



Introduction to JavaScript

INFO/CS 2300:
Intermediate Web Design and
Programming

Handout on half wall but
not the server

Planning your time

Generally you won't need Monday's lecture topic for the assignment due the next day

Test your critical work on the server early and then do your fine tuning – have something working by Sunday then make it better

Validating helps you catch errors

Section Friday

There is section on Friday. The break does not officially start until Saturday.

There is a quiz and an activity that will be useful for Project 2.

Project 2 – Online Catalog

- More PHP practice
- Form entry and validating user input
- Reading from and writing to a file
- Searching an array
- CSS in separate file - not inline
- Full project description is posted on Piazza
- This is a significantly bigger project

Debugging Tip: Manage Caching

Versioning your CSS and JS files

```
<head>
```

```
<meta charset="UTF-8">
```

```
<title>No Cache Style</title>
```

```
<?php
```

```
    $style_path = 'css/style.css';
```


```
    $version = filemtime( $style_path);
```

```
    echo "<link rel='stylesheet'
```

```
        href='$style_path?ver=$version'>";
```

```
?>
```

```
</head>
```



version automatically
updates when you
modify style.css

Mini Crash Course

CSS

Tonight 7PM Gates 114

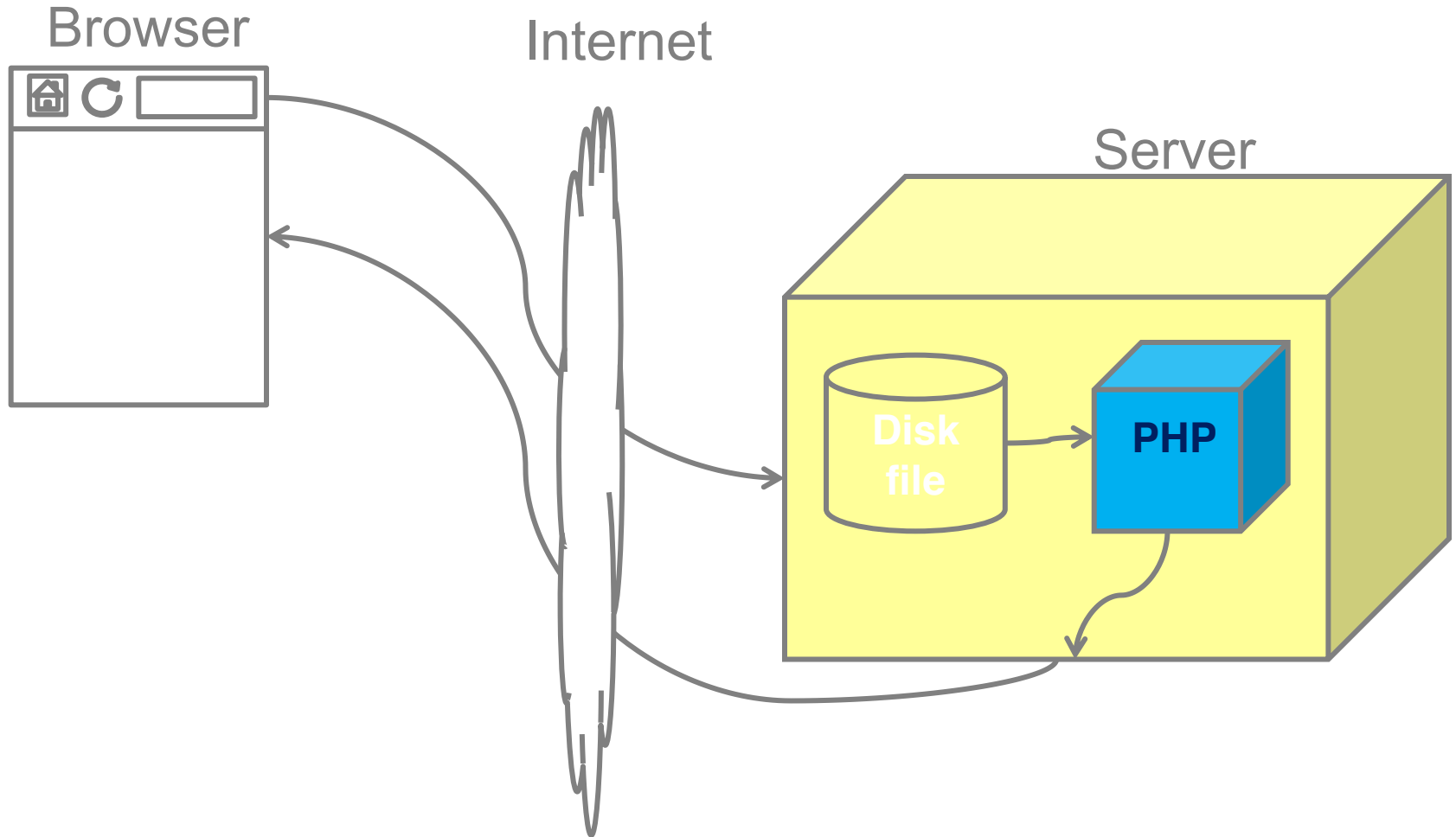
Details on Piazza

JavaScript

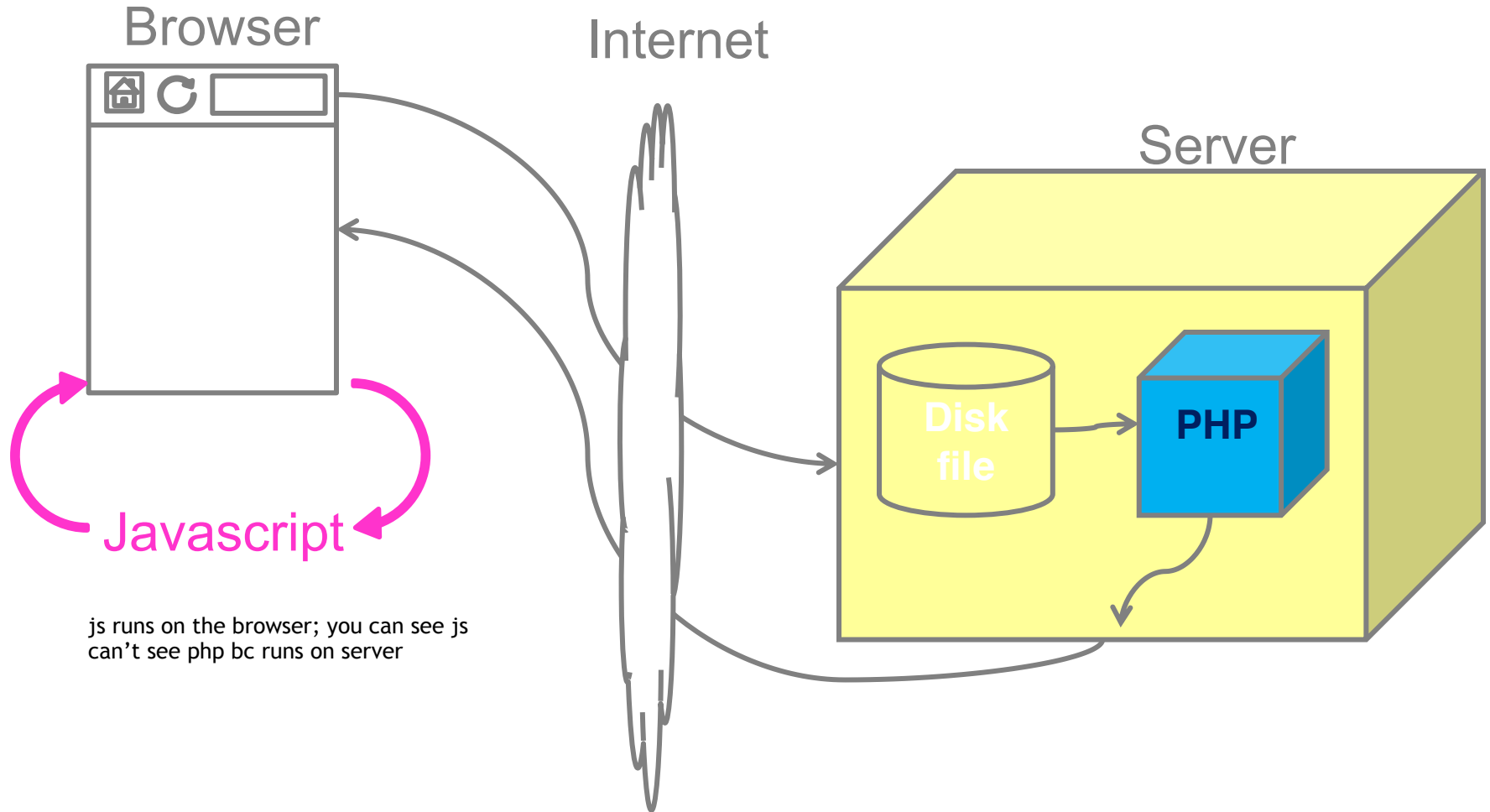
JavaScript is a programming language used in web programming, like PHP, but with some major differences.



The web with PHP



and Javascript



PHP vs. JavaScript

PHP: Runs on the server
User can't see the code



For this course

JavaScript: Runs on the browser
Code is visible to user
