

Tufts University
Department of Computer Science
COMP 20: Web Programming
Spring 2013
Practice Quiz 2. Closed Book.

NAME: _____ **LOGIN:** _____

Quiz 2 will cover the following topics:

- HTTP redux
- JavaScript canvas, audio, and video basics
- JavaScript objects (including associative arrays and `navigator.geolocation`)
- JSON and JSON parsing
- First-class functions
- Exception handling
- AJAX
- `var` scoping
- Event handling
- Labs 6, 7, and 8
- Assignment 2 and 3

Google Maps API will not be tested.

Practice Question

There are five text files in a `public_html` directory: `story1.txt`, `story2.txt`, `story3.txt`, `story4.txt`, and `story5.txt`. Write a page using HTML and JavaScript that initially contains five buttons with labels `Story 1` to `Story 5`. On clicking a button, the corresponding story is displayed but with all the buttons removed from the page, and no page refresh. Assume there is a JavaScript function `createRequest()` to create a new `XMLHttpRequest` object. Example: clicking on the button `Story 2` will display the text in `story2.txt` on the same page.

Answer

```
<!DOCTYPE html>
<html>

<head>
<title>Quiz 2 Question 4</title>
<script type="text/javascript">
    var request;

    // YOU DO NOT NEED TO WRITE THE ENTIRE createRequest() FUNCTION; ASSUME
    IT IS PROVIDED TO YOU!
    function createRequest()
    {
        try {
            request = new XMLHttpRequest();
        }
        catch (ms1) { // yes, exception handling is supported in
```

JavaScript

```
        try {
            request = new ActiveXObject("Msxml2.XMLHTTP");
        }
        catch (ms2) {
            try {
                request = new
ActiveXObject("Microsoft.XMLHTTP");
            }
            catch (ex) {
                request = null;
            }
        }
        if (request == null) {
            alert("Ajax is not supported on your web browser.  What a
shame!");
        }
    }

    function getStory(story)
    {
        var story;

        createRequest();
        switch(story) {
            case 1:
                story = "story1.txt";
                break;
            case 2:
                story = "story2.txt";
                break;
            case 3:
                story = "story3.txt";
                break;
            case 4:
                story = "story4.txt";
                break;
            case 5:
                story = "story5.txt";
                break;
        }
        request.open("get", story, true);
        request.onreadystatechange = updatePage;
        request.send(null);
    }

    function updatePage()
    {
        e = document.getElementById("content");
        if (request.readyState == 4 && request.status == 200) {
            e.innerHTML = request.responseText;
        }
        else {
```

```
        e.innerHTML = "<h1>Something went terribly wrong!</h1>";
    }
}
</script>

</head>

<body>
<div id="content">
<p><input type="button" value="Story 1" onclick="getStory(1);" /></p>
<p><input type="button" value="Story 2" onclick="getStory(2);" /></p>
<p><input type="button" value="Story 3" onclick="getStory(3);" /></p>
<p><input type="button" value="Story 4" onclick="getStory(4);" /></p>
<p><input type="button" value="Story 5" onclick="getStory(5);" /></p>
</div>
</body>

</html>
```