

# 50 PROGRAMS

## *JavaScript*

### **A BEGINNER'S GUIDE**



*Ray Yao*

# **50 Programs**

## **JavaScript**

**By Ray Yao**

**(The Appendix includes “JavaScript 100 Tests & Answers”  
for Interview)**

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# Preface

“50 Programs of JavaScript” is a useful book for JavaScript programmers. Using these programs, you’ll be able to build JavaScript projects quicker and easier than ever, you can use these programs to create a dynamic web site fast.

This book can help you with:

- Form and validation
- Username and password check
- Filter ungraceful words
- Forbid copying photo or text
- Email format check
- Form submit check
- Movement and animation
- Text and visual effects
- Prevent malicious input
- .....
- And much more.

(Note: All programs have no explanations, but you can download the source code of this book.)

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# **Advanced JavaScript 50 Programs**

# 1. Countdown to load webpage

Load web page after 10 seconds:

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Countdown to load the page</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
<META HTTP-EQUIV="REFRESH" CONTENT="10;
URL=http://www.amazon.com">
<script language="JavaScript">
timeObject = new Date();
countStart = timeObject.getTime();
function initTimer()
{
    var myTime = new Date();
    var currentTime = myTime.getTime();
    var diffTime = currentTime - countStart;
    this.diffSeconds = diffTime/1000;
    return(this.diffSeconds);
}
function getSeconds()
{
    var mySeconds0 = initTimer();
    var mySeconds1 = ""+mySeconds0;
    mySeconds1= 10 - eval(
mySeconds1.substring(0,mySeconds1.indexOf(".")))
+ " seconds";
document.myForm.timeElapse.value = mySeconds1;
window.setTimeout('getSeconds()',1000);
}
</script>
</head>
<body onLoad="window.setTimeout('getSeconds()',1)">
```

center><br>

Load web page after 10 seconds:<br><br>

<form name=myForm>

<input size=9 name=timeElapse></form>

</center>

</body>

</html>

## 2. Are you sure to delete?

Are you sure to delete?

Delete

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
  <title>Confirm Delete</title>
  <meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
  <script language="javascript">
function delOperation()
{
  if(confirm("Are you sure to delete?"))
    alert("Already deleted!");
  else
    alert("Cancel deleted!");
}
</script>
</head>
<body>
<center>
<br>Are you sure to delete?<br><br>
<input id="deleteButton" type="button"
value="Delete" onClick="delOperation()" />
</center>
</body>
</html>
```

### 3. Marquee Text

### The Text Scrolls Up Slowly

GG  
HHH  
KK

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Marquee Text</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
</head>
<body>
<div align="center">
  <p>&nbsp;</p>
  <p><span>The Text Scrolls Up Slowly
    </span><br><br>
  </p>
</div>
<marquee direction=up scrollamount=1
scrolldelay=100 onmouseover='this.stop()'
onmouseout='this.start()' height=60>
<div align="center">
  <table>
    <tr>
      <td>
        AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA</td>
      </tr>
      <tr>
      <td>
        BBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBBB</td>
      </tr>
      <tr>
      <td>
        CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC</td>
      </tr>
    <tr>
```



|[illegible]|
 EE ||
  |

FF

 GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG ||
  |

HHH</td>

|
  |

KKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKKK</td>

&lt;/marquee&gt;

&lt;/body&gt;

## 4. Count how many letters

Count how many letters

Excellent!

Count Letters



### Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
</head>
<body>
<p align="center">&nbsp;</p>
<p align="center">Count how many letters<br>
</p>
<div align="center">
  <script language="JavaScript">
function cal(str)
{
  re=/[a-z & A-Z]/g;
  if(re.test(str))
    return str.match(re).length
  else
    return 0
}
</script>
<input onBlur="alert(cal(this.value) )">
<input type="button" value="Count Letters">
</div>
</body>
</body>
</html>
```

## 5. Search Engine

Keyword:

Select Engine:

SEARCH

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Search Engine</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
</head>
<body><br><br>
<form Name="myForm">
<div align="center"><center><p>
<script language="JavaScript">
var formVariable;
function makeSearch()
{

document.forms[formVariable +
document.myForm.SearchSelect.
selectedIndex].elements[0].value=
document.myForm.SeachText.value;
document.forms[formVariable+
document.myForm.SearchSelect.selectedIndex].submit();
}
</script>
</p>
    <p><span style="font-size: 12pt">Keyword:</span>
    <input name="SeachText" type="text" size="21"
style=" margin-left: 1px">
    </p>
    <p><br>
    <span style="font-size: 12pt">Select Enginee:</span>
    <select Name="SearchSelect" size="1" >
    <option selected>Yahoo</option>
```

```
<option value="Google">Google</option>
<option value="Bing">Bing</option>
</select>
</p>
<p><br>
<input type="button" value=" SEARCH "
onClick="makeSearch()">
  <script language="JavaScript">
formVariable=document.forms.length
  </script>
</p>
</center></div>
</form>
<form action="http://search.yahoo.com/bin/search"
method="get">
<input type="hidden" name="p" value>
</form>
<form action="http://www.google.com/search">
<input type="hidden" name="q" value>
</form>
<form action="http://www.bing.com/search">
<input type="hidden" name="q" value>
</form>
</body>
</html>
```

## 6. Select Tag



## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
    <title>Select Tag</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
<style>
.conts{visibility:hidden}
.tab{border-top:solid thin #E0E0E0;
border-right:solid thin gray;
border-left:solid thin #E0E0E0;
font-family:Verdana;
font-size:10pt;
text-align:center;
font-weight:normal}
.selTab{border-left:solid thin white;
border-top:solid thin white;
border-right:solid thin black;
font-weight:bold;
text-align:center}
</style>
<script language="JavaScript">
function public_Labels(label1, label2,
label3, label4, label5)
{
t1.innerText = label1;
t2.innerText = label2;
t3.innerText = label3;
t4.innerText = label4;
t5.innerText = label5;
}
function public_Texts(Texts1,
Texts2, Texts3, Texts4, Texts5){
t1Texts.innerHTML = Texts1;
t2Texts.innerHTML = Texts2;
t3Texts.innerHTML = Texts3;
t4Texts.innerHTML = Texts4;
t5Texts.innerHTML = Texts5;
```



```

init();
}
function init(){
tabTexts.innerHTML = t1Texts.innerHTML;
}
var nowTab;
var myTab;
var mark = true;
function altertab(){
if(mark == true){
nowTab = t1;
myTab = t1base;
mark = false;
}
if(window.event.srcElement.className == "tab")
{
nowTab.className = "tab";
myTab.style.backgroundColor = "white";
nowTab = window.event.srcElement;
myTabID = nowTab.id + "base";
tabContentID = nowTab.id + "Texts";
myTab = document.all(myTabID);
tabContent = document.all(tabContentID);
nowTab.className = "selTab";
myTab.style.backgroundColor = "";
tabTexts.innerHTML = tabContent.innerHTML;
}}
</script>
</head>
<body BGCOLOR="white" onclick="altertab()" onLoad="init()">
<br><br>
<table align="center" CELLPADDING="0" CELLSPACING="0"
bgcolor="yellow" STYLE="width:400; height:300">
<tr><td ID="t1" CLASS="selTab" HEIGHT="25">SELECT 1</td>
<td ID="t2" CLASS="tab">SELECT 2</td>
<td ID="t3" CLASS="tab">SELECT 3</td>
<td ID="t4" CLASS="tab">SELECT 4</td>
<td ID="t5" CLASS="tab">SELECT 5</td>

```

```
</tr><tr>
<td ID="t1base" STYLE="height:2; background-color:white">
</td>
<td ID="t2base" STYLE="height:2; background-color:white">
</td>
<td ID="t3base" STYLE="height:2; background-color:white">
</td>
<td ID="t4base" STYLE="height:2; background-color:white">
</td>
<td ID="t5base" STYLE="height:2; background-color:white">
</td>
</tr><tr><td HEIGHT="*" COLSPAN="5" ID="tabTexts"
STYLE="border-left:solid thin white;border-bottom:solid
thin white;border-right:solid thin white">&nbsp;</td>
</tr></table></div><div CLASS="conts" ID="t1Texts">
<p align="center">1.AAAAAAAAAAA</p>
</div><div CLASS="conts" ID="t2Texts">
<p align="center">2.BBBBBBBBBBB</p>
</div><div CLASS="conts" ID="t3Texts">
<p align="center">3.CCCCCCCCCC </p>
</div><div CLASS="conts" ID="t4Texts">
<p align="center">4.DDDDDDDDDDD </p>
</div><div CLASS="conts" ID="t5Texts">
<p align="center">5.EEEEEEEEEEE</p>
</div>
</body>
</html>
```

## 7. Time Format Conversion

9:13:56 PM

- ☐ 24 Hour Format  
☒ 12 Hour Format

### Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Time Format Conversion</title>
<meta http-equiv="Content-Type" content="text/html;
charset=UTF-8" />
<SCRIPT LANGUAGE="JavaScript">
function timeFormat() {
    if (document.myForm.showFormat[0].checked) {
        return true;
    }
    return false;
}
function showHours(nowHour) {
    if (timeFormat() || (nowHour > 0 && nowHour < 13)) {
        return (nowHour);
    }
    if (nowHour == 0) {
        return (12);
    }
    return (nowHour-12);
}
function displayZero(timeVal) {
    if (timeVal > 9) {
        return "" + timeVal;
    }
    return "0" + timeVal;
}
function AmPm() {
    if (timeFormat()) {
        return ("");
```

```

    }
    if (now.getHours() < 12) {
    return (" AM");
    }
    return (" PM");
}

function displayTime() {
    now = new Date
    document.myForm.showTime.value =
    showHours(now.getHours()) + ":" +
    displayZero(now.getMinutes()) + ":" +
    displayZero(now.getSeconds()) + AmPm()
    setTimeout("displayTime()",1000)
}
</script>
</head>
<BODY onLoad="displayTime()">
<center><br><br>
<form name=myForm>
<input type=text name=showTime size=11><p>
<input type=radio name=showFormat>24 Hour Format<br>
<input type=radio name=showFormat>12 Hour Format<br>
</form>
</center>
</body>
</html>

```

## 8. Count you typed

