

JavaScript Essentials

1. What is JavaScript Output method and how to use output method?

- There are different output methods

1) Using InnerHTML

```
<!DOCTYPE html>
<html>
<body>

<h1>My First Web Page</h1>
<p>My First Paragraph</p>

<p id="demo"></p>

<script>
document.getElementById("demo").innerHTML = 5 + 6;
</script>

</body>
</html>
```

2) Using document.write()

```
<!DOCTYPE html>
<html>
<body>

<h1>My First Web Page</h1>
<p>My first paragraph.</p>

<script>
```

```
document.write(5 + 6);  
</script>
```

```
</body>  
</html>
```

3) Using window.alert()

```
<!DOCTYPE html>  
<html>  
<body>
```

```
<h1>My First Web Page</h1>  
<p>My first paragraph.</p>
```

```
<script>  
window.alert(5 + 6);  
</script>
```

```
</body>  
</html>
```

4) Using Console.log()

- For debugging we have to use console log function.

5) Using Print

- JavaScript does not have any print object or print methods.
- You cannot access output devices from JavaScript.
- The only exception is that you can call the window.print() method in the browser to print the content of the current window.

```
<!DOCTYPE html>  
<html>  
<body>  
<button onclick="window.print()">Print this page</button>
```

```
</body>  
</html>
```

2. How to used JavaScript Events to do all examples?

1) OnClick

When click something is happen.

```
<!doctype html>
<html>
  <head>
    <script>
      function Greet() {
        alert('Hello World!');
      }
    </script>
  </head>
  <body>
    <button type="button" onclick="Greet()">Please click here! </button>
  </body>
</html>
```

2) Onkeyup

```
<!DOCTYPE html>
<html>
  <body>
    Enter your First name: <input type="text" id="firstname"
    onkeyup="myKeyUpFunction()">
    <p>My First name is: <span id="Test"></span></p>
    <script>
      function myKeyUpFunction() {
        var input = document.getElementById("firstname").value;
```

```
document.getElementById("Test").innerHTML = input;
}
</script>
</body>
</html>
```

3) Onmouseover

We can use this event for hovering the mouse pointer when we put the cursor and it performs as per the logic of the element which is connected to and its child's elements.

```
<!DOCTYPE html>
<html>
<body>
<h1 id="demo">Test Mouse over me</h1>
<script>
document.getElementById("demo").onmouseover = function() { mouseOver()};
function mouseOver() {
    document.getElementById("demo").style.color = "Purple";
}
</script>
</body>
</html>
```

4) Onmouseout event

When you leave the mouse cursor it moves to the element that controls a mouseout event;

```
<!DOCTYPE html>
<html>
<body>
<h1 id="demo">Test Mouse over me</h1>
<script>
document.getElementById("demo").onmouseout = function() { mouseOut()};
function mouseOut() {
    document.getElementById("demo").style.color = "Red";
}
</script>
</body>
</html>
```

5) OnChange Event

```
<!DOCTYPE html>
<html>
<body>
Please Enter name: <input type="text" id="Firstname">
<script>
document.getElementById("Firstname").onchange = function()
{ myFunction() };
function myFunction() {
```

```
var x = document.getElementById("Firstname");
x.value = x.value.toUpperCase();
}
</script>
</body>
</html>
```

6) Onload event

The JavaScript onload event can be utilized when we have a specific requirement to execute a specific function once the page is represented fully.

```
<!DOCTYPE html>
<html>
<body onload="checkyourCookies()">
<p id="OnloadTest"></p>
<script>
function checkyourCookies() {
    var text = "";
    if (navigator.cookieEnabled == true) {
        text = "your web page Cookies are active.";
    } else {
        text = "your web page Cookies are not active.";
    }
    document.getElementById("OnloadTest").innerHTML = text;
}
</script>
</body>
</html>
```

7) Onfocus event

This Javascript function performs when the given instruction receives the focus as per the change or click event.

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

Enter your First name: <input type="text" id="Firstname">

```
<script>
```

```
document.getElementById("Firstname").addEventListener("focus",  
myFunction);
```

```
function myFunction() {
```

```
    document.getElementById("Firstname").style.backgroundColor = "DarkBlue";
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```

8) Onblur event

This Javascript Onblur event triggers when a certain object loses focus.

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<p>please write something and see the result (blur).</p>
```

```
<input type="text" id="fname">
```

```
<script>
```

```
document.getElementById("fname").addEventListener("blur", myFunction);
```

```
function myFunction() {  
    alert("your Input element lost focus.");  
}  
</script>  
</body>  
</html>
```