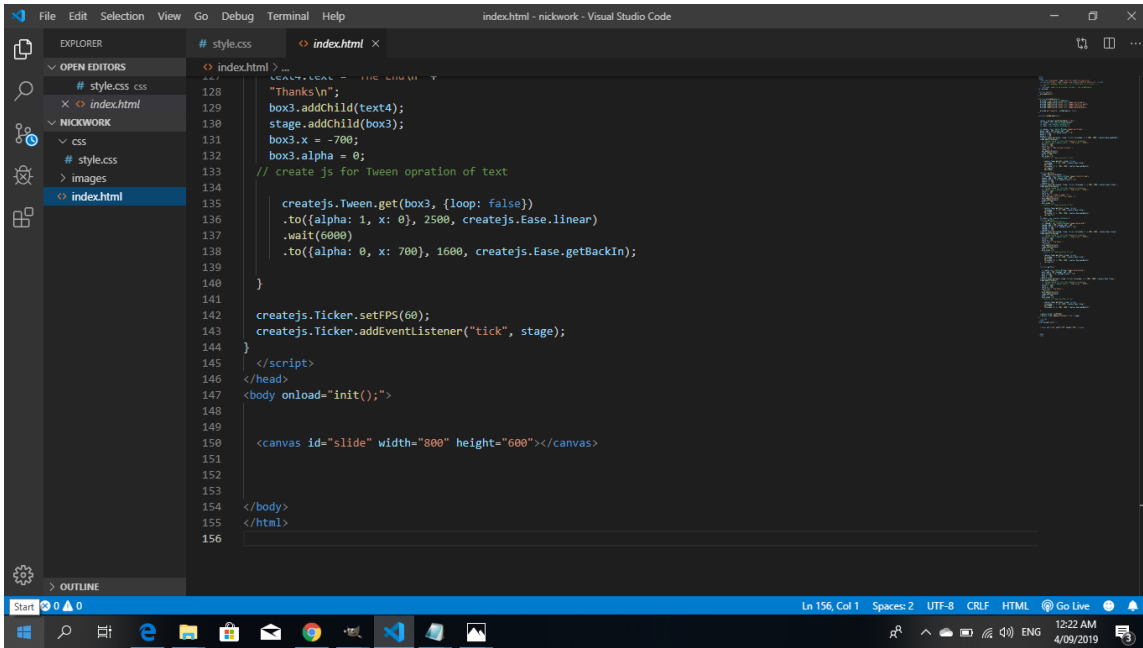


The screenshot shows the Visual Studio Code editor with a dark theme. The Explorer sidebar on the left shows a project structure with files like # style.css, index.html, and a folder named NICKWORK. The main editor area displays the content of index.html, which contains JavaScript code using the createjs library. The code defines a function part4() that creates a walk animation, adds a text element, and sets up a timeline with tweens and a ticker. The status bar at the bottom indicates the cursor is at line 156, column 1.

```
114 function part4(){
115
116     var walk= new createjs.Bitmap("images/walking.png");
117     walk.regX = 300; newimg1.regY = 100;
118     walk.scaleX = 1.0; newimg1.scaleY = 1.0;
119     walk.x = 400;
120     walk.y = 150;
121     createjs.Tween.get(walk, {loop: false}).to({alpha: 1, x:400}, 3000, createjs.Ease.linear);
122     stage.addChild(walk);
123     // Crating coding for text that showing in animation
124     var text4 = new createjs.Text("", "25px Arial", "#f00");
125     text4.x = 400;
126     text4.y = 150;
127     text4.text = "The End\n" +
128     "Thanks\n";
129     box3.addChild(text4);
130     stage.addChild(box3);
131     box3.x = -700;
132     box3.alpha = 0;
133     // create js for Tween operation of text
134
135     createjs.Tween.get(box3, {loop: false})
136     .to({alpha: 1, x: 0}, 2500, createjs.Ease.linear)
137     .wait(6000)
138     .to({alpha: 0, x: 700}, 1600, createjs.Ease.getBackIn);
139
140 }
141
142 createjs.Ticker.setFPS(60);
143 createjs.Ticker.addEventListener("tick", stage);
144
145 }
146 </script>
```