```
Hi! JavaScript is very good!
```

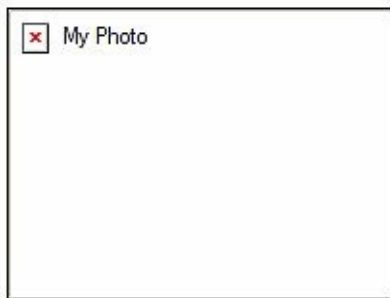
The number of words you have typed:

**28**

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Show number of words</title>
<meta http-equiv="Content-Type" content="text/html;
charset=UTF-8" />
<script LANGUAGE="JavaScript">
function countWords(myContents)
{
    wordsNum=myContents.value.length;
    displayNum.innerText=wordsNum; }
</script>
</head>
<body><br><br>
<center>
<textarea id=myContents rows=10 colors=38
onKeyUp="countWords(this) " onKeyDown="countWords(this)">
</textarea>
<br><h3>The number of words you have typed: </h3>
<h1><div id="displayNum"></div></h1>
</center>
</body>
</html>
```

## 9. Forbid Copying Photo





## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
  <title>Forbid copy photo</title>
<meta http-equiv="Content-Type" content="text/html;
charset=UTF-8" />
  <script language="javascript">
    function stopCopying(control) {
      alert("Stop Copying! Allright Reserved!");
      window.close();
    }
    function findPhoto() {
      if(document.images)
        for(i=0;i<document.images.length;i++)
          document.images[i].onmousedown = stopCopying;
    }
  </script>
</head>
<body oncontextmenu="return false"
onLoad="findPhoto()">
  <br><br>
  <div align="center"><img src="" width=200 height=150
border=1 alt='My Photo'></div>
</body>
</html>
```

## 10. Check Password Strength

Password

Retype Password

Strength: Password poor!

## Source Code:

```
<html>
<head>
<title>Password Strength</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8"/>
</head>
<body> <br><center>
<form name="myForm">
<label for="pwd1">Password</label>
<input type="Password" name="pwd1"
onBlur="valuate(this)" />
<br><br>
<label for="pwd2">Retype Password </label>
<input type="password" name="pwd2" />
</form> </center>
<center><div id="showStrength"></div> </center>
<script type="text/javascript">
function valuate(pwd) {
var t=pwd.value;
var id=getStrength(t);

var message=new Array(4);
message[0]="Password too short!";
message[1]="Password poor!";
message[2]="Password medium!";
message[3]="Password strong!";

var myColor=new Array(4);
myColor[0]="black";
myColor[1]="red";
```

```

myColor[2]="orange";
myColor[3]="green";

var setWidth=300;
var setHeight=15;
var myPWD=document.getElementById("showStrength");
myPWD.style.fontSize="15px";
myPWD.style.color=myColor[id];
myPWD.style.width=setWidth + "px";
myPWD.style.height=setHeight + "px";
myPWD.style.lineHeight=setHeight + "px";
myPWD.style.textIndent="20px";
myPWD.innerHTML="Strength: " + message[id];
}
function getStrength(p){
if(p.length < 4){
return 0;
}
var level = 0;
if (p.match(/[a-z]/ig)){
level++;
}
if (p.match(/[0-9]/ig)){
level++;
}
if (p.match(/([a-z0-9])/ig)){
level++;
}
if (p.length < 6 && level > 0){
level—;
}
return level

```

```
}  
</script>  
</body>  
</html>
```

# 11. Open Your Harddrive

## Open Your Harddrive

Open C Disk

Open D Disk

Open E Disk

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Open Your Harddrive</title>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
</head>
<body>
<br><center><h3>Open Your Harddrive</h3><br>
<form action="file:///c|/">
<input type="submit" value="Open C Disk"></form>
<form action="file:///d|/">
<input type="submit" value="Open D Disk"></form>
<form action="file:///e|/">
<input type="submit" value="Open E Disk"></form>
</center>
</body>
</html>
```

## 12. Wave Text

JaVaScRiP

JaV<sub>a</sub>cRiPt



### Source Code:

```
<script language="JavaScript">
function makeWave(n)
{
    makeWaveText = "JavaScript";
    display = "";
    for (i = 0; i < makeWaveText.length; i++)
    {
        size = 68*Math.abs(Math.sin(
        (i+n)*3.14/makeWaveText.length))
        display +=
        "<font style='font-size: "+ size +
        "pt' color='green'>"
        +makeWaveText.substring(i,i+1)+ "</font>";
    }
    textDiv.innerHTML = display;
    if (n > makeWaveText.length) {n=0}
    else {n++}
    setTimeout("makeWave(" + n + ")", 300);
}

</script>
<body onload=makeWave(0);><br>
<div ID="textDiv" align="center">
</div>
</body>
```

## 13. Text Advertisement

Text Advertisement

```
ipt world!>>> >>>JavaScript is very good lan
```

### Source Code:

```
<meta http-equiv="Content-Type" content="text/html;
charset=UTF-8" />
<body onLoad="textAd();"><br><br>
<div align="center">Text Advertisement<br><br>
<script language="JavaScript">
var myText=" >>>Welcome to JavaScript world!>>>";
myText+=" >>>JavaScript is very good language!>>>";

var aLetter=50;
function textAd(){
document.forms[0].panel.value=
myText.substring(myText.length-aLetter, myText.length);
myText=myText.substring(myText.length-1,myText.length)
+myText;
myText=myText.substring(0,myText.length-1);
setTimeout("textAd()",200);
}
</script>
</div>
<form>
  <div align="center">
    <input type="text" name="panel" value="" size="38">
  </div>
</form>
</body>
```

## 14. Web Clock

Web Clock

**11:22:39**

### Source Code:

```
<div align="center"><br>
<br>
<h2 >Web Clock</h2>
<br>
</div>

<table bgcolor="green" align=center>
<tr><td><div id="showClock"></div></td></tr>
</table>

<script language="javascript">
function webClock(){
var dataobj=new Date()
var hours=dataobj.getHours()
var minutes=dataobj.getMinutes()
var seconds=dataobj.getSeconds()
if(minutes<=9)
minutes="0"+minutes
if(seconds<=9)
seconds="0"+seconds
Eclock="<font size='7' color='white' face='Arial black'>"
+hours+": "+minutes+": "+seconds+"</font>"
showClock.innerHTML=Eclock;
setTimeout("webClock()",1000)
}
webClock();
</script>
```

## 15. How much is the Price?

The Price of Books:

JAVA in 8 Hours: \$500



LMAP in 8 Hours: \$400



HTML in 8 Hours: \$450



Total:

### Source Code:

```
<html>
<body>
<meta http-equiv="Content-Type"
content="text/html; charset=UTF-8" />
<SCRIPT LANGUAGE="JavaScript">
var sum=0;
function checkPrice(chk){
if (chk.checked == false){
sum -= eval(chk.value);
}
else {
sum += eval(chk.value);
}
document.priceForm.total.value = '$'+ eval(sum);
}
</script>
<br>
<form method="POST" name="priceForm">
<table align=center width=300>
<tr>
<td height=50 colspan=2>The Price of Books : </td>
</tr>
<tr>
<td >JAVA in 8 Hours:&nbsp; $500</td>
<td width=30>
<input type="checkbox" name="b1" value=500
onclick="checkPrice(this);">
</td>
</tr>
```

```
<tr>
<td>LMAP in 8 Hours: $400</td>
<td width=30>
<input type="checkbox" name="b2" value=400
onclick="checkPrice(this);">
</td>
</tr>

<tr>
<td>HTML in 8 Hours: $450 </td>
<td width=30>
<input type="checkbox" name="b3" value=450
onclick="checkPrice(this);">
</td>
</tr>

<tr>
<td colspan=2 align=right>Total:
<input type="text" name="total" size=8 value='$0'
onFocus="this.blur();">
</td>
</tr>
</table>
</form>
</body>
</html>
```



# 16. Progress Bar



## Source Code:

```
<html>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<body>
<br><br>
<form name=loading>
<p align=center> <font color="green" size="2" face="Arial Black">Please wait,
Loading.....</font>
<br><br>
<input type=text name=progress size=55 style="font-family:Arial Black; font-
weight:bolder; color:green; background-color:#fef4d0; padding:0px; border-style:none;">
<br><br>
<input type=text name=percent size=50 style="font-family:Arial Black; color:green; text-
align:center; border-width:medium; border-style:none;">
<script language="JavaScript">
var loadingPercent=0 ;
var mark="||" ;
var sum="||" ;
count() ;
function count(){
loadingPercent=loadingPercent+2;
sum =sum + mark;
document.loading.progress.value=sum ;
document.loading.percent.value=loadingPercent+"%";
if (loadingPercent<99) {
setTimeout("count()",100);
}
else {
window.location.href = "http://www.amazon.com";
} }
</script>
</p>
</form>
```

</body>

</html>

## 17. Filter Ungraceful Words

Your message has a ungraceful word,

which has been replaced by: **You are a master.**

## Source Code:

```
<html>
<head>
<title>Filter Ungraceful Words</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script language="javascript">
message=prompt("Filter "fool, idiot, imbecile and moron" words. Please enter your
message: ","");
substitute = /fool|idiot|imbecile|moron/g;
if (message.match(substitute)){
message=message.replace(substitute,"master");
message=message.bold().fontcolor("#FF0000");
myText="Your message has a ungraceful word, which has been replaced by: " + message;
}
else{
message=message.bold().fontcolor("#0000FF");
myText="Yor message has no ungraceful word, you said: " + message;
}
</script>
</head>
<body>
<script language="javascript">
document.write(myText)
</script>
<br>
</body>
</html>
```

