**JAVA SCRIPT**

\* INTRODUCED BY NETSCAPE

\* JS USED TO ADD INTERACTIVITY TO WEBPAGES.

\* AND ALSO USED TO CREATE VARIOUS APPS.

\* JS TO PROGRAM THE BEHAVIOUR OF WEB PAGES.

\* IT IS INTERPRETED LANG NOT A COMPILER.

\* IT GOES LINE BY LINE.

\* JS IS CLIENT SIDE SCRIPTING LANG LIKE PHP.

# ALTERNATIVES OF JS

PYTHON

PERL

TCL

VB SCRIPT

JAVA

SYNTAX1:

<SCRIPT LANGUAGE="TYPE/JAVASCRIPT">

JS CODE

</SCRIPT>

SYNTAX2:

<SCRIPT LANGUAGE="JAVASCRIPT" TYPE="TEXT/JAVASCRIPT">

JS CODE

</SCRIPT>

2 WAYS WITH ASSOCIATING HTML

1.INTERNAL:WRITING WITHII SAME FILE

=> WITHIN HEAD:

It loads first on web

we can put it in head part section

wch is the ideal place if u wish to execute script

wn page loads and script also exe

=> WITHIN BODY:

2.EXTERNAL

WRITING DIFF FILE

<SCRIPT>

</SCRIPT> SAVE IT AS .JS EX

#PRNTING STATEMENT

DOCMENT.WRITE("KMIT")

#VARIABLES

\* NO PARICULAR CHARACTERS IDENTIFIES A VARIABLE IN JS

\* $ IS USED IN PHP INSTEAD of in JS VARIABLES USE LATTERS,NUMS,$,\_

\* NAMES ARE CASE SENSITIVE.

\* NO LIMIT ON NAME LENGTH.

#STRING VARIABLES

JS STR VARIABLES SHUD BE ENCLOSED

#NUMERIC VAR

EASY TO CREATE

C=20;

#VAR SCOPE

JS HAS ONLY TWO VAR

GLOBAL

LOCAL

#FUNCTONS

dont have any return types

Syntax:

FUNCTION fun\_name(){''''}

eg: FUNCTION sum(){'''}

#HOW TO CREATE OBJS

VAR OBJNAME=NEW OBJECT();

OBJNAME.PROPERTY1=VALUE0;

OBJNAME.PROPERTY1=VALUE1;

OBJNAME.METHOD1=FUNCTION()

{

....

}

#CONSTRUCTOR

used to pass multiple parameters at a time

#JS DIALOG BOX

ALL JS DB IS A PREDEFINED FUNCTION

ALERT():fun used to give an alert msg to user

<INPUT TYP=BUTTON VALUE=CLICK ONCLICK="ALERTMSG()/">

PROMPT(): fun used to get input from the user

<INPUT TYP=BUTTON VALUE=CLICK ONCLICK="ALERTMSG()/">

CONFIRM():fun used to get confirmation from user before executing some task.

#WINDOW OBJECT

#DOCUMENT OBJECTS

WRITE("STRING")

WRITELN()

#EVENT HANDLING

JS INTERACTION WITH HTML IS HANDLED THROUGH

EVENTS ARE THINGS THAT HAPPEN,ACTION ASSOCIATED WITH OBJECTS

\*MOST COMMON EVENTS

ONLOAD

ONUNLOAD

ONMOUSEOVER

ONMOUSEOUT

ONSUBMIT

ONCLICK