

JavaScript

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Objective

- ▶ Event
- ▶ Popup Boxes ; alert, confirm, Prompt box
- ▶ window

HTML Events

- ▶ An HTML event can be something the browser does, or something a user does.
- ▶ Here are some examples of HTML events:
 - An HTML web page has finished loading
 - An HTML input field was changed
 - An HTML button was clicked

```
<element event='some JavaScript'>
```

```
<button type="button" onclick="alert('Hello World!')">
```

```
Click Me
```

```
</button>
```

Common HTML Events

Here is a list of some common HTML events:

Event	Description
onchange	An HTML element has been changed
onclick	The user clicks an HTML element
onmouseover	The user moves the mouse over an HTML element
onmouseout	The user moves the mouse away from an HTML element
onkeydown	The user pushes a keyboard key
onload	The browser has finished loading the page

Popup Boxes

- ▶ The `alert()` method displays an alert box with a specified message and an OK button.

```
window.alert("sometext");
```

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

<h2>JavaScript Alert</h2>

<button onclick="myFunction()">Try it</button>

<script>
function myFunction() {
    alert("I am an alert box!");
}
</script>

</body>
</html>
```

Confirm Box

- ▶ The `confirm()` method displays a dialog box with a specified message, along with an OK and a Cancel button.
- ▶ This method returns `true` if the visitor clicked "OK", and `false` otherwise.

```
window.confirm("sometext");
```

```
<button onclick="myFunction()">Try it</button>

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

<script>
function myFunction() {
    var txt;
    if (confirm("Press a button!")) {
        txt = "You pressed OK!";
    } else {
        txt = "You pressed Cancel!";
    }
    document.getElementById("demo").innerHTML = txt;
}
</script>
```


Window Object

- ▶ The window object represents an open window in a browser.
- ▶ **prompt() Method**
- ▶ The prompt() method displays a dialog box that prompts the visitor for input.
- ▶ This method returns the string the visitor has entered.

- ▶ **Syntax:**

```
window.prompt("sometext","defaultText");
```

Parameter	Description
<i>sometext</i>	Required. The message to display in the dialog box
<i>defaultText</i>	Optional. The default input value

```
<script>
function myFunction() {
    var txt;
    var person = prompt("Please enter your name:", "Harry Potter");
    if (person == null || person == "") {
        txt = "User cancelled the prompt.";
    } else {
        txt = "Hello " + person + "! How are you today?";
    }
    document.getElementById("demo").innerHTML = txt;
}
</script>
```

Window Methods

► Some other methods:

1. `window.open()` - open a new window
2. `window.close()` - close the current window
3. `window.resizeTo()` -resize the current window
4. `window focus()` Method
4. Window `setTimeout ()` Method
5. Window `setInterval()` Method

Window open()

```
<p>Click the button to open a new browser window.</p>
```

```
<button onclick="myFunction()">Try it</button>
```

```
<script>  
function myFunction() {  
    window.open("https://www.google.com");  
}  
</script>
```

Window close()

```
<button onclick="openWin()">Open "myWindow"</button>
<button onclick="closeWin()">Close "myWindow"</button>

<script>
var myWindow;

function openWin() {
    myWindow = window.open("", "myWindow", "width=200,height=100");
    myWindow.document.write("<p>This is 'myWindow'</p>");
}

function closeWin() {
    myWindow.close();
}
</script>
```

Window **resizeBy()** Method

- ▶ The `resizeTo()` method resizes a window by the specified amount.
- ▶ The `resizeTo()` method is supported in all major browsers, except Opera and Chrome.
- ▶ **Syntax**

`resizeTo(width,height)`

Window focus() Method

- ▶ The focus() method sets focus to the current window.

- ▶ **Syntax**

`window.focus()`

```
<button onclick="openWin()">Create window</button>
<button onclick="resizeWin()">Resize window</button>

<script>
var myWindow;

function openWin() {
    myWindow = window.open("", "", "width=100, height=100");
}

function resizeWin() {
    myWindow.resizeTo(250, 250);
    myWindow.focus();
}
</script>
```


setTimeout() Method

- ▶ The setTimeout() method calls a function or evaluates an expression after a specified number of milliseconds.
- ▶ **Tip:** 1000 ms = 1 second.
- ▶ **Syntax**

```
setTimeout(function, milliseconds)
```

```
<button onclick="setTimeout(myFunction, 3000);">Try it</button>
```

```
<script>  
function myFunction() {  
    alert('Hello');  
}  
</script>
```

Window setInterval() Method

- ▶ The setInterval() method calls a function or evaluates an expression at specified intervals (in milliseconds).
- ▶ The setInterval() method will continue calling the function until clearInterval() is called, or the window is closed.
- ▶ The ID value returned by setInterval() is used as the parameter for the clearInterval() method.

Tip: 1000 ms = 1 second.

- ▶ **Syntax**

```
setInterval(function, milliseconds )
```

The setInterval() method is supported in all major browsers.

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

```
<script>
```

```
var myVar = setInterval(myTimer, 1000);
```

```
function myTimer() {
```

```
    var d = new Date();
```

```
    document.getElementById("demo").innerHTML = d.toLocaleTimeString();
```

```
}
```

```
</script>
```