## 18. Forbid Copy Password



## Source Code:

```
<html>
<head>
<title>Forbid Copy Password</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script language="javascript">
function noCopy(pwd){
alert("Please don't copy password!")
with(document.myForm){
if (pwd == "pwd1") {
pwd1.blur()
pwd2.focus()
}
else if(pwd == "pwd2"){
pwd2.blur()
pwd1.focus()
}}
}
</script>
</head>
<body>
<form name="myForm">
<p><br>
Password:
<input type="password" name="pwd1" onSelect="noCopy(this.name)">
</p>
<p>Retype Password:
<input type="password" name="pwd2" onSelect="noCopy(this.name)">
</p>
<br>
</form>
</body>
</html>
```

## 19. World Clock



## World Clock

New York:	10:50:16.292
Los Angeles:	7:50:16.29
London:	15:50:16.292
Paris:	16:50:16.292
Tokyo:	24:50:16.292
Beijing:	23:50:16.292

## Source Code:

```
<html>
<head>
<title>
The Time of Cities in the World
</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script language="javascript">
var t
function wordTime(){
t=0
nowDate= new Date()
worldClock("New York",-5)
worldClock("Los Angeles",-8)
worldClock("London",0)
worldClock("Paris",1)
worldClock("Tokyo",9)
worldClock("Beijing",8)
setTimeout("wordTime()",1000)
}
function worldClock(city,diffTime){
UTCh= nowDate.getUTCHours()
UTCm= nowDate.getUTCMinutes()
UTCs= nowDate.getUTCSeconds()
UTCms= nowDate.getUTCMilliseconds()
with(document){
forms[0][t].value=city + " : " + (UTCh+diffTime) + ":" + (UTCm) + ":" + (UTCs) +
"." + (UTCms)
t++
}
}
</script>
</head>
```

```
<body onLoad="wordTime()">
<center>
<br><br>World Clock<br><br>
<form name="myForm">
<table align="center">
<tr><td>
<input type="text"><br><input type="text"><br><input type="text"><br>
<input type="text"><br><input type="text"><br><input type="text"><br>
</tr>
</table>
</form>
</center>
</body>
</html>
```

## 20. Encrypt Code to Number

Encrypt Code to Number

JavaScript	Encode -->	51749574607691828993
	<-- Decode	

## Source Code:

```
<html>
<head>
<title>Encrypt Code to Number</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<SCRIPT LANGUAGE="JavaScript">
var strInput;
var strOutput = "";
var numInput;
var numOutput = "";
var txt = "Please enter data!";
function StrToNum(form) {
numOutput = "";
if(form.input.value == "") alert(txt);
else {
strInput = escape(form.input.value);
for(i = 0; i < strInput.length; i++) {
numOutput += strInput.charCodeAt(i) - 23;
}
form.output.value = numOutput;
form.input.value = "";
}
}
function NumToStr(form) {
strOutput = "";
if(form.output.value == "") alert(e)
else {
numOutput = form.output.value;
for(i = 0; i < numOutput.length; i += 2) {
numInput = parseInt(numOutput.substr(i,[2])) + 23;
numInput = unescape('%' + numInput.toString(16));
```

```
strOutput += numInput;
}
form.input.value = unescape(strOutput);
form.output.value = "";
}
}
</script>
<body>
<br>
<div align="center">Encrypt Code to Number
</div>
<center>
<form>
<table>
<tr>
<td align=center>
<input name=input type=text size=20 value="JavaScript">
</td>
<td align=center>
<br>
<input type=button value=" Encode —> " onClick="javascript:StrToNum(this.form)">
<br>
<input type=button value=" <— Decode " onClick="javascript:NumToStr(this.form)">
<br>
</td>
<td align=center>
<input name=output type=text size=20 value="51749574607691828993">
</td>
</tr>
</table>
</form>
</center>
```

</body>

</html>

## **21. Forbid copying texts**



You cannot copy these texts!

### Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<title>Cannot Copy</title>
</head>
<body oncontextmenu="return false" ondragstart="return false" onselectstart="return false">
You are not able to copy these texts!
</body>
</html>
```

## 22. Check Email Format

### Check E-mail Format

---

E-mail:

## Source Code:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html>
<head>
<title>Check Email Format</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script type="text/javascript">
function checkemail( ){
if(document.myForm.email.value.length!=0){
if(document.myForm.email.value.charAt(0)==".")||
    document.myForm.email.value.charAt(0)=="@"||
    document.myForm.email.value.indexOf('@',0)==-1||
    document.myForm.email.value.indexOf('.',0)==-1||
    document.myForm.email.value.lastIndexOf('@')==document.myForm.email.value.length-1||
    document.myForm.email.value.lastIndexOf('.')==document.myForm.email.value.length-1 ) {
alert("E-mail format wrong!");
document.myForm.email.focus();
return false;
}
else {
alert("Email Format Correct!");}
}
else{
alert("Email cannot be empty!");
document.myForm.email.focus();
return false;
}
return false;
}
```

```
</script>
</head>
<body>
<center>
  <h2>Check E-mail Format </h2>
  <hr>
</center>
<form name="myForm" method="POST" action onSubmit="return checkemail()">
  <div align="center">E-mail:
    <input type="text" name="email" id="email" size="20">
    &nbsp;
    <input type="submit" value="Submit" >
  </div>
</form>
</body>
</html>
```

## 23. Submit Only One Time

Prevent repeatedly submit.

Username:	<input type="text"/>
Password:	<input type="password"/>
Company:	<input type="text"/>
Contact:	<input type="text"/>
Address:	<input type="text"/>
	<input type="submit" value="Submit"/>

## Source Code:

```
<script type="text/JavaScript">
function MM_popupMsg(message) {
    alert(message);
}
</script>
<body>
<p>&nbsp;</p>
<form>
    <p align=center>&nbsp;</p>
<table width="200" align="center">
    <tr>
        <td>Username:</td>
        <td><input type=text name=username size=30></td>
    </tr>
    <tr>
        <td>Password: </td>
        <td><input type=password name=pwd size=30></td>
    </tr>
    <tr>
        <td>Company: </td>
        <td><input type=text name=danwei size=30></td>
    </tr>
    <tr>
        <td>Contact: </td>
        <td><input type=text name=lianxi size=30></td>
    </tr>
    <tr>
        <td>Address: </td>
        <td><input type=text name=dizhi size=30></td>
    </tr>
```

```
<tr>
  <td>&nbsp;</td>
  <td><div align="right">
    <input type=submit name=b1 value="Submit "
onClick="disabled=true;MM_popupMsg('Submit Subcessfully!')">
  </div></td>
</tr>
</table>
<p align=center>&nbsp;</p>
</form>
</body>
```

## 24. How much is the Price?

The price of programing:

- ☐ \$2000 for JAVA programing
- ☐ \$1900 for LAMP programing
- ☐ \$1800 for J2EE programing
- ☐ \$1700 for HTML programing

Total Price



## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>How Much is the Price?</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script language="javascript">
function dataCal(){
var sum=0;
var obj=document.getElementsByName("myChoice");
for(var i=0;i<obj.length;i++)
{
    if(!obj[i].checked)
        continue;
    sum+=parseFloat(obj[i].value);
}
    alert("Total Price is:"+sum);
}
</script>
<style type="text/css">
body {
    margin-left: 100px;
}
</style>
</head>
<body><p>&nbsp;</p>
<p>The price of programing: </p>
<p>
    <input type="checkbox" value="2000" name="myChoice">
    $2000 for JAVA programing<br/>
    <input type="checkbox" value="1500" name="myChoice">
    $1900 for LAMP programing <br/>
```

```
<input type="checkbox" value="1800" name="myChoice">  
$1800 for J2EE programing<br/>  
<input type="checkbox" value="1800" name="myChoice">  
$1700 for HTML programming  
</p>  
<p>  
<br/>  
<input type="button" value="Total Price" onClick="dataCal()">  
</p>  
</body>  
</html>
```

## 25. Encode the Texts

<html>Encode the Texts</html>

Encode

%253Chtml%253EEncode%2520the%2520Texts%253C/html%253E

Unicode

## Source Code:

```
<html>
<script language=JavaScript>
var Words;
function SetWords(word)
{
Words = word.value;
}
function MakeTexts1(form)
{
var NewTexts;
NewTexts = encodeURIComponent(escape(Words));
form.NewTexts.value = NewTexts;
}
function MakeTexts2(form)
{
var NewTexts;
NewTexts = (unescape(Words));
form.NewTexts.value = NewTexts;
}
</script>
<title>Encode the Texts</title>
<body>
<p>&nbsp;</p>
<p>&nbsp;</p>
<table align=center>
<tr>
<form method=post>
<td align=center>
<p><textarea cols=50 name=Word onchange=SetWords(this) rows=5></textarea>
</p>
```

```
<p><input name=encode onClick=MakeTexts1(this.form) type=button value="Encode">
</p>
<p><textarea cols=50 name=NewTexts rows=5></textarea>
</p>
<p><input name=unicode onclick=MakeTexts2(this.form) type=button value="Unicode">
</p>
</form>
</td>
</tr>
</table>
</body>
</html>
```

## 26. Select All

Select All	PROGRAMMING:
<input type="checkbox"/>	HTML
<input type="checkbox"/>	J2EE
<input type="checkbox"/>	ASP
<input type="checkbox"/>	PHP
<input type="checkbox"/>	JSP
<input type="checkbox"/>	VB
<input type="checkbox"/>	C#

## Source Code:

```
<html>
<script language=javascript>
function CheckToggle(){
for(var i=0;i<document.myForm.elements.length;i++){
var e=document.myForm.elements[i];
e.checked=!e.checked;
}}
</script>
<body>
<form method="post" name="myForm">
<table align="center">
  <tr>
    <td width=88 height=20 onClick="javascript:CheckToggle()" STYLE='cursor:hand'>
<input type="button" name="Submit" value="Select All" /></td>
    <td width="252">PROGRAMMING:</td>
  </tr><tr>
    <td height=20><input type="checkbox" name="checkbox1" ></td>
    <td height=20>HTML</td>
  </tr><tr>
    <td height=20><input type="checkbox" name="checkbox2"></td>
    <td height=20>J2EE</td>
  </tr><tr>
    <td height=20><input type="checkbox" name="checkbox3"></td>
    <td height=20>ASP</td>
  </tr><tr>
    <td height=20><input type="checkbox" name="checkbox4" /></td>
    <td height=20>PHP</td>
  </tr><tr>
    <td height=20><input type="checkbox" name="checkbox5" /></td>
    <td height=20>JSP</td>
  </tr><tr>
```

```
<td height=20><input type="checkbox" name="checkbox6" /></td>
<td height=20>VB</td>
</tr><tr>
<td height=20><input type="checkbox" name="checkbox7"/></td>
<td height=20>C#</td>
</tr>
</table>
<div align="center"></div>
<div align="center"></div>
</form>
</body>
</html>
```



## 27. SEO by Keywords

Search engine optimization (SEO) is the process  
of affecting the visibility of a website  
or a web page in a search,  
improving search engine rankings  
by keywords or other methods.....

Note:

My business, my factory, my bank  
are keywords of this web page.

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<head>
<title>SEO by Keywords</title>
<meta name="Keywords" content="My business, my factory, my bank">
</head>
<body>

<br><br>
<center>
<p>Search engine optimization (SEO) is the process</p>
<p> of affecting the visibility of a website</p>
<p> or a web page in a search,</p>
<p>improving search engine rankings</p>
<p> by keywords or other methods.....</p>
<p>Note: </p>
  <p>My business, my factory, my bank </p>
  <p>are keywords of this web page. </p>
</center>
</body>
</html>
```

## 28. Replace a Word

New word can replace old word.

