

JavaScript Reference

JavaScript is a programming language that the browser understands. You can use JavaScript to add dynamic behavior to your web pages.

Alert and Console

You can use alerts to display a popup window on a browser. You can use `console.log` to output messages that are not visible in your web page. This is useful for testing your code.

```
alert("hello!");  
console.log("hello!");
```

Variables

Variables are used to store values to be used at another point in time. You can store strings, numbers, boolean (true/false) values. Variable names cannot start with a number.

```
var name = "Jane";  
var age = 13;  
var isFull = true;
```

Functions

A function is a command that will run some code every time you type it in. A function can have zero to many parameters.

```
function sayHello()  
{  
    var name = prompt("What is your name?");  
    console.log("Hello " + name + "!");  
    return name;  
}  
  
function add(number1, number2)  
{  
    return number1 + number2;  
}
```

You can also assign the result of a function to a variable:

```
var ageInFiveYears = function ()  
{  
    var age = prompt("How old are you?");  
    return parseInt(age) + 5;  
}
```

The HTML DOM Document

In the HTML DOM object model, the document object represents your web page. The document object is the owner of all other objects in your web page. If you want to access objects in an HTML page, you always start with accessing the document object.

Below are some examples of how you can use the document object to access and manipulate HTML.

Finding HTML Elements

Method	Description
<code>document.getElementById()</code>	Finding an element by element id
<code>document.getElementsByTagName()</code>	Finding elements by tag name
<code>document.getElementsByClassName()</code>	Finding elements by class name
<code>document.forms[]</code>	Finding elements by HTML element objects

Changing HTML Elements

Method	Description
<code>document.write(<i>text</i>)</code>	Writing into the HTML output stream
<code>document.getElementById(<i>id</i>).innerHTML=</code>	Changing the inner HTML of an element
<code>document.getElementById(<i>id</i>).<i>attribute</i>=</code>	Changing the attribute of an element
<code>document.getElementById(<i>id</i>).style.<i>attribute</i>=</code>	Changing the style of an HTML element

Adding and Deleting Elements

Method	Description
<code>document.createElement()</code>	Create an HTML element
<code>document.removeChild()</code>	Remove an HTML element
<code>document.appendChild()</code>	Add an HTML element
<code>document.replaceChild()</code>	replace an HTML element

Adding Events Handlers

Method	Description
<code>document.getElementById(<i>id</i>).onclick=function(){<i>code</i>}</code>	Adding event handler code to an onclick event

(Taken from: http://www.w3schools.com/js/js_htmlDOM_document.asp)