COMP284 Practical 8
JavaScript (3)

Introduction

- This worksheet contains further exercises that are intended to familiarise you with JavaScript Programming. While you work through the tasks below compare your results with those of your fellow students and ask for help and comments if required.
- This worksheet can be found at

  http://cgi.csc.liv.ac.uk/~ullrich/COMP284/notes/practical08.pdf

  and you might proceed more quickly if you cut-and-paste code from that PDF file. Note that a cut-and-paste operation may introduce extra spaces into your code. It is important that those are removed and that your code exactly matches that shown in this worksheet.
- The exercises and instructions in this worksheet assume that you use the Department's Linux systems to experiment with JavaScript.
  If you want to use the Department's Windows systems instead, then you can do so.
- To keep things simple, we
  can use whatever text e with.
- If you do not manage to get th
  complete them in your own time. Note, however, that this is t 4
  practical.

Exercises

1. Dialog boxes are a quick way of obtaining user input, but from an interface design point they are almost always the wrong choice for doing so. Forms are a much better way to build user interfaces.

   a. Open a text editor and enter the following HTML markup:

```
<!DOCTYPE html>
<html>
  <head>
    <title>JavaScript and Forms</title>
    <script>
      function FahrenheitToCelsius(temperature) {
        // Your definition here
      }
    </script>
  </head>
  <body>
    <h1>JavaScript and Forms</h1>
    <form name="form1" action="">
```

```
      Temperature in Fahrenheit:
      <input type="text" name="fahrenheit" id="df" size="10" value="0"/>
      <br />
      Temperature in Celsius:
      <input type="text" name="celsius"    id="dc" size="10" value=""
             onfocus="blur();" />
      <br />
      <input type="button" name="Convert"
         onclick="document.form1.celsius.value =
                     FahrenheitToCelsius(parseFloat(
                     document.form1.fahrenheit.value)).toFixed(1);" />
    </form>
    <div id="error"></div>
  </body>
</html>
```

b. Save the code to a file named `js08A.html` in `$HOME/public_html/`. Make sure that the access rights `js08A.html` are set correctly.

c. Open `js08A.html` in your web browser. You can enter a number into the first text field, but if you click on the 'Convert' button, then in the JavaScript console you will see a TypeError. This is because the function `FahrenheitToCelsius` does not return anything yet.

d. Add code to e that is the equivalent in Cel renheit. Save the file, reload it in the web e 'Convert' butto rsion.

e. Enter a sequence of letters into the first text field instead of a nu the 'Convert' button. You should again see a TypeErro he problem obviously is that while we expect a number to be e field, there is nothing that prevents the user from entering whatever they like.

f. Try to rectify this problem by replacing the first text field with a HTML5 form control that (only) allows to enter numbers.

g. Have you solved the problem? Enter the letter 'e' or 'E' into the first field. Is it accepted as input? If so, what is the result of converting it?

   Make sure that you understand what is going on.

h. To rectify the problem we discovered in Exercise 1g, first create another function `processInput` that provides the same functionality as the code in the `onclick` attribute of the `Convert` button. Replace the code in the `onclick` attribute of the `Convert` button with a call of `processInput`, possibly with appropriate argument(s).

   Now, within `processInput` check the user's input for correctness, say, using a regular expression. If the user's input is correct, proceed with the calculation of temperature in degrees Celsius and display result as before. If the user's input is incorrect, then display an error message in the `div` element with id `error` and put the focus back into the

2. In the following we want to develop a small two-player board game using JavaScript.

   a. Copy the file

      http://cgi.csc.liv.ac.uk/~ullrich/COMP284/examples/js08B.html

      to your `$HOME/public_html/` directory.

   b. Define a function `checkWin` that checks whether one of the two players has managed to place three of his/her own pieces in a row, column, or diagonal on the board. If so, the function should return the number identifying that player (1 or 2) as result, otherwise it should return 0.

   c. Define a function `showWin` that takes the number identifying a player as an argument and displays nicely styled message declaring that player to be the winner of the game, e.g. "Player 1 has won!". The function should make it impossible that the players can place further pieces on the board. This can be done either by removing the event handlers from all table cells or by establishing an end game state in which the play function does not make any more changes.

   d. Within the play function add code at the appropriate point that calls the `checkWin` and `showWin` functions.

   e. Within the play function add code at the appropriate point that checks whether there are free positions left on the board, calls an `endGame` function if there are not, and otherwise proceeds with the processing of the event.

   f. Define a function `endGame` that ends the game with an appropriate message, e.g. "Game Over!". Ag
      place further piec
      handlers from all t
      function does not make any more changes.

3. Create a new file `js08C.html` with HTML and Java e following functionality. Initially, the page shows the user a two-dime s and 3 rows where every cell of the table contains the number zero. Below the table should be a clickable HTML element with the label 'Calculate'.

   Whenever the user clicks on a cell, the number currently in the cell is replaced by a new random number between 1 and 9.

   If the user clicks on 'Calculate' a message box will be shown with the message 'The sum of all the numbers on the board is X' where X is the sum of all the numbers currently in the cells of the table.