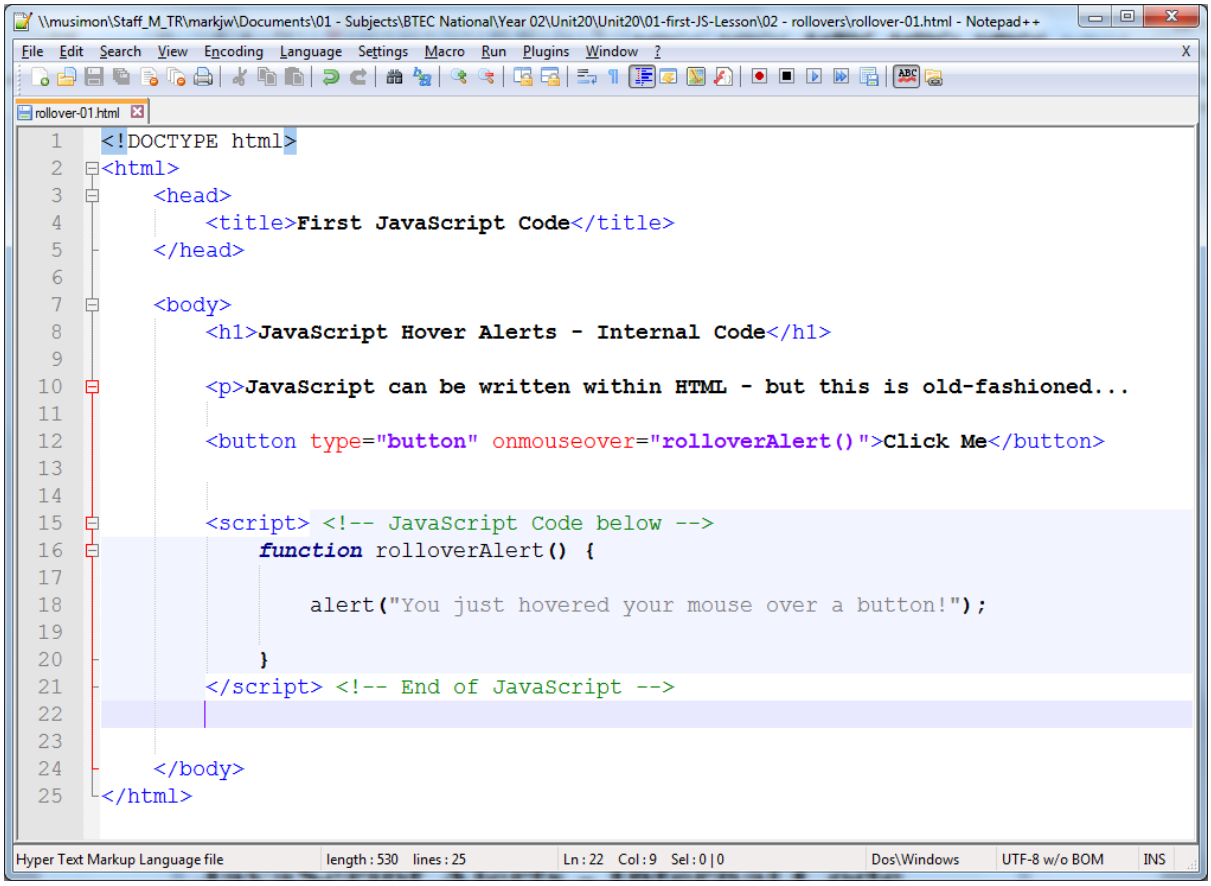
JavaScript – Rollover Scripts

Rollover JavaScript Code – Example 1

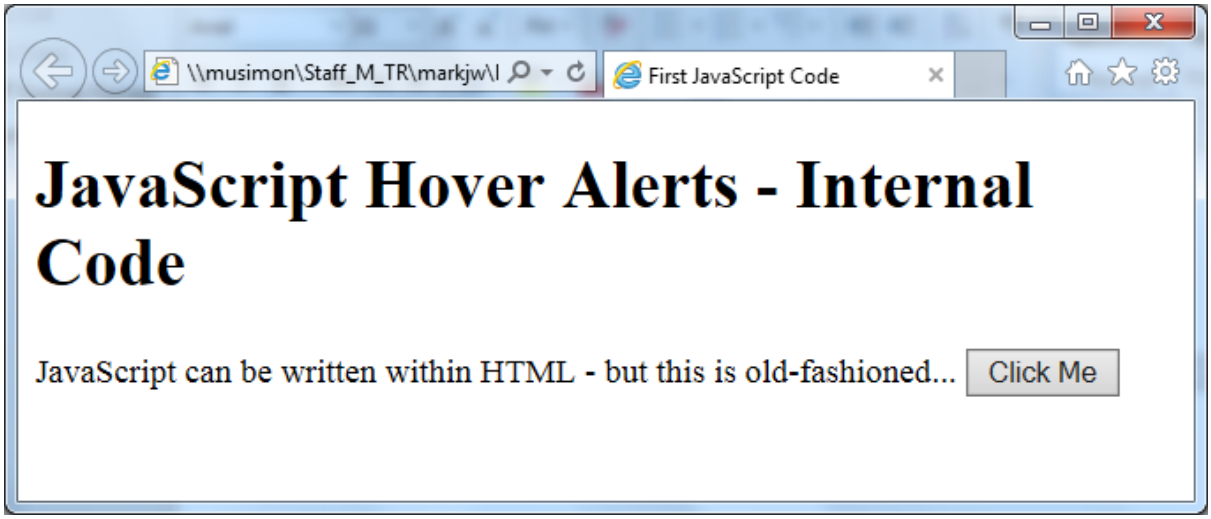
The first method of including JavaScript into our web pages we will investigate is by embedding code within out HTML.