Old Word means the existing word in text area.

Input texts in following area.

Old Word

New Word

## Source Code:

```
<html>
<head>
<title>Search & Replace</title>
<script language="JavaScript">
function lookFor(str2)
{
    var str1 = document.form2.text1.value;
    var str2 = document.form1.text1.value;
    var s = str1.indexOf(str2);
    if(s != -1 && str2 != "")
        {alert("The word will be replaced!");}
    else
        {alert("There is no this word.");}
}

function subs()
{
    var str1 = document.form2.text1.value;
    var str2 = document.form1.text1.value;
    var str3 = document.form1.text2.value;
    var s = str1.indexOf(str2);
    if(str2 != "" && str3 != "" )
    {
        if(s != -1)
        {
            var bb = str1.substring(0, s);
            var cc = str1.substring(s+str2.length, str1.length);
            document.form2.text1.value = bb+str3+cc;}
        else
            {alert("Please input some sentents first.");}}
```

```
else
{alert(“Erorr!”);}
}
</script>
</head>
<body>
<br>
<center>
<p>&nbsp;</p>
<form name=“form2”>
  <p>&nbsp;</p>
  <p>Input texts in following area. </p>
  <p>
    <textarea name=“text1” rows=10 cols=30></textarea>
  </p>
</form>
<form name=“form1”>
  <p>
    <input type=“text” name=“text1” size=20>
    <input type=“button” value=“Old Word” onClick=“lookFor()”>
  </p>
  <p>
    <br>
    <input type=“text” name=“text2” size=20>
    <input type=“button” value=“New Word” onClick=“subs()”>
    <br>
  </p>
</form>
</center>
</body>
</html>
```

## 29. How long have you stayed?

How long have you stayed?

0: 2: 30

## Source Code:

```
<html>
<head>
<title>How long have you stayed?</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
</head>
<body>
<center><form name=forms>
  <p>&nbsp;</p>
  <p><b>How long have you stayed? </b></p>
  <p> <input type=text name=stayTime size=3></p>
</div>
<script language=javascript>
var sec=0;
var min=0;
var hou=0;flag=0;idt=window.setTimeout("Elapse();",1000);
function Elapse(){
sec++;
if(sec==60){sec=0;min+=1;}
if(min==60){min=0;hou+=1;}
document.forms.stayTime.value=hou+": "+min+": "+sec+" ";
idt=window.setTimeout("Elapse();",1000);}
</script>
</form>
</center>
</body>
</html>
```

## 30. Print this page

Print This Page



## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" /> <title>Print this
page</title>
</head>
<body>
<form name="form1" method="post" action="">
  <div align="center">
    <input type="submit" name="Submit" value="Print This Page"
onClick="javascript:window.print()"></div>
  </form>
</body>
</html>
```

## 31. Disable right-click menu

Stop using right-click menu!

### Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
  <title>Disable righ-click menu</title>
<script language="javascript">
function click()
{
  if (event.button==2)
  {
    alert('Stop using right-click menu!');
  }
}
document.onmousedown=click;
</script>
</head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />

<body oncontextmenu="return false;" >
<div>
  <div align="center">
    <p>&nbsp;</p>
    <p>Stop using right-click menu! </p>
  </div>
</div>
</body>
</html>
```

## 32. Disable part of scripts

Part of scripts have been disabled.

## Source Code:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Disable part of scripts</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body>
<div align="center">
  <p>&nbsp;</p>
  <p>&nbsp;</p>
  <p>Part of scripts have been disabled.
    <noscript>
      <script LANGUAGE="JavaScript">
        alert("You are not able to see this message!");
      </script>
    </noscript>
  </p>
</div>
</body>
</html>
```

## 33. Limit wrong password

Username: Smith Password: 123

Username:	<input type="text"/>
Password:	<input type="password"/>
<input type="submit" value="Submit"/>	

If you enter wrong password for three times,  
you will be not allowed to use this system any more!

### Source Code:

```
<script language="JavaScript">
numberTimes=0
function checkpassword(){
if (numberTimes== 3){
    alert("You have entered wrong password for three times, you must not use this system anymore!")
    window.close();
}
else{
if((document.myForm.username.value == "Smith")&&
(document.myForm.myPassword.value == "123"))
    {
        alert("Password Correct!")
        window.location="http://www.amazon.com";
    }
else{
    numberTimes=numberTimes+1
    alert("Wrong password, please try again!")
    return false
    }
}
}
</script>
</head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<body>
<br>
<form name="myForm" method="post">
    <div align="center"><p>&nbsp;</p><br>
Username:
```

```
<input name="username" type="text"><br>
```

Password:

```
<input name="myPassword" type="password"><br>
```

```
<input type="button" name="submit" value="Submit" onClick="checkpassword();">
```

```
</p>
```

```
<br>
```

```
<p>If you enter wrong password for three times, </p>
```

```
<p>you will be not allowed to use this system anymore! </p>
```

```
</div>
```

```
</form>
```

```
</body>
```



## 34. Words processing

**Pleas input a sentence!**

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Word Processing</title>
<meta http-equiv="content-type" content="text/html; charset=UTF-8" />
</head>
<body><br>
<h1 id="myHeading" align="center" style="font-size: larger;">Pleas input a sentence!
</h1>
<form name="myForm" id="myForm" action="#" method="get">
  <p align="center"><br />
    <input type="text" name="myText" id="myText" size="30" />
    <input type="button" value="Input a sentence"
onclick="document.getElementById('myHeading').textContent=document.myForm.myTe
/></p>
    <p align="center">
      <input type="button" value="Align Left"
onclick="document.getElementById('myHeading').align='left';" />
      <input type="button" value="Align Center"
onclick="document.getElementById('myHeading').align='center';" />
      <input type="button" value="Align Right"
onclick="document.getElementById('myHeading').align='right';" /><br /><br />
      <input type="button" name="Submit" value="72 px size"
onClick="document.getElementById('myHeading').style.fontSize='72'+ 'px';">
      <input type="button" value="36 px size"
onclick="document.getElementById('myHeading').style.fontSize='36'+ 'px';" />
      <input type="button" value="18 px size"
onclick="document.getElementById('myHeading').style.fontSize='18'+ 'px';" /><br />
<br />
      <input type="button" value="Red"
onclick="document.getElementById('myHeading').style.color='red';" />
      <input type="button" value="Blue"
```

```
onclick="document.getElementById('myHeading').style.color='blue';" />
  <input type="button" value="Green"
onclick="document.getElementById('myHeading').style.color='green';" /> <br /></p>
</form>
</body>
</html>
```

## 35. Greeting by time

### Greeting By Time

9 o'clock now, do you begin to work?

## Source Code:

```
<html><head>
<title>Greeting by time</title></head>
<body><p>&nbsp;</p><p>&nbsp;</p><p>&nbsp;</p>
<strong>Greeting By Time</strong><br><br>
<script language="JavaScript">
var now=new Date()
var hr
hr=now.getHours()
if (hr==0)
{document.write("Mid-Night 12 o'clock now , Good Night! Get up early tomorrow!")}
if (hr==1)
{document.write("OH! 1 o'clock am now , It's time to sleep.")}
if (hr==2)
{document.write("WOW! You are not sleeping at 2 o'clock midnight!")}
if (hr==3)
{document.write("My God! , You are stay up at 3 o'clock midnight!!!")}
if (hr==4)
{document.write("OH! 4 o'clock! You stay up whole night or just get up so early?")}
if (hr==5)
{document.write("Good Mornning! You get up so early at 5 o'clock for doing something?")}
if (hr==6)
{document.write("Good Mornning! At 6 o'clock you can prepare breakfast?")}
if (hr==7)
{document.write("Good Mornning! At 7 o'clock you want to school or go to work?")}
if (hr==8)
{document.write("At 8 o'clock, have you had you breakfast or gone to work? ")}
if (hr==9)
{document.write("9 o'clock now, do you begin to work?")}
if (hr==10)
{document.write("10 o'clock now, are you very busy?")}
```

```
if (hr==11)
{document.write("11 o'clock now! hungry ?! It will be lunch time.")}
if (hr==12)
{document.write("12 o'clock now! It is time to lunch!")}
if (hr==13)
{document.write("1 o'clock now! do you want to have a break?")}
if (hr==14)
{document.write("2 o'clock now! are you working very busy?")}
if (hr==15)
{document.write("3 o'clock now! you have so many job to do?")}
if (hr==16)
{document.write("4 o'clock now!! It seems you look tired!")}
if (hr==17)
{document.write("5 o'clock now!! It's time to get off work?")}
if (hr==18)
{document.write("6 o'clock now!!!May be you have come home after work!")}
if (hr==19)
{document.write("7 o'clock now! Dinner time!")}
if (hr==20)
{document.write("8 o'clock now!! Time for internet?")}
if (hr==21)
{document.write("9 o'clock now!! It is time for TV!")}
if (hr==22)
{document.write("10 o'clock now!! Are you still online?")}
if (hr==23)
{document.write("11 o'clock now!! Are you tired!")}
</script></body></html>
```

## 36. Twinkling Text

Look! I am twinkling!