Good for user interface
User might disable JS
Sometimes can reduce server load

bc runs on browser

JavaScript document.write

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <meta charset="UTF-8">
```

```
    <title>JavaScript Document Write</title>
```

```
    <script type="text/javascript">
```

```
      document.write( "Hello world!" );
```

```
    </script>
```

```
  </head>
```

```
  <body>
```

```
  </body>
```

```
</html>
```

One way to include
JavaScript: Inline

body starts empty but
document.write fills it in



JavaScript alert

```
<!DOCTYPE html>
```

```
<html>
```

```
  <head>
```

```
    <title>JavaScript Alert</title>
```

```
    <script type="text/javascript">
```

```
      alert("Hello world!");
```

```
    </script>
```

```
  </head>
```

```
  <body>
```

```
  </body>
```

```
</html>
```



Pop up box

A diagram illustrating the execution of the JavaScript alert function. A line originates from the `alert("Hello world!");` line in the code and points to a speech bubble-shaped oval containing the text "Pop up box". To the right of this oval is a solid dark gray square, representing the visual appearance of the alert dialog box.

JavaScript window.open

```
<!DOCTYPE html >
```

```
<html>
```

```
  <head>
```

```
    <meta charset="UTF-8">
```

```
    <title>Fun with JavaScript</title>
```

```
  </head>
```

```
  <body>
```

```
    <script type="text/javascript">
```

```
      window.open("helloworld.html","", "");
```

```
    </script>
```

```
  </body>
```

```
</html>
```



opens a new window



Comparing with PHP

Variables

Not prefixed by '\$' in JavaScript. Usually declare by 'var' when variable is first created.

