



JavaScript Thoughts Generator

Pre-work	3 options: 1) Use https://codepen.io - you can use without an account by clicking the Start Coding button in the upper left corner (but you won't be able to save) or create one 2) Use https://replit.com - If you don't have an account, you can sign up for a Starter Account 3) You can just create the files on your computer using Notepad or another editor (it's a little harder though)	
Getting Started	Create a new Codepen (choose Pen under Create), Replit (HTML, CSS, JS), or a New File in Notepad (save it as thoughts.html)	
HTML	<pre><!DOCTYPE html> <html lang="en"> <head> <title>Random Thoughts</title> <meta charset="utf-8"/> <!-- import the webpage's stylesheet --> <link rel="stylesheet" href="/style.css"> <!-- import the webpage's javascript file --> <script src="/script.js" defer></script> </head> <body> <h1 id="mainThink">This is my thought!</h1> <button onclick="newThink();">New Thought</button> </body> </html></pre>	♦ If using codepen.io or repl.it, you might want to leave out the <head>...</head> section so you don't see a warning
CSS	<pre>h1 { font-family: Raleway, sans-serif; color: #6A1B9A; }</pre>	♦ If you're using Notepad, create a new file (save as style.css in same folder as thoughts.html) ♦ This sets an initial font and text color but we can change and randomize that too

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JS - Start	<pre> window.onload= init; // Array of Thoughts var thoughtList = ["I am one in 8 billion!", "What if the hokey pokey is what it's all about?", "Where do missing socks go?", "If your thumb is not a finger, there is no middle finger.", "Water is flavored by temperature.", "How many holes does a straw have?"]; function init() { console.log("page loaded and ready"); //this is a check that init ran; newThink(); } </pre>	♦ if you're using Notepad, create a new file (save as script.js in same folder as thoughts.html) ♦ Create a list of thoughts to display with quotes around them and commas between them. This is a string Array. ♦ this is what runs when we start ♦ Console log displays in Developer Tools ♦ this calls the next function we need to right
Random Function	<pre> function getRandomInt(min,max) { min = Math.ceil(min); max = Math.floor(max); return Math.floor(Math.random() * (max - min + 1)) + min; } </pre>	♦ from the array we created, how can we randomly pick one thought? ♦ this function randomly picks 1 value between 2 supplied numbers
newThink Function	<pre> function newThink() { // randomly select a thought to display var thought = thinkList[getRandomInt(0, thinkList.length - 1)]; console.log(thought); // grab element and update it to the selected thought var mc = document.querySelector("#mainThink "); mc.innerHTML = thought; } </pre>	♦ Use the Random function to pick the thought from the array ♦ Change the HTML to display the new thought
Mods to change Colors	<pre> //Array of colors var colorList = ["#4A148C", "#004D40", "#448AFF", "#6 A1B9A", "#880E4F", "#1B5E20", "#82771 </pre>	♦ Add an array of colors (pick your own codes) just after the Array of Thoughts



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	<pre>7", "#373fff", "#616161", "#009688"];</pre> <pre>//randomly select a color to use var color1 = colorList[getRandomInt(0,colorList .length-1)]; console.log(color1);</pre> <pre>// grab element and update it to the selected thought var mc = document.querySelector("#mainThink "); mc.innerHTML = thought; mc.style.color = color1;</pre>	♦ in the newThink function, add to select a random color after selecting the random Thought ♦ in the newThink function, modify the output to add the line to control the style's color
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Other things to try:

- Add an introduction paragraph above the thought.
- Try a different font-family or color in your CSS.
- Highlight your Thought with a background color in the h1 tag.
- Change the background color of the page in your CSS.
- See how you can use CSS to style the button differently.
- Add more thoughts to the array.
- How can we remove thoughts from the array so we don't use them again (unless the user reloads the page)?
- If the user has clicked the button enough times that there aren't new thoughts left (if we remove the after use), could we hide the button? How?

My Notes:



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Full Code:

HTML (thoughts.html):

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Random Thoughts</title>
  <meta charset="utf-8"/>
  <!-- import the webpage's stylesheet -->
  <link rel="stylesheet" href="/style.css">
  <!-- import the webpage's javascript file -->
  <script src="/script.js" defer></script>
</head>
<body>
  <h1 id="mainThink">This is my thought!</h1>
  <button onclick="newThink();">New Thought</button>
</body>
</html>
```

CSS (style.css):

```
h1 {
  font-family: Raleway, sans-serif;
  color: #6A1B9A;
}
```

JS (script.js):

```
window.onload= init;

// Array of Thoughts
var thoughtList = ["I am one in 8 billion!", "What if the hokey pokey
is what it's all about?", "Where do missing socks go?", "If your
thumb is not a finger, there is no middle finger.", "Water is
flavored by temperature.", "How many holes does a straw have?"];

//Array of colors
var colorList =
["#4A148C", "#004D40", "#448AFF", "#6A1B9A", "#880E4F", "#1B5E20", "#827717",
"#373fff", "#616161", "#009688"];

function init() {
  console.log("page loaded and ready"); //this is a check that init
ran;
  newThink();

function getRandomInt(min,max) {
```



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```
min = Math.ceil(min);
max = Math.floor(max);
return Math.floor(Math.random() * (max - min + 1)) + min;
}

function newThink() {
  // randomly select a thought to display
  var thought = thinkList[getRandomInt(0, thinkList.length - 1)];
  console.log(thought);

  //randomly select a color to use
  var color1 = colorList[getRandomInt(0,colorList.length-1)];
  console.log(color1);

  // grab element and update it to the selected thought
  var mc = document.querySelector("#mainThink");
  mc.innerHTML = thought;
  mc.style.color = color1;
}
```