Step: 3.2

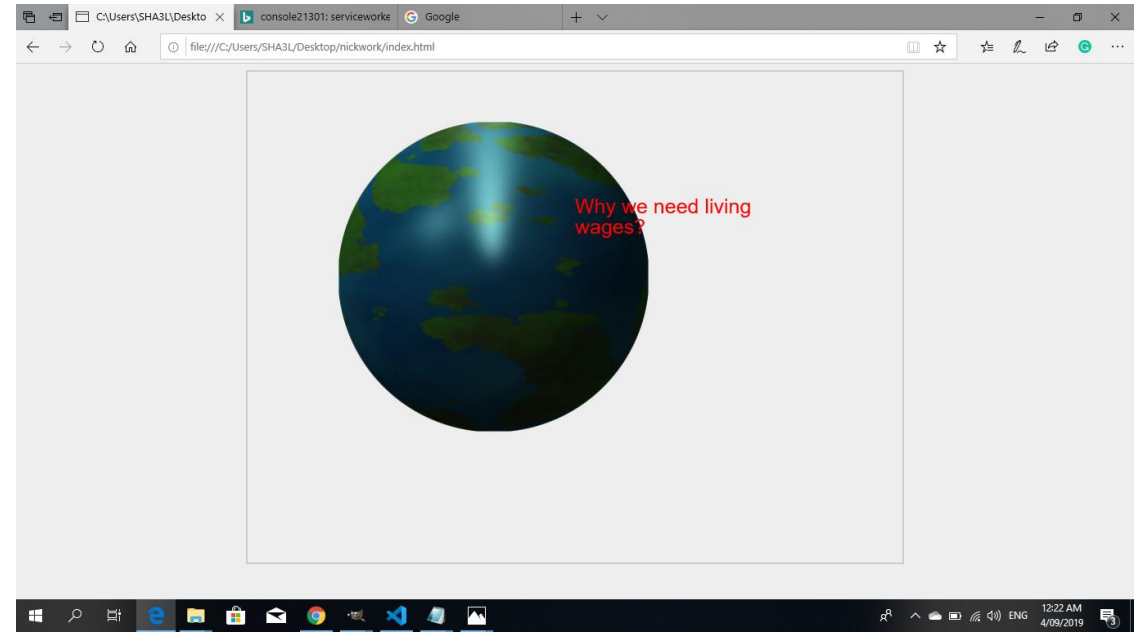
Description: java script for the further functions.



