



JavaScript

Module 2 - JavaScript Basics

Chapter 2-Using Javascript inside HTML







JavaScript Syntax

In HTML, JavaScript code is inserted between <script> and </script> tags.

- Old JavaScript examples may use a type attribute: <script type="text/javascript">.
- The type attribute is not required because JavaScript is the default scripting language in HTML.





Some Points to note

End with Semicolon

Each Javascript code statement has to end with a semicolon (;)

JavaScript Character Set

JavaScript uses the Unicode character set. Unicode covers (almost) all the characters, punctuations, and symbols in the world.

JavaScript is Case Sensitive

- The variables lastName and lastname, are two different variables.
- JavaScript does not interpret LET or Let as the keyword let.

```
let lastname, lastName;
lastName = "Aitrich";
lastname = "Academy";
```





Where to place Javascript in HTML

Scripts can be placed in the <body>, or in the <head> section of an HTML page, or in both.

Scripts can also be placed in external files:

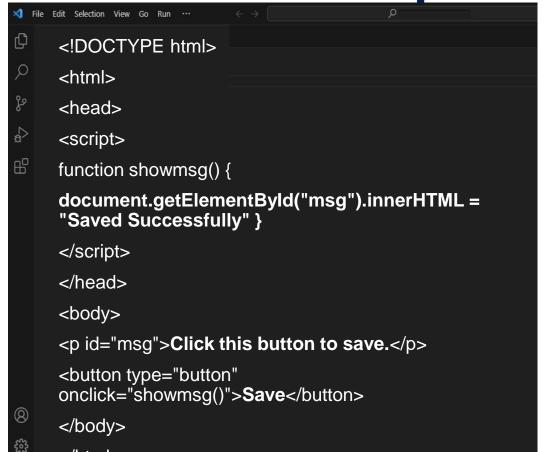
You can place any number of scripts in an HTML document.

Placing scripts at the bottom of the <body> element improves the display speed, because script interpretation slows down the display.

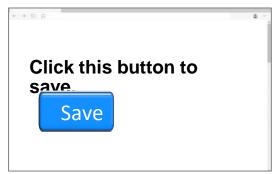




Javascript in <head> tag



Output before button click



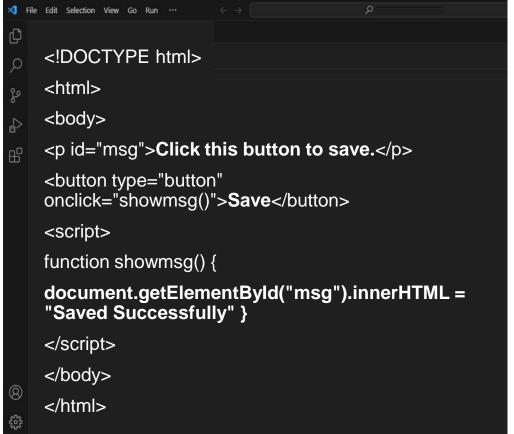
Output after button click



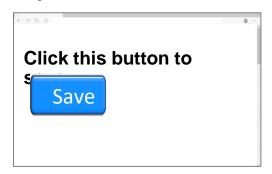




Javascript in <body> tag



Output before button click



Output after button click





Javascript in an external file

Scripts can also be placed in external files: JavaScript files have the file extension .js.

To use an external script, put the name of the script file in the src (source) attribute of a <script> tag.

```
<!DOCTYPE html>
<html>
<body>
Click this button to save.
<but><br/><br/>dutton type="button"
onclick="showmsg()">Save</button>
<script src="showmessage.js"></script>
</body>
```

showmessage.js

```
function showmsg() {
  document.getElementById("msg").inner
HTML = "Saved Successfully"
  }
```





How to give External Reference

An external script can be referenced in 3 different ways:

With a full URL (a full web address)

<script src="https://www.aitrich.com/js/showmessage.js"></script>

With a file path (like /js/)

<script src="/js/showmessage.js"></script>

Without any path

<script src="showmessage.js"></script>



External Javascript Advantages

- It separates HTML and code
- It makes HTML and JavaScript easier to read and maintain
- Cached JavaScript files can speed up page loads
- External scripts are practical when the same code is used in many different web pages.

You can place an external script reference in <head> or <body> as you like.

External scripts cannot contain <script> tags.

To add several script files to one page - use several script tags:

```
<script src="showmessage1.js"></script>
<script src="showmessage2.js"></script>
```



Javascript Display possibilities(Output)

JavaScript can "display" data in different ways:

- 1. Writing into an HTML element, using innerHTML.
- 2. Writing into the HTML output using document.write().
- 3. Writing into an alert box, using window.alert().
- 4. Writing into the browser console, using console.log().



Writing into an HTML element using **innerHTML**

```
<!DOCTYPE html>
<html>
<body>
<script>
document.getElementById("msg").innerHTML
= 5 + 6;
</script>
</body>
</html>
```

Output

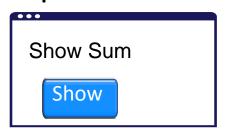
11



Writing into an HTML output using document.write()

```
<!DOCTYPE html>
<html>
<body>
Show Sum
<button type="button"</pre>
onclick="document.write(5 + 6)">
Show</button>
</body>
</html>
```

Output before button click



Output after button click

11





Writing into an alert box

```
<script>
alert(5 + 6);
</script>
```

Alert box will pop up like this

```
Aitrich Says
11
OK
```





Writing into the browser console, using console.log()

```
<!DOCTYPE html>
<html>
<body>
<script>
//For debugging purposes, you can call the console.log()
//method in the browser to display data.
console.log(5 + 6);
</script>
</body>
</html>
```

How to Activate Debugging

- F12 on your keyboard will activate debugging.
- Then select "Console" in the debugger menu.
- Then Run again. The console will display 11



Thank You