## Source Code:

```
<html>
<head>
<title>Twinkling Text</title>
</head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<body>
<br>
<br>
<script language="JavaScript">
function colorArray() {
this.length = colorArray.arguments.length;
for (var i = 0; i < this.length; i++) {
this[i] = colorArray.arguments[i]; }
}
var twinkleText = "<h1>Look! I am twinkling!</h1>";
var count = 0;
var color = new colorArray("#000000", "#FFCC33",
"#0000FF", "#33ffff", "#CC6666", "#6699FF");
document.write('<div id="text"><center>'+twinkleText+'</center></div>');
function updateColor(){
document.all.text.style.color = color[count];
(count < color.length-1) ? count++ : count = 0; }
setInterval("updateColor()",200);
</script>
</body>
</html>
```



## 37. Login Page

Username: Smith Password: 123

<b>Enter Your Information</b>	
<b>Username:</b>	<input type="text"/>
<b>Password:</b>	<input type="password"/>
<input type="button" value="Login"/>	

## Source Code:

```

<html><head>
<title>Login: Username, Password</title>
</head>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<body>
<br><br><center><br><br>
<script language=JavaScript>
function checking(){
if(document.myForm.username.value=="")||document.myForm.passwrд.value=="")
{window.alert("Please enter username &
password.");document.myForm.username.focus();}
else{
if(document.myForm.username.value=="Smith"&&document.myForm.passwrд.value=="
{
    window.alert("Login successfully, Welcome, "+document.myForm.username.value+ "
!")
    location.href="http://www.google.com"; }
else{ window.alert("Sorry, Wrong password!") }
} }
</script>
<form name="myForm">
<table border=2 cellpadding=5 cellspacing=0 >
<tr><td colspan=2 align=center>
    <font size=3 color=#993366><b>Enter Your Information</b></font>
</td></tr>
<tr><td>

```

```
<font size=3 color=#993366><b>Username:</b></font></td>
<td><input type="text" name="username" value="" size=10>
</td></tr>
<tr><td>
<font size=3 color=#993366><b>Password:</b></font></td>
<td><input type="password" name="passwrđ" value="" size=10>
</td></tr>
<tr><td colspan=2 align=center>
<input type="button" name="btn" value=" Login " onClick="checking();return false;">
</td></tr>
</table>
</form>
</center></body></html>
```

## 38. Design window size

**Design the size of window by yourself.**

Width :       Height :

## Source Code:

```
<html>  
<head>  
<title>Design window size</title>  
<meta http-equiv=“Content-Type” content=“text/html; charset=UTF-8”>  
</head>  
<body><br>  
<h3 align=“center”>Design the size of window by yourself.</h3> <br>  
<script language=JavaScript>  
function designWindow() {  
window.open(“http://www.google.com”, ”, ‘toolbar=no, location=no, directories=no,  
menubar=no, scrollbars=no, resizable=no, width=’ + document.windowSize.width.value +  
‘,height=’ + document.windowSize.height.value +”);  
}  
</script>  
<form name=“windowSize”>  
<div align=“center”>Width :  
<input type=“text” name=“width” value=999 size=5 maxlength=3>  
&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;& Height :  
<input type=“text” name=“height” value=777 size=5 maxlength=3><br><br>  
<input type=“button” value=“Open” onClick=“designWindow()” >  
</div>  
</form>  
</body>  
</html>
```

## 39. View Source Codes

Pleas enter an URL of a website.

## Source Code:

```
<html>
<head>
<title>View Source Code</title>
</head>
<body>
<br><br>
<h4 align="center">Pleas enter an URL of a website. </h4>
<script language=JavaScript>
function view(){
var sourceCodes=document.forms[0].URL.value
window.location="view-source:"+sourceCodes;
}
</script>
<form>
<div align="center">
<input type="text" name="URL" value="http://" size=40 >
</div>
</form>
<form>
<div align="center">
<input type="button" value="View Source Codes" onClick=view()>
</div>
</form>
</body>
</html>
```

## 40. Check digital input

Prevent non-digital input.

**Check Digital Input**



### Source Code:

```
<script language="javascript">
function checkDigitals()
{
if(isNaN(myForm.num.value)){
    alert("Please enter a digital number!");
    myForm.num.focus();
    myForm.num.value=""
    return (false);
}
else
{
    alert("Input correct!");
}
}
</script>
<body>
<br>
<h4>
<div align="center">Check Digital Input
</div></h4>
<form name=myForm>
    <div align="center">
        <input type=text name=num size=25>
        <input type=button onClick="checkDigitals()" value= "Check Digitals">
    </div>
</form>
</body>
```

## 41. Check empty input

Prevent nothing input.

### Check Empty Input

Phone:

Email:

Message:

## Source Code:

```
<html>
<head>
<title>Check Empty Input</title>
<script language="JavaScript">
function checkEmpty(myForm)
{
if (myForm.phone.value == "")
{
alert("Please enter phone number!");
myForm.email.focus();
return (false);
}
if (myForm.email.value == "")
{
alert("Please enter email address!");
myForm.message.focus();
return (false);
}
if (myForm.message.value == "")
{
alert("Please leave a message!");
myForm.phone.focus();
return (false);
}
}
</script>
</head>
<body>
<br>
<center>
<p><strong>Check Empty Input</strong></p>
```

```
<br>
</center>
<form name="myForm" method="post" onSubmit="javascript:return
checkEmpty(this);">
<table width="36" border="0" cellspacing="1" cellpadding="1" align="center">
<tr>
<td>Phone:
    <input type="text" name="phone" size=30>
</td>
</tr>
<tr>
<td>Email:
    <input type="text" name="email" size="30">
</td>
</tr>
<tr>
<td>Message:<br>
    <textarea name="message" cols=37 rows=6></textarea>
</td>
</tr>
<tr>
<td>
<div align="right">
    <input type="submit" name="pub" value="Check Empty">
</div>
</td>
</tr>
</table>
</form>
</body>
</html>
```

## 42. Check picture uploading

Prevent non-image upload

Only gif, jpg, bmp, png allowed to upload!

Choose File No file chosen

Upload Picture

### Source Code:

```
<html>
<script language=JavaScript>
function uploadPicture(){
    myForm.myPicture.src=myForm.pic.value;
    var checkFile;
    checkFile=myForm.pic.value.substring(myForm.pic.value.lastIndexOf(".")+1,myForm.)
    checkFile=checkFile.toUpperCase();
    switch(checkFile){
        case "GIF":
            alert("You are uploading GIF picture, ok!");
            break;
        case "JPG":
            alert("You are uploading JPG picture, ok!");
            break;
        case "BMP":
            alert("You are uploading BMP picture, ok!");
            break;
        case "PNG":
            alert("You are uploading PNG picture, ok!");
            break;
        default:
            alert("Error! Only gif, jpg, bmp, png pictures allowed to upload!")
            break;
    }
}
</script>
<title>Check Picture Upload</title>
```

```
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8">
<body>
<br>
<p align="center" >Only gif, jpg, bmp, png allowed to upload! </p>
<form name="myForm" id=myForm>
<p align=center>
  <input name=pic type="file" size="10">
</p>
<p align=center>
  <input name="button" type=button onClick="uploadPicture()" value='Upload Picture '
/>
</p>
<p align="center"><img name="myPicture" id="myPicture"/>
</p>
</form>
</body>
</html>
```

## 43. Mouse coordinates

Mouse Coordinates

X:  Y:



## Source Code:

```
<html>
<script language="JavaScript">
if (navigator.appName == 'Netscape'){
    document.captureEvents(Event.MOUSEMOVE);
    document.onmousemove = mousePosition;
}
function mousePosition(e) {
if (e.screenX != document.myForm.x.value && e.screenY != document.myForm.y.value){
document.myForm.x.value = e.screenX;
document.myForm.y.value = e.screenY;
} }
function cursorCoordinates(){
if (window.event.x != document.myForm.x.value && window.event.y !=
document.myForm.y.value) {
document.myForm.x.value = window.event.x;
document.myForm.y.value = window.event.y;
}}
</script>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<body onmousemove="cursorCoordinates()">
<div align="center"><p>&nbsp;</p>
<p>Mouse Coordinates <br><br></p></div>
<form name="myForm">
<div align="center">
X: <input type="text" name="x" size="3">
y: <input type="text" name="y" size="3">
</div>
</form></body></html>
```

## 44. Prevent malicious input

### Prevent malicious inputs

No any letter or symbol allowed to input!