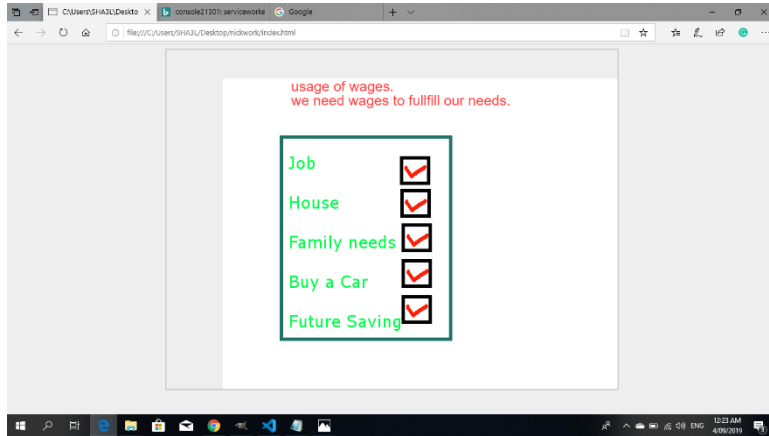
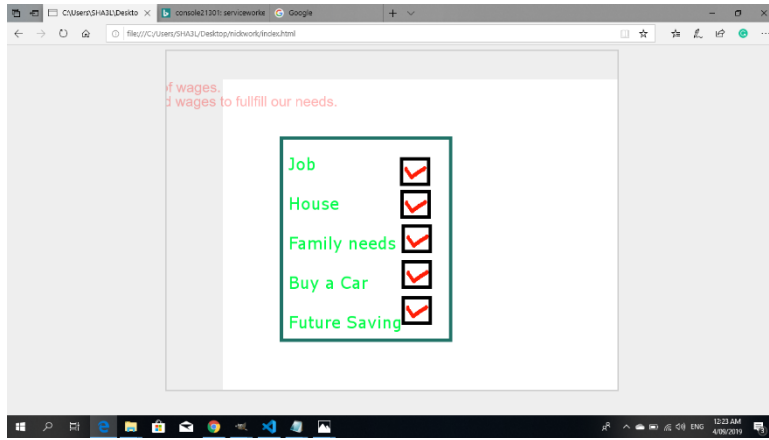
```
128 // create js for Tween operation of text
129
130 "Thanks\n";
131 box3.addChild(text4);
132 stage.addChild(box3);
133 box3.x = -700;
134 box3.alpha = 0;
135
136 // create js for Tween operation of text
137
138 createjs.Tween.get(box3, {loop: false})
139   .to({alpha: 1, x: 0}, 2500, createjs.Ease.linear)
140   .wait(6000)
141   .to({alpha: 0, x: 700}, 1600, createjs.Ease.getBackIn);
142
143 }
144
145 createjs.Ticker.setFPS(60);
146 createjs.Ticker.addEventListener("tick", stage);
147
148 </script>
149 </head>
150 <body onload="init();">
151
152 <canvas id="slide" width="800" height="600"></canvas>
153
154 </body>
155 </html>
156
```

Step: 4

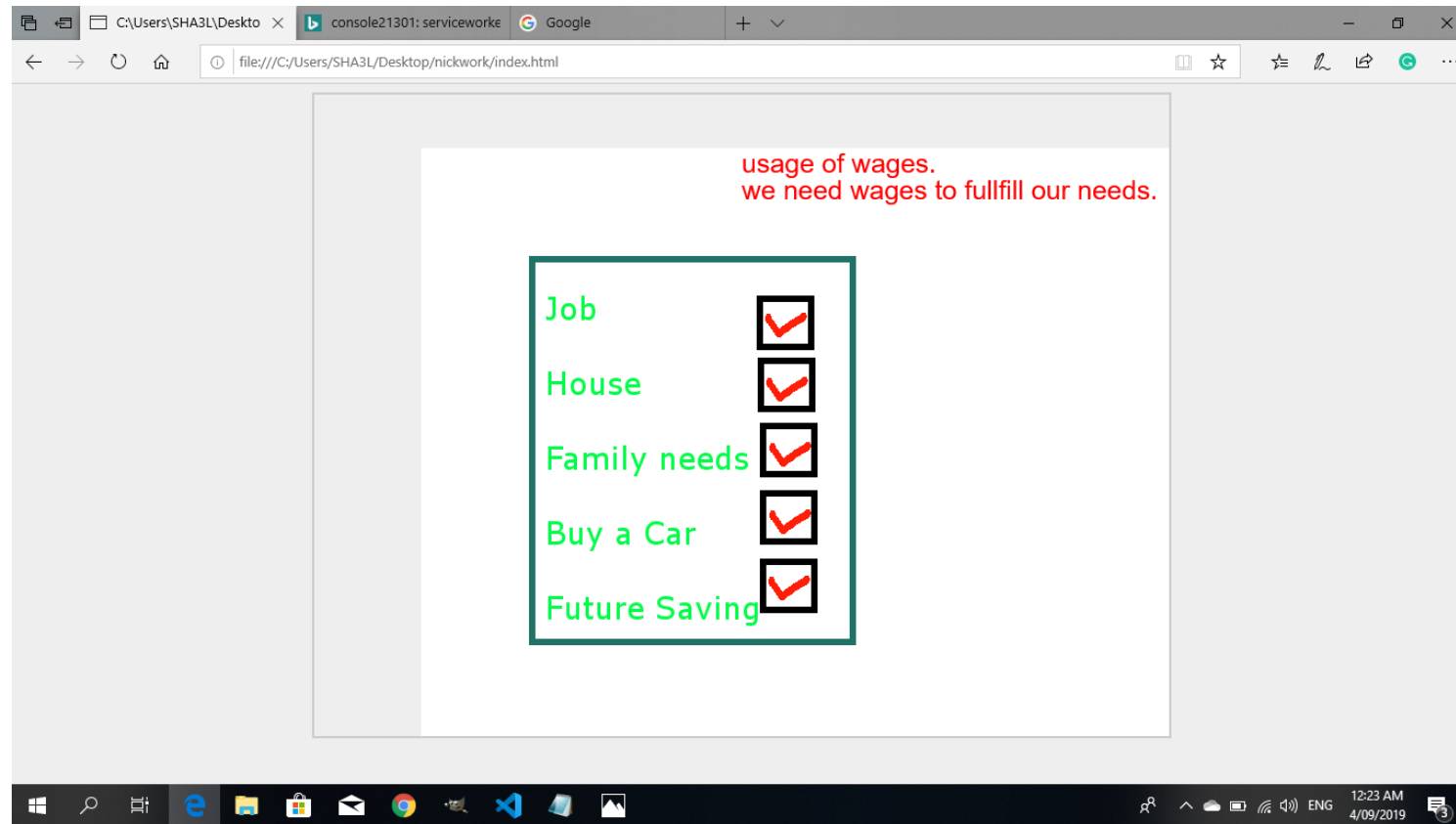
Description: End of the script.



