

# Dicas de Javascript

A yellow square containing the letters 'JS' in a bold, black, sans-serif font.

*Tutoriais*

A graphic consisting of several overlapping squares in shades of green and yellow, arranged in a stepped pattern.

**Como Criar**  
**Animações com JS**

A yellow square containing the letters 'JS' in a bold, black, sans-serif font.

**COMO CRIAR ANIMAÇÕES COM  
JAVASCRIPT MANIPULANDO  
AS PROPRIEDADES DAS CSS**

Códigos Utilizados

<https://www.youtube.com/luismvulcanis>

# Exemplos

## Arquivo acrtions.js

```
let id = null

function blueSquare() {
  let ob1 = document.getElementById('obj1')
  let pos1 = 0
  let pos2 = 0
  clearInterval(id)
  id = setInterval(frame, 15)
  function frame(){
    if(pos1 == 440 || pos2 == 220){
      clearInterval(id)
    } else {
      pos1 = pos1 + 2
      pos2++
      ob1.style.left = pos1 + 'px'
      ob1.style.top = pos2 + 'px'
    }
  }
}

function redSquare() {
  let ob2 = document.getElementById('obj2')
  let pos1 = 0
  let pos2 = 0
  clearInterval(id)
  id = setInterval(frame, 15)
  function frame(){
    if(pos1 == 440 || pos2 == 220){
      clearInterval(id)
    } else {
      pos1 = pos1 + 2
      pos2++
      ob2.style.right = pos1 + 'px'
      ob2.style.top = pos2 + 'px'
    }
  }
}

function greenSquare() {
  let ob3 = document.getElementById('obj3')
  let pos1 = 0
```

```

let pos2 = 0
clearInterval(id)
id = setInterval(frame, 15)
function frame(){
  if(pos1 == 440 || pos2 == 220){
    clearInterval(id)
  } else {
    pos1 = pos1 + 2
    pos2++
    ob3.style.left = pos1 + 'px'
    ob3.style.bottom = pos2 + 'px'
  }
}
}

function purpleSquare() {
  let ob4 = document.getElementById('obj4')
  let pos1 = 0
  let pos2 = 0
  clearInterval(id)
  id = setInterval(frame, 15)
  function frame(){
    if(pos1 == 440 || pos2 == 220){
      clearInterval(id)
    } else {
      pos1 = pos1 + 2
      pos2++
      ob4.style.right = pos1 + 'px'
      ob4.style.bottom = pos2 + 'px'
    }
  }
}

function allSquare(){
  let ob1 = document.getElementById('obj1')
  let ob2 = document.getElementById('obj2')
  let ob3 = document.getElementById('obj3')
  let ob4 = document.getElementById('obj4')
  let pos1 = 0
  let pos2 = 0
  clearInterval(id)
  id = setInterval(frame, 15)
  function frame(){
    if(pos1 == 440 || pos2 == 220){
      clearInterval(id)
    } else {
      pos1 = pos1 + 2

```

```
pos2++
ob1.style.left = pos1 + 'px'
ob1.style.top = pos2 + 'px'
ob2.style.right = pos1 + 'px'
ob2.style.top = pos2 + 'px'
ob3.style.left = pos1 + 'px'
ob3.style.bottom = pos2 + 'px'
ob4.style.right = pos1 + 'px'
ob4.style.bottom = pos2 + 'px'
    }
}
}
```

# Dados de Copyright

Este material foi produzido por Luis Augusto Vulcanis para a **Episódio 12** do **Módulo Javascript** do **Canal do Prof Luis Vulcanis** no **Youtube**, em maio de 2022.

## Fontes de Consulta

Mozilla Developer Network - <https://developer.mozilla.org/en-US/>

W3 Schools - <https://www.w3schools.com/>

## Prof. Luis Vulcanis

Website – <https://profluisvulcanis.pt>

Blog - <https://domvulcanis.blogspot.com/>