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ScreenDiary

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https://tinggg-yyy.github.io/Screen_Diary/

PROCESS

Watchlist Page

- Objects
- Search Function
- Filter Function
- Lazy Loading Images
- Page Number
- Bootstrap (Dropdown)
- Flip Animation

Filter Function

Data Setup

```
// Genres Objects
const genres = [
 "Thriller",
 "Mystery",
 "Romance",
  "Action".
 "Supernatural",
 "Adventure".
  "Comedy",
 "Isekai".
  "Fantasy",
 "Life".
 "Food",
 "Detective".
 "Dark",
 "Sport",
```

Default Unfiltered Status

```
let currentGenreFilter = "ALL";
```

Check Array Values to Filter Thumbs

```
// Filter thumbnails based on current filters
const filteredThumbs = thumbs.filter((thumb) => {
  const matchesCategory =
    currentCategoryFilter === "ALL" ||
    thumb.category === currentCategoryFilter;
  const matchesType =
    currentTypeFilter === "ALL" ||
    (Array.isArray(thumb.type)
     ? thumb.type.includes(currentTypeFilter)
      : thumb.type === currentTypeFilter);
  const matchesGenre =
    currentGenreFilter === "ALL" ||
    (Array.isArray(thumb.genre)
     ? thumb.genre.includes(currentGenreFilter)
      : thumb.genre === currentGenreFilter);
  const matchesCountry =
    currentCountryFilter === "ALL" ||
    thumb.country === currentCountryFilter:
  return (
    matchesCategory && matchesType && matchesGenre
```

Update the active filter Re-render the thumbnails from page 1

```
const filterGenre = (genre, element) => {
  document.querySelectorAll("#genre-filter li a").forEach((link) => {
    link.classList.remove("active");
  });
  element.classList.add("active");

currentGenreFilter = genre; // Update genre filter
  currentPage = 1; // Reset to the first page
  renderThumbs(); // Re-render thumbnails
};
```

Generate Inner HTML

```
const renderGenreFilter = () => {
  const genreContainer = document.getElementById(
    "genre-filter-container"
);
  const genreList = document.getElementById("genre-filter");

genreList.innerHTML = ""; // Clear previous genre options

genres.forEach((genre) => {
  const genreItem = document.createElement("li");
  genreItem.innerHTML = `<a href="#" onclick="filterGenre('${genre}', this)">${genre}</a>`;
  genreList.appendChild(genreItem);
});

genreContainer.style.display = "block"; // Show the genre filter container
};
```

Pagination

```
let currentPage = 1;
const itemsPerPage = 12:
 // Pagination logic
 const startIndex = (currentPage - 1) * itemsPerPage;
 const endIndex = startIndex + itemsPerPage;
 const paginatedThumbs = filteredThumbs.slice(startIndex, endIndex);
 // Dynamically generate HTML for thumbnails
 paginatedThumbs.forEach((thumb) => {
    const thumbHTML =
      <div class="thumb" data-title="${thumb.title}" data-category="${</pre>
      thumb.category
   }">
        <div class="film-card" onclick="flipCard(this)">
         <div class="film-front">
           <img data-src="${</pre>
             thumb.image
           }" alt="poster" class="lazy-image" />
           <article class="description">
             <h3 id="filmtitle">${thumb.title}</h3>
             <div class="stars">${generateStars(thumb.rating)}</div>
           </article>
          <div class="film-back">
           ${
             thumb.comment || "No comment available."
        </div>
    container.innerHTML += thumbHTML;
 initializeLazyLoading(); // Initialize lazy loading
  renderPagination(filteredThumbs.length); // Render pagination
```

};

```
const totalPages = Math.ceil(totalItems / itemsPerPage);
// Previous button
const prevButton = document.createElement("button");
prevButton.textContent = "Previous":
prevButton.disabled = currentPage === 1;
prevButton.addEventListener("click", () => {
  if (currentPage > 1) {
    currentPage--;
    renderThumbs();
paginationContainer.appendChild(prevButton);
// Page number buttons
for (let i = 1; i <= totalPages; i++) {
  const button = document.createElement("button");
 button.textContent = i;
 button.className = i === currentPage ? "active" : "";
 button.addEventListener("click", () => {
    currentPage = i;
    renderThumbs();
  paginationContainer.appendChild(button);
// Next button
const nextButton = document.createElement("button");
nextButton.textContent = "Next":
nextButton.disabled = currentPage === totalPages;
nextButton.addEventListener("click", () => {
  if (currentPage < totalPages) {</pre>
    currentPage++;
    renderThumbs();
paginationContainer.appendChild(nextButton);
```