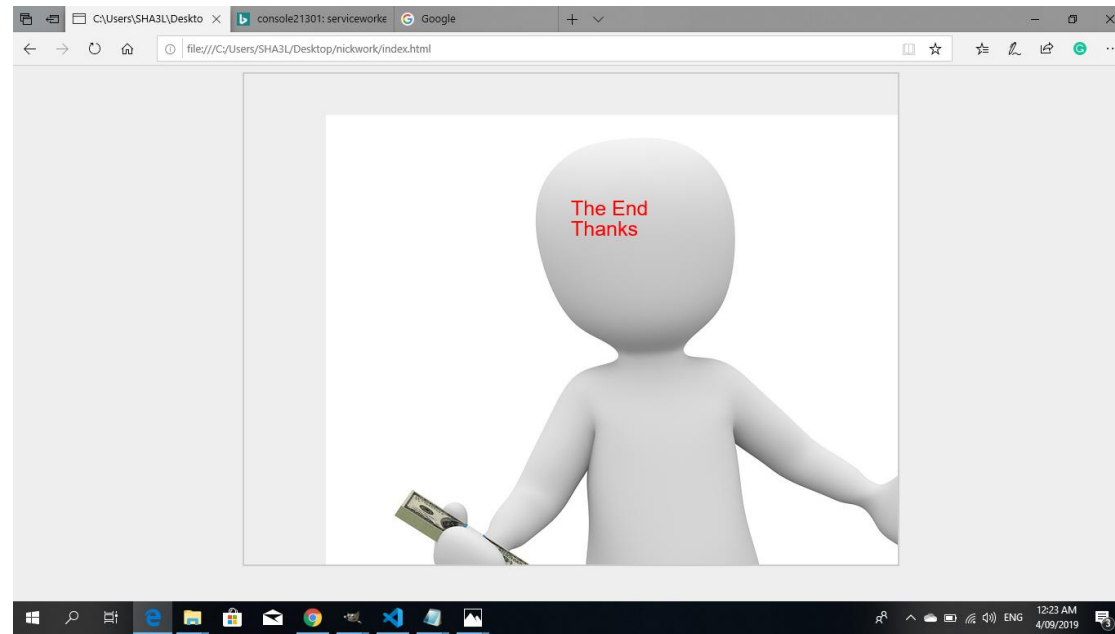
Output: 1




Output: 2



Output 2.1



Output: 3



Thanks.