Only digital allowed to input:

## Source Code:

```
<html>
<head>
<title>Prevent malicious input</title>
<meta http-equiv="content-type" content="text/html; charset=utf-8">
<script type="text/JavaScript">
function digital(field, event)
{
    var key, keyChar;
    if (window.event) key = window.event.keyCode;
    else if (event) key = event.which;
    else return true;
    if (key == null || key == 0 || key == 8 || key == 13 || key == 27)
        return true;
    keyChar = String.fromCharCode(key);
    if (/^d/.test(keyChar)) {
        window.status = "";
        return true;
    }
    else {
        window.status = "Only digital number allowed!";
        return false;
    }
}
</script>
</head>
<body>
<br>
<center>
<h2>Prevent malicious inputs </h2>
```

</center>

<div align="center">

<p> No any letter or symbol allowed to input! </p>

</div>

<form name="myForm" id="myForm" action="#" method="get">

<div align="center">Only digital allowed to input:

<input type="text" name="num" id="num"

size="10" maxlength="10"

onkeypress="return digital(this, event);"

title="Prevent malicious input">

</div>

</form>

</body>

</html>

## 45. Typing Effect

Words are typed letter by letter automatically

```
Hi! JavaScript in 8 Hours is a very good book! You  
can learn a lot of skills by this book, if you are  
interested in programming, you also can learn jQuery  
in 8 Hours, AngularJS in 8 Hours, which can help you  
become an excellent programmer. But you need to  
spend many hours to study all those programs so that  
you can use them in job easily.....
```

## Source Code:

```
<html>
<head>
<title>Typing effect</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
<script>
var i = 0
var displayWords= "Hi!" +
" JavaScript in 8 Hours is a very good book! " + "You can learn a lot of skills by this
book, if you are interested in programming, you also can learn jQuery in 8 Hours,
AngularJS in 8 Hours, which can help you become an excellent programmer. But you
need to spend many hours to study all those programs so that you can use them in job
easily....."
function marquee()
{
var wordSize= displayWords.length
document.show.typingEffect.value= document.show.typingEffect.value +
displayWords.charAt(i)
i++
var timeID= setTimeout("marquee()",100)
if (i >= wordSize)
{clearTimeout(timeID); i=0}
}
</script>
</head>
<body onLoad="marquee()">
<br>
<table WIDTH="96%" BORDER="0" CELLSPACING="5"
CELLPADDING="5" align="center">
<tr>
<td WIDTH="100%"><font FACE="ARIEL,HELVETICA" SIZE="1"><form
name="show">
<p align="center">
```

```
<textarea rows="9" cols="50" wrap="virtual" name="typingEffect">
</textarea>
</p>
</form>
</td>
</tr>
</table>
</body>
</html>
```

## 46. Set background color

Enter the background color you like.



## Source Code:

```
<html>
<head>
<title>Choose backgroun color</title>
<script language="JavaScript">
function chooseColor(form) {
if (form.color.value == "")
alert("Please enter the background color you like")
else {
document.bgColor=(""+form.color.value+"");
    }
}
</script>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body>
<div align="center">
    <p>&nbsp;</p>
    <p> Enter the background color you like.</p>
<br>
</div>
<form>
    <div align="center">
        <input type="text" name="color">
        <input type="button" name="btn" value="Click" onClick="chooseColor(this.form)">
    </div>
</form></body></html>
```

## 47. Select Menu

### Select Menu

Select a website: ▼

## Source Code:

```
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
<title>select menu</title>
</head>
<body>
<br><center>
<script type="text/javascript">
function toWebsite(menu)
{
var myChoice = menu.selectedIndex;
if (myChoice!= 0)
window.location = menu.options[myChoice].value;
}
</script>
<form name="myForm" id="myForm" method="post" >
<h3>Select Menu</h3><br>
<select name="sites" id="sites" onChange="toWebsite(this);">
<option value="" selected="selected">Select a website:</option>
<option value="http://www.amazon.com">Amazon</option>
<option value="http://www.google.com">Google</option>
<option value="http://www.yahoo.com">Yahoo</option>
<option value="http://www.apple.com">Apple</option>
</select>
</form>
</center>
</body>
</html>
```

## 48. Text scrolls up

Whole text slides up slowly

[illegible]

## Source Code:

```
<html>
<head>
<title>Text scroll up</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body>
<br><br><br>
<center>
<div id="textSlideUp" style="width:100%;height:100px;overflow:hidden"
onMouseOver="slideAmount=0"
onmouseout="slideAmount=1">
    AAAAAAAAAAAAAAAAAAAAAAAAAAAAAA<br/>
    BBBBBBBBBBBBBBBBBBBBBBBBBBBBBB<br/>
    CCCCCCCCCCCCCCCCCCCCCCCCCCCC<br/>
    DDDDDDDDDDDDDDDDDDDDDDDDDDDDD<br/>
    EEEEEEEEEEEEEEEEEEEEEEEEEEEE<br/>
    FFFFFFFFFFFFFFFFFFFFFFFFFFFFFF<br/>
    GGGGGGGGGGGGGGGGGGGGGGGGGGGGG<br/>
    HHHHHHHHHHHHHHHHHHHHHHHHHHHHH<br/>
    IIIIIIIIIIIIIIIIIIIIIIIIIIIII<br/>
    JJJJJJJJJJJJJJJJJJJJJJJJJJJJJ<br/>
    KKKKKKKKKKKKKKKKKKKKKKKKKKKKK<br/>
    LLLLLLLLLLLLLLLLLLLLLLLLLLLLLL<br/>
    MMMMMMMMMMMMMMMMMMMMMMMMMMMMM<br/>
    NNNNNNNNNNNNNNNNNNNNNNNNNNNNN<br/>
</div>
</center>
<script language="javascript">
var slideUp = document.getElementById("textSlideUp");
var lineHigh = 42;
var lineNumber = 7;
```

```
var slideAmount = 1;
function move() {
    slideUp.scrollTop += slideAmount;
    if ( slideUp.scrollTop == lineNumber * lineHigh )
        slideUp.scrollTop = 0;
    if ( slideUp.scrollTop % lineHigh == 0 ) {
        window.setTimeout( "move()", 5 );
    } else {
        window.setTimeout( "move()", 60 );}
}
slideUp.innerHTML += slideUp.innerHTML;
window.setTimeout( "move()", 1000 );
</script></body></html>
```

## 49. Magnify texts

Text will be magnified 200% when mouse hovers over it.

**Please hover following texts**

---

JavaScript in 8 Hours

Jquery in 8 Hours

Java in 8 Hours

## Source Code:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Magnify texts</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body>
<p align="center">&nbsp;</p>
<p align="center"><strong>Please hover following texts</strong>
</p>
<p>
<hr>
</p>
<p align="center" onmouseover="this.style.zoom='200%'"
onmouseout="this.style.zoom='normal'">
JavaScript in 8 Hours<br>
Jquery in 8 Hours<br>
Java in 8 Hours<br>
</p>
</body>
</html>
```



## 50. Five star review

Please give a five star review:



Review

## Source Code:

```
<html xmlns="http://www.w3.org/1999/xhtml" >
<head>
<title>Five star review</title>
<meta http-equiv="Content-Type" content="text/html; charset=UTF-8" />
</head>
<body><br><br><br>
<div align="center">Please give a five star review: <br><br>
  </div>
<table width="200" border="0" align="center">
  <tr>
    <td><center><script>
var starNumber=0;
function stars()
{
  starNumber=event.srcElement.id.slice(-1);
  for (var i=1;i<=5;i++) eval("id"+i).innerText=" ☆ ";
  for (var j=1;j<=starNumber;j++) eval("id"+j).innerText=" ★ ";
}
function rating()
{
  alert("Your review is: "+starNumber+" stars. Thank you!");
}
for (var i=1;i<=5;i++)
{
document.write('<span id="id'+i+'" onclick="stars()"
style="cursor:hand;"> ☆ </span>');
}
document.write('<p><button onclick="rating()">Review</button></p>');
</script></center></td>
</tr>
</table>
```

</body>

</html>



# **Appendix**

## **JavaScript 100 Tests & Answers**

# 100 Tests

1. Which following tags is for JavaScript?

1. `<?.....?>`
2. `<JavaScript.....>.....</JavaScript>`
3. `<script Language="JavaScript">.....</JavaScript>`
4. `<script type = "text/JavaScript">.....</script>`

2. About JavaScript comments, which following is correct?

1. `//` is used in multiple line comments
2. `/* */` are used in single line comments
3. Both `//` and `/* */` can be used in single line or multiple comments.
4. `//` is used in single line comments and `/* */` are used in multiple comments.

3. Which following expression is **not** correct?

1. `a += b` means `a = (a + b)`
2. `a != b` means `a = (a ! b)`
3. `a *= b` means `a = (a * b)`
4. `a %= b` means `a = (a % b)`

4. Which following variable name is invalid?

1. `10var`
2. `varName`
3. `my_var`
4. `var10`

5. Which following operator description is **not** correct?

1. + is used in addition
2. – is used in subtraction
3. \* is used in multiplication
4. % is used in division

6. Which following command is **not** for displaying text in JavaScript?

- A. alert( )
- B. document.write( )
- C. console.writeline( )
- E. document.getElementById( ).innerHTML

7. Which following can be used as variable name?

1. nonVir
2. var
3. float
4. try

8. Which following data type description is **not** correct?

- A. “boolean” returns true or false.
- B. “integer” is an integer number.
- C. “string” is a character of a string of characters.
- D. “number” is an integer or a floating-point number.

9. Which following escape sequence description is **not** correct?

- A. “\b” is used in “backslash”.
- B. “\n” is used in “newline”
- C. “\r” is used in “return”
- D. “\t” is used in “tap”.

10. Which line is **not** correct in the following codes?

```
function firstFunction( ){  
var num = 100; // line 1  
secondFunction( ); //line 2  
}  
function secondFunction( ){ // line3  
document.write( num ); // line4  
}  
firstFunction();
```

- 1. line1
- 2. line2
- 3. line3
- 4. line4



11. Which following is a correct command?

1. if (    ) { } else { }
2. if (    ) then { } else { }
3. if (    ) then { } then else { }
4. if (    ) then { } if else { }

12. Which following is **not** a comparison operator in JS?

- A. ==
- B. <=
- C. !=
- D. =>

13. Which following is **not** a logical operator in JS?

- A. \$\$
- B. &&
- C. ||
- D. !

14. Which line in the following is **not** correct?

var a = 10; // line 1

var b = 3; // line 2

var num = (a % b = 0) ? "EVEN" : "ODD"; // line 3

alert ( num ); // lin4

- 1. line1.
- 2. line2.
- 3. line3
- 4. line4

15. Which line in the following is **not** correct?

```
var name = null; // line1  
name = prompt ("Please Input Your Name", " "); // line2  
if ( name == " " ) // line3  
document.write( "Hello" + name ); // line4
```

1. line1.
2. line2.
3. line3
4. line4

16. What is the output in the following code?

```
var num = 2;  
switch (num){  
case 1: document.write("A");  
case 2: document.write("B");  
case 3: document.write("C");  
default: document.write("D");  
}
```

1. A
2. B
3. BC
4. BCD

17. What is the output in the following code?

```
var teststring = ("JavaScript " == "Javascript");  
alert( teststring);
```

- A. true
- B. false

C. 1

D. -1.

18. What is the result in the following code?