// Render pagination buttons

const renderPagination = (totalItems) => {

const paginationContainer = document.getElementById("pagination");
paginationContainer.innerHTML = ""; // Clear pagination buttons

```
tion");
tons
// Render thumbnails from a filtered array
const renderThumbsFromArray = (filteredThumbs) => {
    const container = document.getElementById("thumb-container");
    container.innerHTML = ""; // Clear the container
```

```
const startIndex = (currentPage - 1) * itemsPerPage;
  const endIndex = startIndex + itemsPerPage;
  const paginatedThumbs = filteredThumbs.slice(startIndex, endIndex);
 paginatedThumbs.forEach((thumb) => {
    const thumbHTML = `
      <div class="thumb" data-title="${thumb.title}" data-category="${</pre>
      thumb.category
        <img data-src="${thumb.image}" alt="poster" class="lazy-image" />
        <article class="description">
         <h3 id="filmtitle">${thumb.title}</h3>
          <div class="stars">${generateStars(thumb.rating)}</div>
   container.innerHTML += thumbHTML;
 renderPagination(filteredThumbs.length); // Render pagination
// Initialize lazy loading for images
const initializeLazyLoading = () => {
 const lazyImages = document.querySelectorAll(".lazy-image");
  const observer = new IntersectionObserver(
    (entries, observer) => {
      entries.forEach((entry) => {
       if (entry.isIntersecting) {
          const img = entry.target;
          img.src = img.dataset.src; // Load the image
          img.classList.remove("lazy-image"); // Remove lazy class
          observer.unobserve(img); // Stop observing this image
      root: null, // Use the viewport as the root
      rootMargin: "Opx Opx 200px Opx", // Preload images 200px before they enter
      threshold: 0.1, // Trigger when 10% of the image is visible
```

Flip Animation

```
// Flip the film card
function flipCard(element) {
  const card = element.closest(".film-card");
  card.classList.toggle("flipped");
}
```

```
Card */
.film-card {
 /* Perspective Effect for 3D */
 perspective: 1000px;
 width: 100%:
 height: 100%;
 position: relative;
.film-content {
 margin: 1.5rem;
.film-card > div {
 width: 100%:
 height: 100%;
 position: absolute;
 backface-visibility: hidden; /* Hide the back */
 transition: transform 1s ease-in-out; /* Flip Animation */
```

```
<div class="film-front">
     <imq data-src="${</pre>
       thumb.image
     }" alt="poster" class="lazy-image" />
     <article class="description">
       <h3 id="filmtitle">${thumb.title}</h3>
       <div class="stars">${generateStars(thumb.rating)}</div>
     </article>
   </div>
   <div class="film-back">
.film-front {
 transform: rotateY(0); /* Show front by default */
.film-back {
 transform: rotateY(180deg); /* Hide back by default */
  background-color: var(--c-btn-hover);
  color: var(--c-message-bg);
  display: flex;
  justify-content: center;
  align-items: center;
  text-align: center;
  font-size: 1.2rem:
  box-shadow: 0 4px 6px \square rgba(0, 0, 0, 0.1);
  border-radius: 8px;
.film-card.flipped .film-front {
 transform: rotateY(180deg);
```

<div class="film-card" onclick="flipCard(this)">

Issues

 Style conflicts with Bootstrap: Some of my custom styles were overridden by Bootstrap defaults, leading to unexpected formatting. I spent a lot of time debugging and ended up using !important to force certain styles to apply.

 Too many images caused performance lag: I implemented pagination and lazy loading to improve loading speed.

• Combined filters required pagination reset: Whenever any filter is changed, I needed to re-filter the dataset and reset the pagination—starting from page 1 and re-generating the correct number of pages based on the filtered results.

Learned

- DOMContentLoaded event
- Event handling (addEventListener & inline onclick)
- DOM manipulation (getElementById, querySelectorAll, etc.)
- Dynamically generating HTML

Array operations (filter, forEach)

Intersection Observer

Pagination logic

Flipping Animation

NEXT STEPS

Improve Pagination Display

Show fewer page numbers when total pages are too many (e.g., 1 2 3 ... 9 10), and add ellipsis for better UX.

Enhance Filter Layout

If there are too many filter options, switch to a **scrollable horizontal layout** instead of wrapping or stacking.

Expand Color Palette

Add more color variations to enrich the site's visual theme and improve contrast/accessibility.

Add More Animations & Interactions

For example, a **popcorn popping effect** when clicking on a thumbnail with a 5-star rating to increase user delight.

THANK YOU