

Making it Stylish

Reset the Spacing

```
* {  
    padding: 0;  
    margin: 0;  
}
```

```
* {  <- Select all Elements  
    padding: 0;  <- Reset all the padding  
    margin: 0;  <- Reset all the margin  
}
```

Body Basics

```
body {  
    /* Set up flex display */  
    display: flex;  
    flex-direction: column;  
  
    /* Fill the whole viewport */  
    width: 100vw;  
    height: 100vh;  
    overflow: hidden; /* Hide all overflow */  
  
    /* Center the items */  
    justify-content: center;  
    align-items: center;  
}
```

```
body {  <- Select the Body  
    /* Set up flex display */  
    display: flex;  <- Set display: flex  
    flex-direction: column;  <- Make the flex flow vertically  
  
    /* Fill the whole viewport */  
    width: 100vw;  
    height: 100vh;  
    overflow: hidden; /* Hide all overflow */
```

```
    /* Center the items */
    justify-content: center;
    align-items: center;
}
```

Stylish Snow

```
#snowglobe {
  /* Set the sizing*/
  width: 85vmin;
  height: 85vmin;

  /* Nice, but temporary, background */
  background: #45b3e0;

  /* Make the globe round */
  border-radius: 100%;
  overflow: hidden;

  /* Add some nice spacing */
  margin: auto;

  /* And finally, add a nice glow*/
  box-shadow: 0px 0px 20px 35px #FFFFFF05;
}
```

Breaking In

```
#particles {
  height: 75%;
  width: 100%;
}

#ground {
  height: 25%;
  width: 100%;
  background: #bebebe; /* You can change this now or later if you want */
}
```

Script it Up

Declarations

```
// Select the globe
let globe = document.getElementById("snowglobe");

// Declare particles
let particles;
```

In Motion (Part 1)

```
// Declare function for calculating Gyro activity
function calculateAcceleration(event) {
    const {x, y, z} = event.accelerationIncludingGravity;
    const accelerationMagnitude = Math.sqrt(x * x + y * y + z *
z);
    return accelerationMagnitude;
}
```

Shake it Up (Part 1)

```
function shakeItUp() {
    particles.play();

    // Only include this code if you're making the shake
animation
    globe.classList.add("shake")
    setTimeout(() => {globe.classList.remove("shake")}, 1100)
}
```

Choices, Choices

```
tsParticles.loadJSON('particles', 'particles.json')
    .then(function () {
        // Select the particle container and pause the particles
        particles = tsParticles.domItem(0);
        particles.pause()
    });
```

Shake it Up (Part 2)

```
// Add globe event listener
globe.addEventListener('click', () => {
    shakeItUp()
});
```

In Motion (Part 2)

```

// Add gyro event listener
window.addEventListener("devicemotion", (event) => {
  // Calculate the magnitude every time
  const acceleration = calculateAcceleration(event);

  // Compare the magnitude to threshold.
  if (acceleration > 23) {
    shakeItUp()
  }
});
});

```

Final Script

```

// Select the globe
let globe = document.getElementById("snowglobe");

// Declare particles
let particles;

// Declare function for calculating Gyro activity
function calculateAcceleration(event) {
  const {x, y, z} = event.accelerationIncludingGravity;
  const accelerationMagnitude = Math.sqrt(x * x + y * y + z *
z);

  return accelerationMagnitude;
}

function shakeItUp() {
  particles.play();

  // Only include this code if you're making the shake
animation
  globe.classList.add("shake")
  setTimeout(() => {globe.classList.remove("shake")}, 1100)
}

tsParticles.loadJSON('particles', 'particles.json')
.then(function () {
  // Select the particle container and pause the particles
  particles = tsParticles.domItem(0);
  particles.pause()

  // Add globe event listener
  globe.addEventListener('click', () => {

```

```
    shakeItUp()
  });

  // Add gyro event listener
  window.addEventListener("devicemotion", (event) => {
    // Calculate the magnitude every time
    const acceleration = calculateAcceleration(event);

    // Compare the magnitude to threshold.
    if (acceleration > 23) {
      shakeItUp()
    }
  });
});
```