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Assignment 4(A)

```html
<!DOCTYPE html>
<html>

<head>
    <title>Swipe Buttons Example</title>
    <link rel="stylesheet" href="/style.css">
    <meta name="viewport" content="width=device-width, initial-scale=1">
    <link rel="stylesheet" href="https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.css">
    <script src="https://code.jquery.com/jquery-1.11.1.min.js"></script>
    <script src="https://code.jquery.com/mobile/1.4.5/jquery.mobile-1.4.5.min.js"></script>
    <script src="https://hammerjs.github.io/dist/hammer.min.js"></script>
</head>

<body>

    <div data-role="page" id="page-swipe">
        <div data-role="header">
            <h1>Swipe Buttons Example</h1>
        </div>

        <div class="main" data-role="content">
            <button id="left-button">□</button>
            <button id="right-button">□</button>
            <button id="up-button">□</button>
            <button id="down-button">□</button>

        </div>
```

```html
        <img id="moving-image"
src="https://upload.wikimedia.org/wikipedia/commons/thumb/b/b6/Image_created_with_a_m
obile_phone.png/330px-Image_created_with_a_mobile_phone.png" alt="Moving Image">

    </div>


    <script>
        $(document).on("pagecreate", "#page-swipe", function () {

            var hammertime = new Hammer(document.getElementById('page-swipe'));

            var movingImage = document.getElementById('moving-image');

            var imagePosition = { x: 0, y: 0 };

            var imageStep = 10; // Adjust this value to change the step size of image movement


            hammertime.get('swipe').set({

                direction: Hammer.DIRECTION_ALL // Enable recognition of all directions

            });


            hammertime.on('swipeup', function () {

                imagePosition.y -= imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px,
${imagePosition.y}px)`;

                alert('Swiped Up!');

            });


            hammertime.on('swipedown', function () {

                imagePosition.y += imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px,
${imagePosition.y}px)`;

                alert('Swiped Down!');

            });


            hammertime.on('swipeleft', function () {

                imagePosition.x -= imageStep;

                movingImage.style.transform = `translate(${imagePosition.x}px,
${imagePosition.y}px)`;
```

```
            alert('Swiped Left!');

        });


        hammertime.on('swiperight', function () {

            imagePosition.x += imageStep;

            movingImage.style.transform = `translate(${imagePosition.x}px,
${imagePosition.y}px)`;

            alert('Swiped Right!');

        });

    });

    </script>


</body>


</html>
```

Output :

Swipe Buttons Example

← → ↑ ↓

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127.0.0.1:5500 says

Swiped Right!

OK

← ↓