Window blur() Method

Example

Assure that the new window does NOT get focus (send the new window to the background):

```
var myWindow = window.open("", "", "width=200, height=100");   // Opens a new window
myWindow.document.write("<p>A new window!</p>");        // Some text in the new window
myWindow.blur();                         // Assures that the new window does NOT get focus
```

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

<p>Click the button to open a new window, and assure that the new window does
NOT GET focus (send the new window to the background).</p>

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

<script>
function myFunction() {
    var myWindow = window.open("", "", "width=200, height=100");
    myWindow.document.write("<p>A new window!</p>");
    myWindow.blur();
}
</script>

</body>
</html>
```

Window setInterval() Method

Example

Alert "Hello" every 3 seconds (3000 milliseconds):

```
setInterval(function(){ alert("Hello"); }, 3000);
```

Try it Yourself »

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

<p>Click the button to wait 3 seconds, then alert "Hello".</p>
<p>After clicking away the alert box, an new alert box will appear in 3
seconds. This goes on forever...</p>
<button onclick="myFunction()">Try it</button>

<script>
function myFunction() {
  setInterval(function(){ alert("Hello"); }, 3000);
}
</script>

</body>
</html>
```

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

<p>A script on this page starts this clock:</p>

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

<button onclick="myStopFunction()">Stop time</button>

<script>
var myVar = setInterval(myTimer, 1000);

function myTimer() {
  var d = new Date();
  var t = d.toLocaleTimeString();
  document.getElementById("demo").innerHTML = t;
}

function myStopFunction() {
  clearInterval(myVar);
}
</script>

</body>
</html>
```

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

<p>A script on this page starts this clock:</p>

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

<button onclick="myStopFunction()">Stop time</button>

<script>
var myVar = setInterval(myTimer, 1000);

function myTimer() {
  var d = new Date();
  var t = d.toLocaleTimeString();
  document.getElementById("demo").innerHTML = t;
}

function myStopFunction() {
  clearInterval(myVar);
}
</script>

</body>
</html>
```

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

<p>Click the button to wait 3 seconds, then alert "Hello".</p>

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

<script>
function myFunction() {
  setTimeout(function(){ alert("Hello"); }, 3000);
}
</script>

</body>
</html>
```

Window setTimeout() Method

Example

Display an alert box after 3 seconds (3000 milliseconds):

```
setTimeout(function(){ alert("Hello"); }, 3000);
```

Try it Yourself »

Window clearTimeout() Method

Example

Prevent the function set with the setTimeout() to execute:

```
var myVar;

function myFunction() {
  myVar = setTimeout(function(){ alert("Hello"); }, 3000);
}


function myStopFunction() {
  clearTimeout(myVar);
}
```

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

<p>Click the first button to alert "Hello" after waiting 3 seconds.</p>
<p>Click the second button to prevent the first function to execute. (You must
click it before the 3 seconds are up.)</p>

<button onclick="myFunction()">Try it</button>
<button onclick="myStopFunction()">Stop the alert</button>

<script>
var myVar;

function myFunction() {
  myVar = setTimeout(function(){ alert("Hello"); }, 3000);
}

function myStopFunction() {
  clearTimeout(myVar);
}
</script>

</body>
</html>
```

Window alert() Method

Example

Display an alert box:

```
alert("Hello! I am an alert box!!");
```

Try it Yourself »

Window prompt() Method

Example

Display a prompt box which ask the user for her/his name, and output a message:

```
var person = prompt("Please enter your name", "Harry Potter");

if (person != null) {
  document.getElementById("demo").innerHTML =
  "Hello " + person + "! How are you today?";
}
```

Try it Yourself »

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

<p>Click the button to demonstrate the prompt box.</p>

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

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

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

</body>
</html>
```

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

<p>Click the button to print the current page.</p>

<button onclick="myFunction()">Print this page</button>

<script>
function myFunction() {
  window.print();
}
</script>

</body>
</html>
```

Window print() Method

Example

Print the current page:

```
window.print();
```

Try it Yourself »

Window open() Method

Example

Open "www.w3schools.com" in a new browser window:

```
window.open("https://www.w3schools.com");
```

Try it Yourself »

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

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

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

<script>
function myFunction() {
  window.open("https://www.w3schools.com");
}
</script>

</body>
</html>
```

Window stop() Method

Example

Stop the window from loading:

```
window.stop();
```

Try it Yourself »

```html
<!DOCTYPE html>
<html>
<head>
<script>
window.stop();
</script>
</head>
<body>

<p>The stop() method stops this text and the iframe from loading.</p>
<p><b>Note:</b> This method does not work in Internet Explorer.</p>

<iframe src="https://www.w3schools.com"></iframe>

</body>
</html>
```

Method	Description
alert()	Displays an alert box with a message and an OK button
atob()	Decodes a base-64 encoded string
blur()	Removes focus from the current window
btoa()	Encodes a string in base-64
clearInterval()	Clears a timer set with setInterval()
clearTimeout()	Clears a timer set with setTimeout()
close()	Closes the current window
confirm()	Displays a dialog box with a message and an OK and a Cancel button
focus()	Sets focus to the current window
getComputedStyle()	Gets the current computed CSS styles applied to an element
getSelection()	Returns a Selection object representing the range of text selected by the user
matchMedia()	Returns a MediaQueryList object representing the specified CSS media query string
moveBy()	Moves a window relative to its current position

moveTo()	Moves a window to the specified position
open()	Opens a new browser window
print()	Prints the content of the current window
prompt()	Displays a dialog box that prompts the visitor for input
requestAnimationFrame()	Requests the browser to call a function to update an animation before the next repaint
resizeBy()	Resizes the window by the specified pixels
resizeTo()	Resizes the window to the specified width and height
scroll()	Deprecated. This method has been replaced by the scrollTo() method.
scrollBy()	Scrolls the document by the specified number of pixels
scrollTo()	Scrolls the document to the specified coordinates
setInterval()	Calls a function or evaluates an expression at specified intervals (in milliseconds)
setTimeout()	Calls a function or evaluates an expression after a specified number of milliseconds
stop()	Stops the window from loading

Window close() Method

Example

Use open() to open a new window, and close() to close the new window:

```
function openWin() {
  myWindow = window.open("", "myWindow", "width=200, height=100");   // Opens a new window
}


function closeWin() {
  myWindow.close();   // Closes the new window
}
```

Try it Yourself »

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

<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>

</body>
</html>
```

Window confirm() Method

Example

Display a confirmation box:

```
confirm("Press a button!");
```

Try it Yourself »

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

<p>Click the button to display a confirm box.</p>

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

<script>
function myFunction() {
  confirm("Press a button!");
}
</script>

</body>
</html>
```

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

<p>Click the button to display a confirm box.</p>

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

<script>
function myFunction() {
  confirm("Press a button!");
}
</script>

</body>
</html>
```

Window focus() Method

Example

Assure that the new window GETS focus (send the new window to the front):

```
var myWindow = window.open("", "", "width=200, height=100");   // Opens a new window
myWindow.document.write("<p>A new window!</p>");        // Some text in the new window
myWindow.focus();                          // Assures that the new window gets focus
```

Try it Yourself »

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

<p>Click the button to open a new window, and assure that the new window GETS
focus (send the new window to the front).</p>

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

<script>
function myFunction() {
  var myWindow = window.open("", "", "width=200,height=100");
  myWindow.document.write("<p>A new window!</p>");
  myWindow.focus();
}
</script>

</body>
</html>
```