

BEARCAT DEVELOPERS, OCT 11

JAVASCRIPT

WHY LEARN JAVASCRIPT?

- ▶ JavaScript is one of the 3 languages all web developers must learn:
 - ▶ **HTML** to define the content of web pages
 - ▶ **CSS** to specify the layout of web pages
 - ▶ **JavaScript** to program the behavior of web page

JUMPING IN...CHANGING HTML ELEMENTS WITH JAVASCRIPT

```
<html>

<body>

<h2>What Can JavaScript Do?</h2>

<p id="demo">JavaScript can change HTML content.</p>

<button type="button" onclick='document.getElementById("demo").innerHTML = "Hello
JavaScript!'">Click me to change text!</button>

</body>

</html>
```

BREAKING IT DOWN...

- ▶ We have our normal HTML goodness, which is this part:

```
<html>
```

```
<body>
```

```
<h2>What Can JavaScript Do?</h2>
```

```
<p id="demo">JavaScript can change HTML content.</p>
```

```
<button type="button" onclick="">Click Me to change text!</button>
```

```
</body>
```

```
</html>
```

BREAKING IT DOWN...

- ▶ Then we have our javascript which is this nice little one liner: `document.getElementById("demo").innerHTML = "Hello JavaScript!"`
- ▶ This code is saying find the element named demo and change that text to Hello Javascript
- ▶ This is a super basic example of what Javascript can do

LETS GET FANCY AND CHANGE AN IMAGE

```
<h2>Traffic Light</h2>
```

```

```

```
<br>
```

```
<button onclick="document.getElementById('myImage').src='https://goo.gl/je9HJi'">Red</button>
```

```
<button onclick="document.getElementById('myImage').src='https://goo.gl/8Cpz49'">Yellow</button>
```

```
<button onclick="document.getElementById('myImage').src='https://goo.gl/XOG8ea'">Green</button>
```

BREAKING THE CHANGING IMAGE DOWN

- ▶ Again just like the last example we have an `img`, and we have set `id="myImage"`
- ▶ This defines that image so our javascript code can find and modify it
- ▶ So in the code when we click a button,
`document.getElementById('myImage').src='https://goo.gl/je9HJi'`
- ▶ That tells our webpage to change the image assigned to `myImage`

JAVASCRIPT CAN ALSO CHANGE STYLING...

```
<h2>What Can JavaScript Do?</h2>
```

```
<p id="demosize">JavaScript can change the style of an HTML element.</p>
```

```
<button type="button" onclick="document.getElementById('demosize').style.fontSize='35px'">Click Me!</button>
```

BREAKING IT DOWN....

- ▶ Again much like the first example we have our base HTML
- ▶ We take our `<p>` element and stick an *id="demosize"* in there
- ▶ And then we insert our javascript code into our button, *document.getElementById('demosize').style.fontSize='35px'*
- ▶ Which then tells the webpage, change anything with the demo id to a 35px font size

PREFORMING FUNCTIONS

- ▶ Inserting the following will preform a math function and insert it into the webpage

```
<h2>What Can JavaScript Do?</h2>
```

```
<p id="demomath">JavaScript can do math.</p>
```

```
<button type="button"  
onclick='document.getElementById("demomath")  
.innerHTML = 5 + 6;'>5+6=?</button>
```

CREATING ALERT WINDOWS

- ▶ You can create an alert window with a simple one liner

```
<h2>What Can JavaScript Do?</h2>
```

```
<p id="demopopup">JavaScript can alert.</p>
```

```
<button type="button" onclick="window.alert(5 + 6);">Show me</button>
```

YOU CAN FIND ALL THE SOURCE AT

[HTTPS://GOO.GL/DPZJWY](https://goo.gl/dpZJWY)

QUESTIONS?