1. Open a new html file and save it as **`rollover-01.html`** and save it to your javascript-tasks folder.

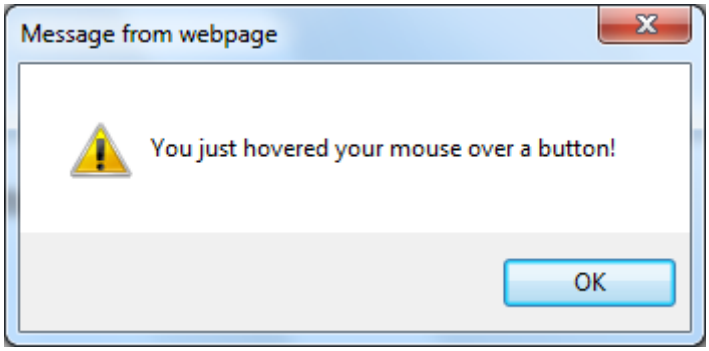
2. Next add the following code to the file:



3. Save the file, then test it in a browser:



4. Hover your mouse point over the button and an alert box should display:



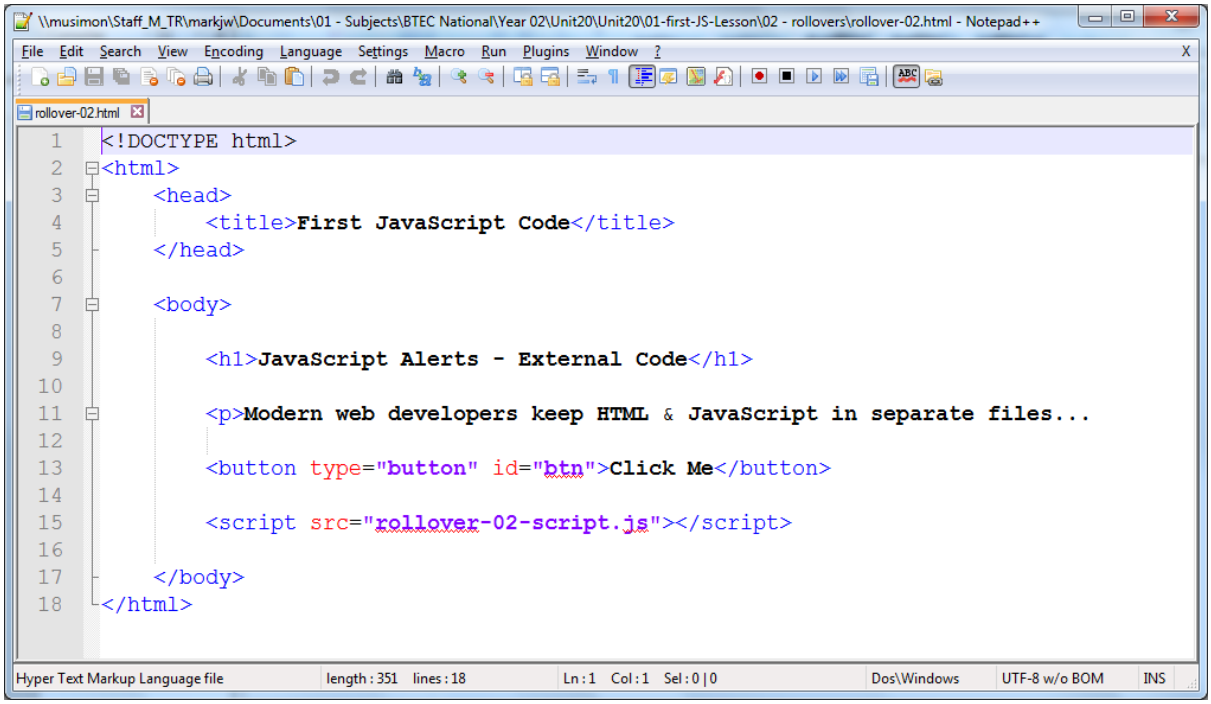
5. The key attribute for this code is the 'onmouseover' section, this tells the browser what code to run when a mouse pointer is hovered over the named area of the page.

