

# JavaScript in Action

# JavaScript: Password validation (passValidation.html)

```
<html>
<head>
  <title>Password Validation</title>
</head>
<body>
  <script type="text/javascript">
    function matchpass() {
      var firstpassword = document.f1.password.value;
      var secondpassword = document.f1.password2.value;
      if (firstpassword == secondpassword) {
        return true;
      }
      else {
        alert("password must be same!");
        return false;
      }
    }
  </script>
  <form name="f1" action="register.php" onsubmit="return matchpass()">
    Password:<input type="password" name="password" /><br>
    Re-enter Password:<input type="password" name="password2" /><br>
    <input type="submit">
  </form>
</body>
</html>
```

This processing form is using object reference to get value from form.

# JavaScript: Event Handler – click event (event1.html)

```
<html>
<head>
  <title>JS Events</title>
</head>
<body>
  <h1>Javascript Events</h1>
  <script type="text/javascript">
    function clickevent() {
      document.write("This is CSC443");
    }
  </script>
  <form>
    <input type="button" onclick="clickevent()" value="Who's this?" />
  </form>
</body>
</html>
```

# JavaScript: Event Handler – MouseOver event (event2.html)

```
<html>
<head>
  <title>JS Events</title>
</head>
<h1> Javascript Events </h1>

<body>
  <script type="text/javascript">
    function mouseoverevent() {
      alert("This is JavaScript Event");
    }
  </script>
  <p onmouseover="mouseoverevent()"> Keep cursor over me</p>
</body>
</html>
```

# JavaScript: Event Handler – Keydown event (event3.html)

```
<html>
<head>
  <title>JS Events</title>
</head>
<body>
  <h2> Enter something here</h2>
  Input 1:<input type="text" id="input1" onkeydown="keydownevent()" /><br><br>
  Input 2:<input type="text" id="input2" onchange="this.value=keyChange(this.value);" />
  <script>
    function keydownevent() {
      alert("Pressed a key");
    }
    function keyChange(string) {
      return string.split(' ').join('').toUpperCase();
    }
  </script>
</body>
</html>
```

# JavaScript: Event Handler – Load event (event4.html)

```
<html>
  <head> ><title>JS Events</title></head>
</br>
<body onload="window.alert('Page successfully loaded');">
  <script>
    document.write("The page is loaded successfully");
  </script>
</body>
</html>
```

*Post Lab: Write HTML to create the following form)*

The diagram shows a web form titled "Arithmetic Operation". It contains two input fields for "1st Number" and "2nd Number", four buttons for "Multiply", "Divide", "Addition", and "Subtraction", and a result display area labeled "The Result is :". Callouts provide HTML instructions: "H1" for the title, "Create <form> & <table> to input data for 1<sup>st</sup> Number & 2<sup>nd</sup> Number" for the input fields, "<input type='text' />" for the input fields, and "Create 4 button, use onclick" for the operation buttons.

Arithmetic Operation	
1st Number :	<input type="text"/>
2nd Number:	<input type="text"/>
<div>Multiply   Divide   Addition   Subtraction</div>	
The Result is :	

Write a JavaScript program to calculate multiplication, division, addition and subtraction of two numbers (input from user). For each button, it will call a function to do operation based on button (use onclick to call a function). Use **calculator.html** as a guide.

- Do validation on data entry (only number are allowed to enter – use JavaScript validation). If user click Divide button

- 2<sup>nd</sup> Number must be > 0. Prompt a message to the user for invalid data entry

- Beautify the page using CSS