```
var x = 0, y = 50;
```

```
while ( x < 10) {
```

```
  y—;
```

```
  x++;
```

```
}
```

```
alert ( “x is: ” + x + “ and y is: ” + y);
```

1. x is 10 and y is 40
2. x is 11 and y is 41
3. x is 12 and y is 42
4. x is 13 and y is 43

19. What is output in the following code?

```
var x = 0, y = 50;
```

```
do {
```

```
  y—;
```

```
  x++;
```

```
} while ( x < 10)
```

```
alert ( “x is: ” + x + “ and y is: ” + y);
```

1. x is 13 and y is 43
2. x is 12 and y is 42
3. x is 11 and y is 41
4. x is 10 and y is 40

20. What is the output in the following code?

```
for (var num = 1; num < 10; num++) {  
  document.write ( num + " " );  
  if (num % 5 == 0)  
    break;
```

1. 1 2
2. 1 2 3
3. 1 2 3 4
4. 1 2 3 4 5

21. What is the output in the following code?

```
for (var num = 1; num < 7; num++) {  
  if (num == 5)  
    continue;  
  document.write ( num + " " );  
}
```

1. 1 2 3 4 5
2. 1 2 3 4 6
3. 1 2 3 4 7
4. 1 2 3 4 8

22. Which is correct in creating an array?

1. var a = new Array { "A", "B", "C" };
2. var a = new Array ( "A", "B", "C" );
3. var a = new Array [ "A", "B", "C" ];
4. var a = new Array < "A", "B", "C" >;

23. Which line is **not** correct in the following code?

```
var a = new Array( ); // line1  
a[0] = "A"; // line2  
a[1] = "B";  
var arraySize = a.length( ); // line3  
alert ( arraySize ); //line4
```

1. line1
2. line2
3. line3
4. line4

24. Which line is **not** correct in the following code?

```
var a = new Array( 1, 2, 3 ); // line 1  
alert (a[1]); // line 2  
alert (a[2]); // line3  
alert (a[3]); // line 4
```

1. line1
2. line2
3. line3
4. line4

25. What is the output in the following code?

```
var a = new Array( );  
a[0] = "A";  
a[1] = "B";
```

a[2] = "C";

alert (a.join( " - " ));

1. A B C
2. A, B, C
3. A - B - C
4. "A", "B", "C"

26. Which following statement is correct?

Array.slice(var m, var n);

1. return elements from m to n.
2. return elements from m-1 to n-1.
3. return elements from m-1 to n.
4. return elements from m to n-1.

27. If the getMonth( ) returns 11, it means \_\_\_?

1. September
2. October
3. November
4. December

28. To obtain Greenwich Mean Time, use\_\_\_\_.

1. toGMTString( )
2. getUTCHours( )
3. getTimeZoneOffset( )
4. getTime( )

29. What is meaning by

“window.setTimeout( “myFunction( )”, 10000 )”?

1. calls myFunction every 10000 seconds.
2. calls myFunction every 1000 seconds.
3. calls myFunction every 100seconds.
4. calls myFunction every 10 seconds.

30. Which following function is **not** correct?

1. setDate( )
2. setMonth( )
3. setYear( )
4. setHour( )

31. “3 > 5 && false” returns \_\_\_?

1. true
2. false
3. 1
4. -1

32. Which following statement of Math method is **not** correct?

1. ceil( ) returns an integer that is greater than or equals to its argument.
2. log( ) returns a natural logarithm of a number
3. sqrt( ) returns a square root of a number
4. floor( ) returns a closest value equal to an integer.



33. What is the result of `math.ceil (7.5 )` & `math.floor (7.5)`?

1. 7 8
2. 7 7
3. 8 8
4. 8 7

34. What is the result of `math.ceil(-7.5)` & `math.floor ( -7.5)`?

1. -7 -8
2. -7 -7
3. -8 -8
4. -8 -7

35. What is the result of `math.round (7.5)`, `math.round (-7.5)`?

1. 8 -8
2. 8 -7
3. 7 -8
4. 7 -7

36. The result of `math.max(-5, -4)`, `math.min(-5, -4)` is\_\_?

1. -5 -4
2. -5 -5

3. -4 -5
4. -4 -4

37. What is the output in the following code?

```
var str1 = " ";  
var str2 = null;  
if (str1 != str2) {  
  alert(str1.length);  
}
```

1. 0
2. 1
3. null
4. error

38. What is the output in the following code?

```
var str = "JavaScript is very good!";  
var ch = str.charAt(3);  
alert( ch );
```

1. v
2. a
3. S
4. error

39. What is the output in the following code?

```
var str = "JavaScript is very good!";  
var sub = str.substr( 4, 6 );  
alert (sub);
```

1. aSc
2. Scr
3. aScrp
4. Script

40. What is the output in the following code?

```
var num = 100;  
var str = num.toString( ) + 200;  
alert( str );
```

1. 300
2. 200
3. error
4. 100200

41. Which line is **not** correct in the following code?

```
var num = 100; // line 1  
if ( NaN )== num){ // line 2  
num++; // line 3  
alert( num); //line 4  
}
```

1. line 1
2. line 2
3. line 3
4. line 4

42. Which line is **not** correct in the following code?

```
var str1 = "JavaScript"; // line 1
var str2 = "is very good."; // line 2
var myString = str1 + str2; // line 3
document.write ( myString.length( )); // line 4
```

1. line 1
2. line 2
3. line 3
4. line 4

43. What is the output in the following code?

```
var x = 100;
var y = 200;
var z = 300;
document.write( eval ( x*2 + y - z ));
```

1. 100
2. 200
3. 300
4. 400

44. Which line is **not** correct in the following code?

```
var str1 = "Hello "; // line1
```

```
var str2 = " World!"; // line 2
var myString = concat(str1 + str2); // line 3
document.write( myString ); // line 4
```

1. line 1
2. line 2
3. line 3
4. line 4

45. What is the output in the following code?

```
var str = "Hello world!";
var txt = str.lastIndexOf( "o" );
document.write( txt );
```

1. world
2. orld
3. 6
4. 7

46. What is the output in the following code?

```
var str = "Hello world!";
var txt = str.slice ( -1 );
document.write( txt );
```

1. " "
2. null
3. !
4. world!

47. If `getMonth( )` returns 8, means\_\_\_?

1. Returning 8 means August.

2. Returning 8 means September.
3. Returning 8 means October.
4. Returning 8 means November.

48. What is the output in the following code?

```
var x = -2;
```

```
var y = 4;
```

```
document.write( Math.pow ( x, y ));
```

1. -2
2. 4
3. -8
4. 16

49. What is the output in the following codes?

```
var arr = new Array(0,1,2,3);
```

```
var con = arr.join( );
```

```
document.write ( con );
```

1. 0-1-2-3
2. 0,1,2,3
3. 0\_1\_2\_3
4. 0 1 2 3

50. Which line is **not** correct in the following code?

```
try { // line 1
```

```
x = y; // line 2
```

```
}
```

```
catch ( e) { // line 3
document.write ( e); // line 4
}
```

1. line 1
2. line 2
3. line 3
4. line 4

51. To know the browser whether support cookie or not, use\_\_\_\_?

1. Navigator.cookieEnable
2. Navigator.cookieUsed
3. Navigator.cookieUtilized
4. Navigator.cookieAllowed

52. In a HTML document, which element should appear first, <script> element or <form> element?

1. <form> element appears before <script> element.
2. <script> element appears before <form> element.
3. <form> element appears inside <script> element.
4. <script> element appears inside <form> element.

53. What is the output?

```
var a=6, b;
```

```
b=++a-3;
```

```
alert (b);
```

What is the output?

1. 2
2. 3
3. 4
4. 5

54. What is the output?

```
var a=6, b;
```

```
b=a++-3;
```

```
alert (b);
```

What is the output?

1. 2
2. 3
3. 4
4. 5



55. Which is **not** the Constant data type in the following?

1. Floating-point constant
2. Boolean constant
3. String constant
4. Double constant

56. JavaScript declares a variable by\_\_\_ keyword?

1. variable
2. var
3. myVariable
4. myVar

57. Which operator has a higher precedence?  
(From higher to lower)

1. ! > && > ||
2. || > && > !
3. && > ! > ||
4. && > || > !

58. The difference between “break” and “continue” is\_\_ and \_\_?

1. Stop running program. Keep running program
2. Keep running program. Stop running program
3. Exit from looping. Enter next looping.
4. Enter next looping. Exit from looping.

59. In JavaScript, use\_\_ keyword to declare a function.

1. fun
2. method
3. var
4. function

60. In a HTML document, which JS command should appear first, function definition or function call?

1. Function call appears before function definition.
2. Function definition appears before function call.
3. Function call appears inside function definition.
4. Their sequence doesn't matter.

61. In JavaScript function, using \_\_\_ keyword can retrieve a result value to caller.

1. regain
2. return
3. retrieve
4. result

62. Which line is **not** correct in the following code?

```
var car; // line 1
```

```
car = new Object( ); // line 2
```

```
car = "Yellow"; // line 3
```

```
alert ("The color of car is yellow"); // line 4
```

1. line 1
2. line 2
3. line 3
4. line 4

63. Which answer is correct in the following code?

```
function car ( color, size ){
```

```
this.color = color; // line 1
```

```
this.size = size; // line 2
```

```
}
```

```
var myCar = new car ("Yellow ", " Large");
```

```
alert (myCar.color + myCar.size); // line 3
```

1. line 1
2. line 2
3. line 3
4. Above all.

64. Which following command can show the browser name?

1. navigator.userAgent
2. navigator.platform
3. navigator.plugin
4. navigator.appName

65. Which command is **not** the JavaScript command in the following?

1. `window.history.reverse( );`
2. `window.history.back( );`
3. `window.history.forward( );`
4. `window.history.go( number );`

66. Which following command **cannot** get the resolution of screen?

1. `window.screen.availWidth`
2. `window.screen.getHeight`
3. `window.screen.width`
4. `window.screen.height`

67. Which following command is JavaScript command? (Multiple choice)

1. `window.scrollBy( )`
2. `window.moveBy( )`
3. `window.scrollTo( )`
4. `window.moveTo( )`

68. Which line is **not** correct in the following code?