External JavaScript

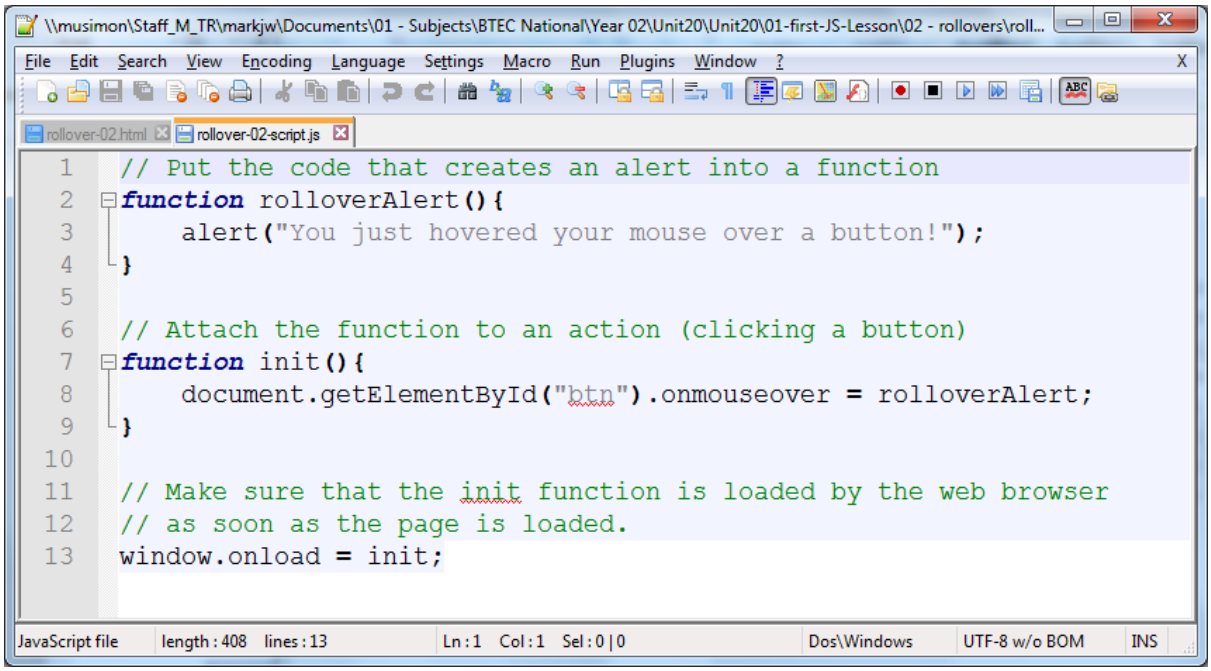
We will now make an external script which creates the same hover effect.

6. Open a new html file and save it as **`rollover-02.html`** and save it to your javascript-tasks folder.

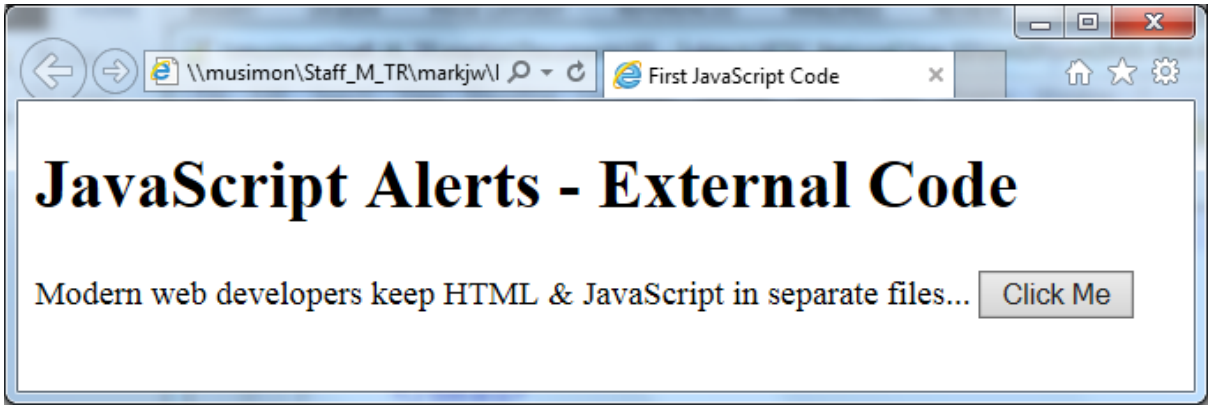
7. Next add the following code to the file:



