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JavaScript Functions

To keep the browser from executing a script as soon as the page is loaded, you can write your script as a <u>function</u>. Functions are defined at the beginning of a page, in the <head> section.

The script below uses two methods of the object <u>String</u> to check the alphabetic name:

```
function name( var1, var2, ..., varX ) {
  some code
}
```

• The method

indexOf(value [,from]) returns the index within the calling String object of the first occurrence of the specified value, starting the search at from, or -1 if the value is not found.

• The method <u>charAt</u> returns the specified character from the string.

There are two kinds of variables:

```
<html>
<head>
  <script type="text/javascript">
  alpha =
'abcdefghijklmnopgrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXY
  function isAlpha( parm ) {
    if ( parm == "" ) return true;
   for (i = 0; i < parm.length; i++)
    if ( alpha.indexOf( parm.charAt( i ), 0 ) == -1
      return false;
   return true;
  </script>
 </head>
<body>
  <script type="text/javascript">
  var name = window.prompt( "Enter name:" );
  if ( isAlpha( name ) )
    document.write( "Thank you, " + name );
    document.write( "Wrong name: " + name );
  </script>
```

Display the HTML

Reset

- Local variables: If you declare a variable, using var, within a function, the variable can only be accessed within that function. When you exit the function, the variable is destroyed.
- *Global variables*: If you declare a variable outside a function, all the functions on your page can access it. The lifetime of these variables starts when they are declared, and ends when the page is closed.

Demonstration

The following demonstration shows how the script of HTML and JavaScript is displayed on the Web.



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