

# DECO1400 REFERENCE LIST

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Screenshot from official website and adapted using Figma.

## II. Reference of ChatGPT

```
let isScrolling = false;
scrollSnapper.addEventListener('wheel', (e) => {
  e.preventDefault();
  if (isScrolling) return;
  const scrollingHeight = window.innerHeight;
  const ScrollingDirection = e.deltaY > 0 ? 1 : -1;
  scrollSnapper.scrollTop += ScrollingDirection * scrollingHeight;
  isScrolling = true;
  setTimeout(() => {
    isScrolling = false;
  }, 500);
}, { passive: false });

why does my event trigger multiple times when I use my
wheel only once?
```

The reason your `wheel` event handler **triggers multiple times on a single scroll** is because the **mouse wheel emits a stream of `wheel` events**, not just one, even with a light scroll.

### Why This Happens

- **Mouse wheels don't send one event per scroll.** Instead, they emit **many small deltas** (`deltaY`) rapidly while the wheel is spinning.
- Even if the user *lightly scrolls*, it might trigger **3–10 `wheel` events** within a short time.

Your code:

```
js
if (isScrolling) return;
```

tries to debounce this, but due to how quick successive events come in, **the flag `isScrolling = true` is sometimes set slightly *after* multiple events have already started executing.**

## ✅ Solution: Use `requestAnimationFrame` + timestamp debounce

You can better control the scroll rate using a timestamp approach to absorb bursts of `wheel` events:

```
js                                                                    复制 编辑

let lastScrollTime = 0;
const SCROLL_DELAY = 600; // ms

scrollSnapper.addEventListener('wheel', (e) => {
  e.preventDefault();

  const now = Date.now();
  if (now - lastScrollTime < SCROLL_DELAY) return;

  const scrollingHeight = window.innerHeight;
  const direction = e.deltaY > 0 ? 1 : -1;
  scrollSnapper.scrollTop += direction * scrollingHeight;

  lastScrollTime = now;
}, { passive: false });
```

## Bonus: Add smooth scroll (optional)

If your scroll behavior looks janky, consider:

```
CSS                                                                    复制 编辑

.scroll-snapper {
  scroll-behavior: smooth;
}
```

在画布中编辑

tell me the differences between `preventDefault()` and `stopPropagation()` with some specific examples.

Great question! `preventDefault()` and `stopPropagation()` are both methods used in JavaScript event handling, but they serve **very different purposes**. Here's a breakdown of the differences along with **specific examples**:

✅ `preventDefault()` : Prevents the default action associated with the event.

- **Use case:** Stop the browser's built-in behavior.
- **Does NOT stop** the event from bubbling to parent elements.

♦ **Example 1: Prevent link navigation**

html

复制 编辑

```
<a href="https://example.com" id="myLink">Click Me</a>
```

js

复制 编辑

```
document.getElementById('myLink').addEventListener('click', function (e) {  
  e.preventDefault(); // Prevents navigating to example.com  
  console.log('Link clicked, but not navigating!');  
});
```

♦ **Example 2: Prevent form submission**

html

复制 编辑

```
<form id="myForm">  
  <input type="text" required>  
  <button type="submit">Submit</button>  
</form>
```

js

复制 编辑

```
document.getElementById('myForm').addEventListener('submit', function (e) {  
  e.preventDefault(); // Stops form from submitting and reloading the page  
  console.log('Form submission prevented!');  
});
```

## ✅ `stopPropagation()` : Prevents the event from bubbling up to parent elements.

- **Use case:** Stop the event from triggering other event listeners higher in the DOM tree.
- **Does NOT stop** the default action.

### ♦ Example 3: Stop bubbling from child to parent

```
html

button id="child">Click Me</div></div>


```

```
jsdocument.getElementById('parent').addEventListener('click', function () {  
  console.log('Parent clicked!');  
});  
  
document.getElementById('child').addEventListener('click', function (e) {  
  e.stopPropagation(); // Prevents parent click handler from firing  
  console.log('Button clicked!');  
});
```

Output when button is clicked:

```
css  
  
Button clicked!
```

(Parent does NOT log "Parent clicked!" because bubbling is stopped)

## ✅ Use Both Together

Sometimes, you may want to **prevent the default action** and **stop event bubbling**:

### ♦ Example 4: Button inside a form

```
html<form id="outerForm">  
  <button id="myBtn">Submit</button>  
</form>
```

```
jsdocument.getElementById('myBtn').addEventListener('click', function (e) {  
  e.preventDefault(); // Don't submit the form  
  e.stopPropagation(); // Don't let the click event bubble up  
  console.log('Handled button click');  
});
```

Now I have a website including lots of enemy images, see if I want to see the description with certain image and other images vanish, is there any method or structure for me to start with? Just tell me how to think instead of generating large amount of code directly.

Absolutely — here's how you can **think structurally** to implement this interaction:

## 🧠 Mental Model to Start With:

### 1. Identify Core Interaction

- **Goal:** Click one image → show its description → hide all other images.
- This is a classic example of a "**spotlight view**" or "**focus mode**."

## 🏗️ Suggested Structure:

### 📄 HTML:

- Each enemy image and its description should be grouped together in a parent `<div>`, like:

```
html



  <div class="enemy-description">...</div>
</div>


```

### 🎨 CSS:

- Initially show all `.enemy-card` blocks, but hide `.enemy-description`.

## ⚙️ JS Interaction Logic (Thinking Steps):

### 1. Track which image is clicked:

- Use an event listener for clicks on `.enemy-img`.

### 2. When clicked:

- Loop through **all enemy cards**:
  - If it's the clicked one, **show the description** and **hide all other images**.
  - If it's not the clicked one, **hide the entire card**.

### 3. Allow toggle back (optional):

- Clicking the same image again could **reset the view**, showing all enemies again.