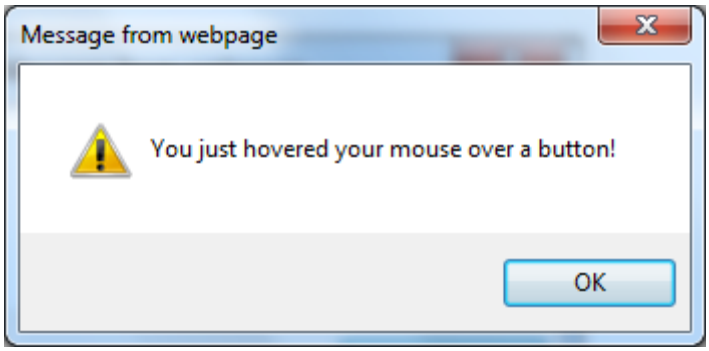
8. Create a new file in Notepad++, change the language to JavaScript and save the file as **`rollover-02-script.js`** ,then add the following code:



9. Save all code and then run the **HTML** page:



10. Hover over the button to display the alert box:



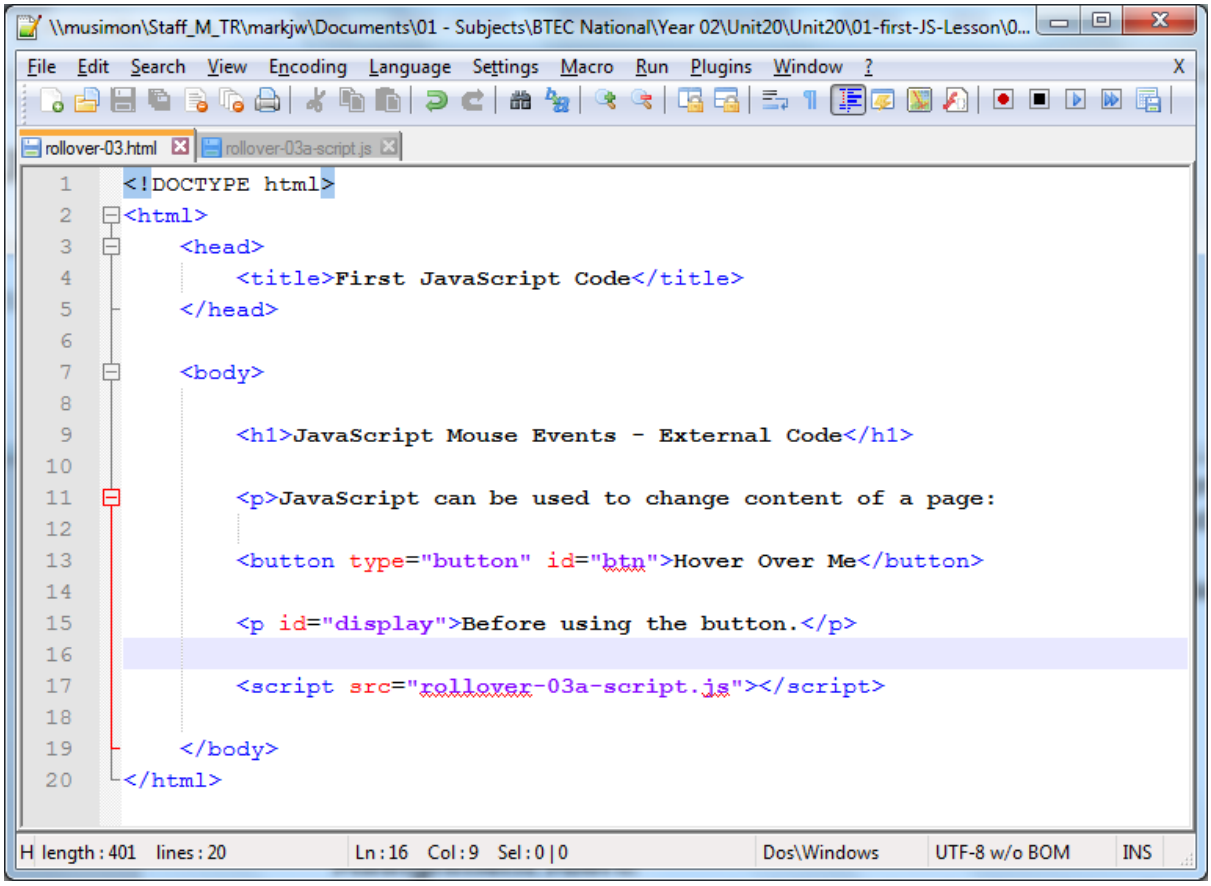
Both scripts create the same output (an alert box), when the user hovers the mouse over the button, but the external script creates the cleaner code.

