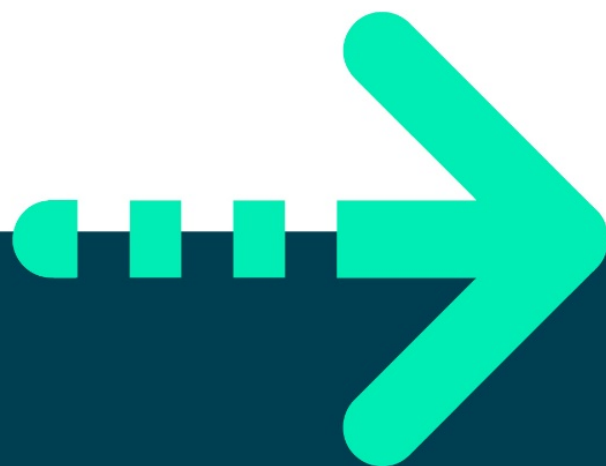




# WEB APPLICATION ARCHITECTURES





# Introduction: What is JavaScript?

## Objectives

In this exercise you embed JavaScript in HTML pages

## Reference material

This exercise is based on material from the “Introduction” chapter.

## Overview

- In this exercise you will experiment with
  - Write a simple script for a page
  - Reference external script file

## Estimated duration

The estimated duration for this lab is 20 minutes.

## Completed solution

There is a completed solution for this lab.

## Step by step instructions

1. Create a new website in Code, or open an existing website you’ve been working on
  - To create a new website, simply create a new folder, right-click on it, and select Open with Code
2. Create a new HTML page. Give it a sensible name (e.g. “js-labs.html”)
3. Embed and use the following JavaScript in the page:

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
  <meta charset="utf-8" />
  <script type="text/javascript">
    alert('Hello World!');
  </script>
</head>
<body>
</body>
</html>
```



4. Press Alt-B to view this page in a browser.
5. Now delete the **type** attribute from the `<script>` element like:

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
  <meta charset="utf-8" />
  <script>
    alert('Hello World!');
  </script>
```

6. Press Alt-B to view this page in a browser.  
There should be no change to the output.

### Other places where JavaScript may appear

7. We'll come across events in later chapters but just to give you a heads up, let's investigate a couple of these and see if you can interpret what events are.
8. Place the following code in the `<body>` section like:

```
</head>
<body onload="alert('Loading!')">
</body>
</html>
```

9. Run and test your code. Did you notice which alert statement ran first?

### One more event code

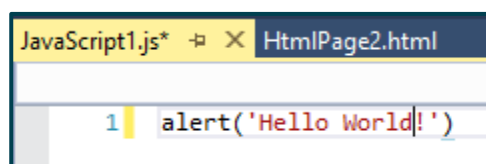
10. Place a button on your page and type some code for when it is clicked:

```
<body onload="alert('Loading!')">
<button onclick="confirm('Are you sure?')">Delete</button>
</body>
```

11. Run and test your code. Did you notice which alert statement ran first?

### External JavaScript

12. Add a file to your website, and call it "javascripts.js".
13. Write the following simple code in the new JavaScript file



14. Create a new HTML page with a sensible name.



15. Set a reference in the page like:

```
<!DOCTYPE html>
<html>
<head>
  <title></title>
  <meta charset="utf-8" />
  <script src="javascript.js"></script>
</head>
<body>

</body>
</html>
```

16. Run and test your code

17. Put scripts in their own folder. It is good practice to place scripts, images and other resources in their own folder.

Create a folder called **scripts**. Drag the JavaScript file which you created earlier to the scripts folder.

Back in your last HTML page, adjust the reference to the JavaScript file like:

```
<head>
  <title></title>
  <meta charset="utf-8" />
  <script src="scripts/JavaScript.js"></script>
</head>
```

18. Run and test your code