```
var result = window.confirm( "OK or Cancel?"); // line 1
( result = true) ? // line 2
alert ( "OK button was clicked." ) : // line 3
alert ( "Cancel button was clicked." ); // line 4
```

1. line 1
2. line 2
3. line 3
4. line 4

69. Which line is **not** correct in the following code?

```
var num = window.prompt ( "How many car? Please enter 1, 2, 3 or other number. "); //
line 1
if (num == "1") // line 2
then alert ( "There is one car." ); // line 3
else // line 4
alert ( "There are two or more cars.");
```

1. line 1
2. line 2
3. line 3
4. line 4

70. Which line is **not** correct in the following code?

```
var win = window.open ( "w.html", // line 1
"MyWindow", // line 2
width = 300, height = 200, status = no ); // line 3
```

win.document.write("This is a small window."); // line 4

1. line 1
2. line 2
3. line 3
4. line 4

71. Which following statement is **not** correct?

1. document.getElementById( ) address an element by its ID.
2. document.getElementsByTagName( ) address an element by its tag name.
3. document.getElementsByClassName( ) address an element by its class name.
4. document.getElementByIdVariable addresses an element by its variable name.

72. Which following statement is **not** correct?

1. “window.document.domain” includes the domain of the URL.
2. “window.document.URL” includes the complete URL address.
3. “window.document.referrer” includes the URL of the web page with the link.
4. “window.document.title” includes the browser title.

73. Which following statement is **not** correct?

1. “window.document.createElement( )” can dynamically create a new HTML element object.
2. “window.document.createTextNode( )” can create a text object which specifies a string.
3. “window.document.createID( )” can create an ID object which specifies an ID of an element.
4. “hasChildNodes” can test if an element has nested child elements.

74. Which following statement is correct? (Multiple choices)

1. setAttribute( ) can add an attribute to HTML element object.
2. getAttribute( ) can get the value that assigned to an attribute.
3. appendChild( ) can add a HTML element object into the document.
4. removeChild( ) can delete a HTML element object in the document.

75. When clicking a button, go back to previous page, use following \_\_ code.

1. onclick = “history. withdraw( )”
2. onclick = “history. backward( )”
3. onclick = “history. previous( )”
4. onclick = “history. back( )”



76. When the cursor leaves away from the object, run alert( ) command, use\_\_?

1. onUnload = alert("Is it OK?")
2. onFocus = alert("Is it OK?")
3. onMove = alert("Is it OK?")
4. onBlur = alert("Is it OK?")

77. Which following belong to button event? (Multiple Choice)

1. onHelp event
2. onReset event
3. onScroll event
4. onSubmit event

78. Which following is **not** a mouse event?

1. onMouseUp event
2. onMouseDown event
3. onDbClick event
4. onSgClick event

79. Which line is **not** correct in the following code?

```
window.onload( ) = welcome( ); // line 1
function welcome( ){ // line 2
alert ( "Welcome to my web site!"); // line 3
alert ( "The web page loaded"); // line 4
}
```

1. line 1
2. line 2
3. line 3
4. line 4

80. Which line is **not** correct in the following code?

```
try{  
var num; // line1  
var x = y; // line 2  
}  
catch(e){ // line 3  
document.write(e); // line 4  
}
```

1. line 1
2. line 2
3. line 3
4. line 4

81. To test whether a number is an odd or an even value, it's better use\_\_?

1. if (num + 2 == 0)...
2. if (num - 2 == 0)...
3. if (num \* 2 == 0)...
4. if (num % 2 == 0)...

82. What is the output in the following code?

```
<form id = "f" method = "post" action = " " >  
<input type = "button" id = "b" value = "Please Click" onclick=myFunction()>  
</form>  
<script>  
function myFunction(){  
var message;  
message = document.forms.f.b.value;  
alert ( message );  
}  
</script>
```

1. button
2. b
3. Please Click
4. nothing

83. Which line is **not** correct in the following code?

```
<form id = "f" method = "post" action = " " >  <!-- line 1-->
<input type = "text" id = "t" name = "mytext">
</form>    <!-- line 2 -->
<script>
window.document.forms.f.t.value = "JavaScript!";
window.document.forms.f.t.style.color = "red"; // line 3
window.document.forms.f.t.style.font = "18pt"; // line 4
</script>
```

1. line 1
2. line 2
3. line 3
4. line 4

84. What is the output in the following code?

```
var str = "Hello world, welcome to my web site!.";
var n = str.indexOf("JavaScript");
document.write ( n );
```

1. 1
2. 0
3. -1
4. nothing

85. To check email format if it is incorrect, usually use \_\_\_ codes. (Multiple choice)

1. `email.value.indexOf( "@" ) == -1;`
2. `email.value.indexOf( "@" ) == 0;`
3. `email.value.indexOf( "." ) == -1;`
4. `email.value.indexOf( "." ) == 0;`

86. Which property returns text in browser status bar?

1. `window.self`
2. `window.parent`
3. `window.top`
4. `window.status`

87. Which following method belongs to Math object?

1. `atan( )`
2. `indexOf( )`
3. `getDay( )`
4. `setSecond( )`

88. Which is **not** correct in the following property?

1. `location.hostname` returns a hostname.
2. `location.port` returns a port number.
3. `location.ip` returns an ip address.
4. `location.host` returns both hostname and port number.

89. What is the output in the following code?

```
var sum = 0;  
for ( var i = 1; i < 51; i ++ )  
{  
    sum = sum + i;  
}  
alert (sum);
```

1. 2550
2. 1275
3. 637.5
4. 318.75

90. Which following statement is correct?

```
str.substring (var m, var n)
```

5. return a substring from m to n.
6. return a substring from m-1 to n-1.
7. return a substring from m-1 to n.
8. return a substring from m to n-1

91. Which following is correct method of Array object? (Multiple choice)

1. unshift( ) adds an element at the beginning of an array.
2. push( ) adds an element at the end of an array.
3. shift( ) removes an element at the beginning of an array.
4. pop( ) removes an element at the end of an array.

92. What is the output in the following code?

```
var now = new Date( );  
var today = now.getTime( );  
document.write(today);
```

1. returns current time.
2. returns Greenwich Mean Time.
3. returns a time zone.
4. returns a number that is the difference in milliseconds between the current time and January 1, 1970.

93. Which following statement is **not** correct?

1. “clientX / clientY” is the length from the mouse coordinates to the web page coordinates when event occurs.
2. “offsetX / offsetY” is the length from the mouse coordinates to the triggered element coordinates when event occurs.
3. “screenX / screenY” is the length from the mouse coordinates to the screen coordinates when event occurs.
4. “imageX / imageY” is the length from the mouse coordinates to the image coordinates when event occurs.

94. Which following statement is correct in DOM?

1. Element is a kind of Node.
2. Node is a kind of Element.
3. Element and Node is completely different.
4. There are no Element and Node in DOM at all.



95. What is the output in the following code?

```
var myLine = document.createElement("hr");  
document.body.appendChild(myLine);
```

1. A single line break.
2. A horizontal ruled line.
3. A size-changeable heading
4. A hyperlink.

96. What is the output in the following code?

```
var myText = document.createTextNode("Hello Dom!");  
document.body.appendChild(myText);
```

1. myText
2. TextNode
3. appenChild
4. Hello Dom!

97. What is the output in the following code?

```
<p>Hello Dom!</p><br>  
<script>  
var s = document.getElementsByTagName("p")[0];  
s.setAttribute("align", "center");  
</script>
```

1. Hello Dom! ( on right side )
2. Hello Dom! ( on left side)
3. Hello Dom! ( at the center )

#### 4. Display nothing.

98. What is the output in the following code?

```
<p>Hello Dom!</p><br>  
<script>  
var s = document.getElementsByTagName("p")[0];  
s.setAttribute("align", "center");  
var attr = s.getAttribute( "align" );  
document.write( attr );  
</script>
```

1. Hello Dom!
2. Align
3. TagName
4. Hello Dom!     center

99. What is the alert output in the following code?

```
<ul id="color"><li>Green</li><li>Yellow</li></ul>  
<script>  
var child = document.getElementById("color").hasChildNodes( );  
alert ( child );  
</script>
```

1. color
2. hasChildNodes
3. true
4. false

100. In Ajax, when readyState is 4, it means that request process at the stage is \_\_\_\_?

1. Uninitialized
2. Sending data
3. Received data
4. Returned data available.

101. In Ajax, when http status is 200, it means that the result of request is \_\_\_\_?

1. the request succeeded.
2. unauthorized
3. forbidden
4. not found.

102. Which following statement is correct about Ajax? (Multiple choice)

1. readyState property is a request status from 0 to 4.
2. Http status returns a number 200, 401, 403 or 404.
3. onreadystatechange property is a status event.
- 4..responseText property returns a text from server.

# 100 Answers

1. D	26.D	51.A	76.D
2. D	27.D	52.A	77.B,D
3. B	28.A	53.C	78.D
4. A	29.D	54.B	79.A
5. D	30.C	55.D	80.B
6. C	31.B	56.B	81.D
7. A	32.D	57.A	82.C
8. B	33.D	58.C	83.D
9. A	34.A	59.D	84.C
10.D	35.B	60.B	85.A,C
11.A	36.C	61.B	86.D
12.D	37.B	62.C	87.A
13.A	38.B	63.D	88.C
14.C	39.D	64.D	89.B
15.C	40.D	65.A	90.D
16.D	41.B	66.B	91.A,B,C,D
17.B	42.D	67.A,B,C,D	92.D
18.A	43.A	68.B	93.D
19.D	44.C	69.C	94.A
20.D	45.D	70.C	95.B
21.B	46.C	71.D	96.D
22.B	47.B	72.D	97.C
23.C	48.D	73.C	98.D
24.D	49.B	74.ABCD	99.C

25.C	50.B	75.D	100.D
			101.A
			102.A,B,C,D

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