Complete Rollover Example

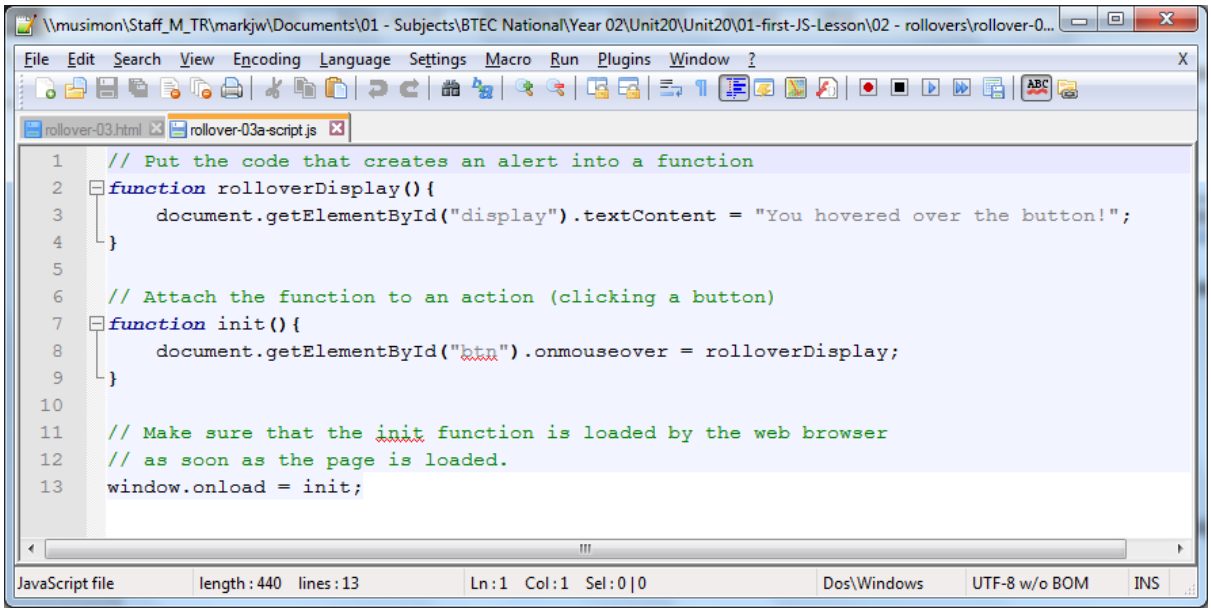
The last example we will make today is a full rollover example – one that works when the mouse hovers over (onmouseover) and when the mouse is moved away (onmouseout).

11. Open a new html file and save it as **`rollover-03.html`** and save it to your javascript-tasks folder.

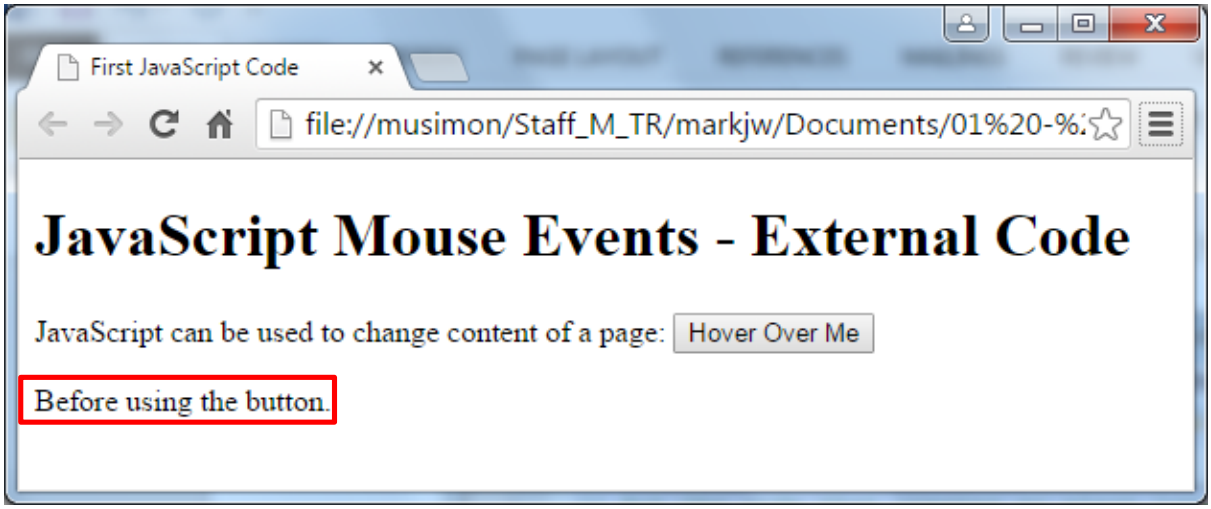
12. Next add the following code to the file:



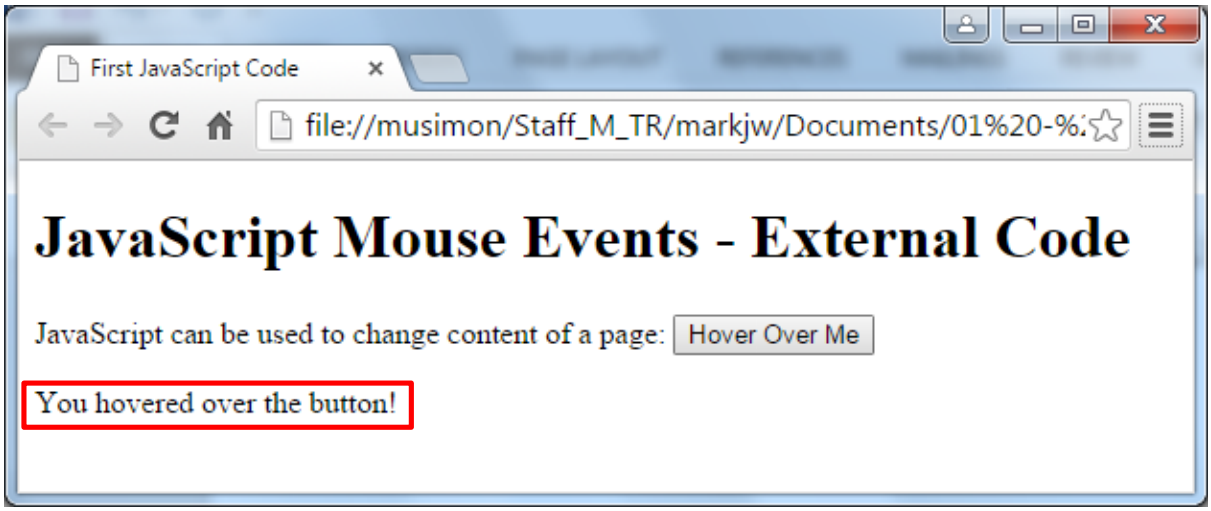
13. Create a new file in Notepad++, change the language to JavaScript and save the file as **`rollover-03-script.js`** ,then add the following code:



14. Test the page and notice the changes before and after you hover over the button:

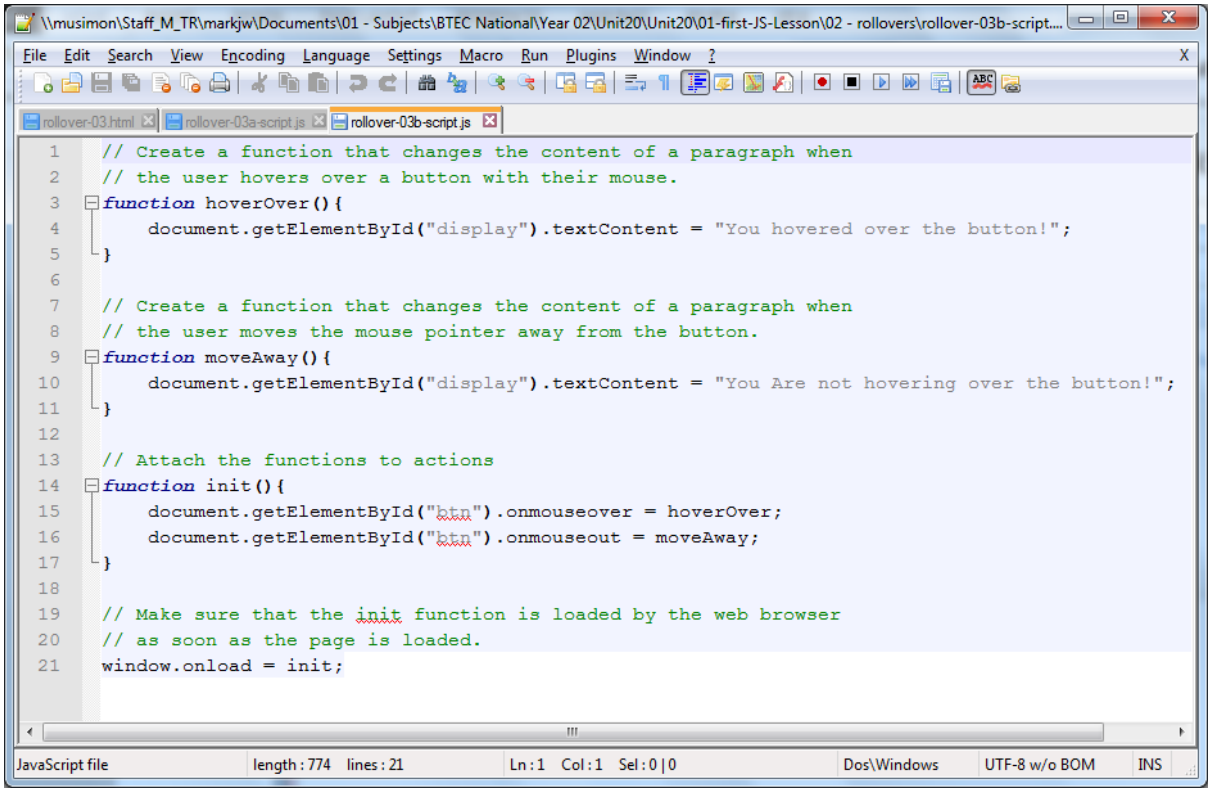


Before



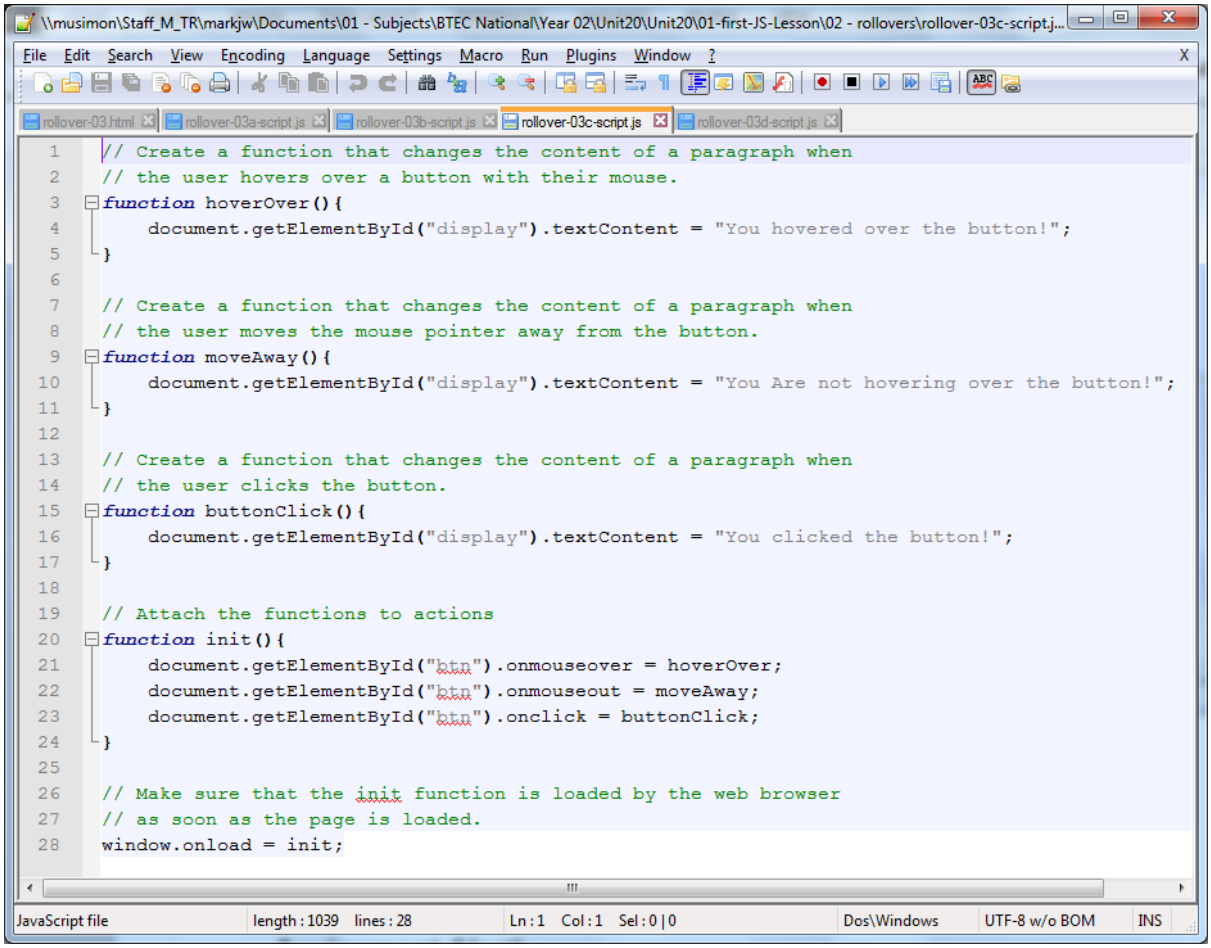
After

15. Now update your JavaScript Code with:



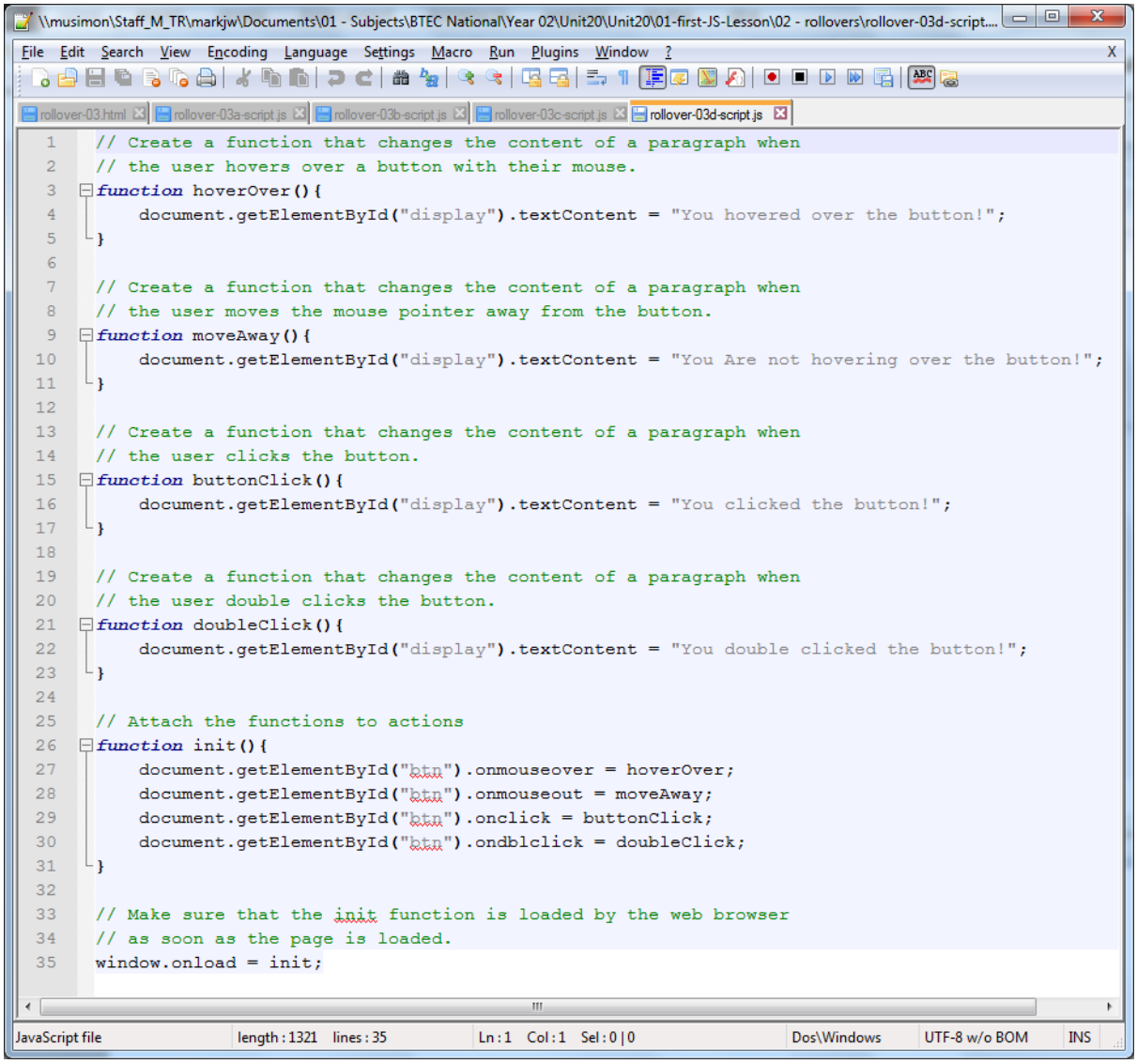
16. Re-test the page, what happens?

17. Now update your code again:



18. How has this changed the functionality of the page?

19. Update your code one more time:



20. How has this changed the functionality?

Assignment Alert!

You will be required to create JavaScript code which is triggered by a range of events – can you remember from your first year studies what an event is? You will also need to use both pre-defined methods (functions) as write your own, custom methods for the upcoming assignment.

Points to Remember

- JavaScript can be implemented using both internal and external scripts.
- Modern web developers like to keep HTML, CSS and JavaScript code in separate files.
- We have used the following types of events in today's scripts:
    - Mouse hovering over an element – onmouseover.
    - Mouse hovering off an element – onmouseout.
    - Single left mouse click – onclick.

    - Double left mouse click – ondblclick.
- The way in which methods are spelled is important – as is the use of upper and lower case names.

- We have predefined methods:

    - onmouseover,
    - onmouseout
    - onclick
    - ondblclick

- We have defined our own methods:

    - hoverOver
    - moveAway
    - buttonClick
    - doubleClick

- The `winow.onload` statement is run once the web browser has loaded the page.

- Ensure that you use the correct comment format in code:

    - HTML → `<!-- HTML Comment -->`
    - CSS → `/* CSS Comment */`
    - JavaScript → `// JS Comment`