```
var mystring='cat';
```

```
var myint = 5;
```

working in browser vs another;
may be variable conflict (firefox has own
special variable ('fullScreen'))

'var' isn't required but if not
used, the variable is global
in scope which can cause
problems

Conditionals

Mostly the same, but no `elseif`.

```
if (mystring === "happy") {  
    ...  
} else if (mystring === "sad") {  
    ...  
}
```


Equal and Identical

Same as PHP

== does a type conversion before
comparison

=== type must be the same to evaluate to
true

use triple equals unless you need to check type

Loops

Same as PHP



You are defining a variable called index

```
for ( index = 0; index < 10; index++ ) {
```

```
    ...
```

```
}
```

```
while ( some_variable < 10 ) {
```

```
    ...
```

```
    //some_variable increases inside the loop
```

```
}
```

Arrays

Capitalize “Array”

```
var menu = Array( “Blue”, “Green”, “Red” );
```

```
document.write( menu[2] );
```

Red

```
menu[ ‘Home’ ] = “index.html”;
```

Associative array

Enumerating arrays

Significant syntax differences:

PHP

```
foreach ($myarray as $index => $item) {  
    print( $item );  
}
```

JavaScript

```
for ( index in myarray ) {  
    document.write( myarray[ index ] );  
}
```

Functions

Same as PHP.

```
function greeting( name ) {  
    alert( "Hi " + name + "!" );  
}
```



+ concatenates strings
as . does in PHP

Regular expression checking

A little different.

No quotes needed

```
var myregexp = /^[A-Za-z]+$/;
```

‘/’ is delimiter

```
if ( myregexp.test( inputstring ) ) {
```

variables are objects
using function test on regex
(myregexp) on input string

```
...  
}
```

object

method

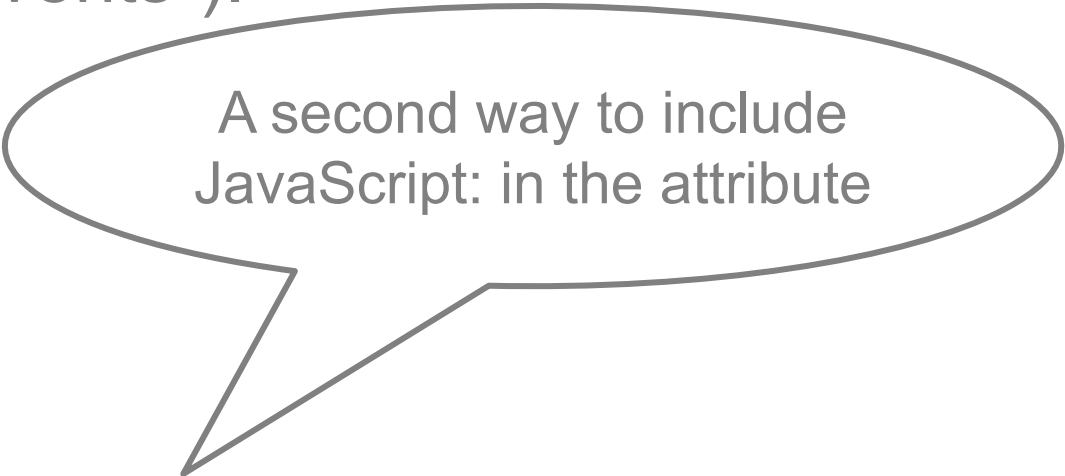
check to see if the variable
inputstring matches the
reg exp myregexp

Event handlers

js particular- interactive

JavaScript events

JavaScript can **respond to user actions** in the browser (e.g. “events”).



A second way to include JavaScript: in the attribute

can include js in tag - do not do it this way

```
<a href="#" onmouseover="alert('I said, don't click here!');">Don't Click Here!</a>
```



Some events

onclick: User clicks on an area (e.g. button)

onmouseover: User moves mouse over an area
(e.g. link, image)

onmouseout: User moves mouse away from an
area

onchange: User changes the contents of a form
input

onsubmit: User submits a form

Rollover effects

```

```



Return values from events

If the code from our event handler returns “false”, it cancels the action that otherwise would have happened.

For instance,

```
<a href="link.html" onclick="return  
false;">Click here</a>
```

will do nothing if we click on the link.



Click in

An application: form checking

One use of JavaScript: check form input
before submitting a form.



Including a JavaScript file

```
<!DOCTYPE html>
```

```
<html>
```

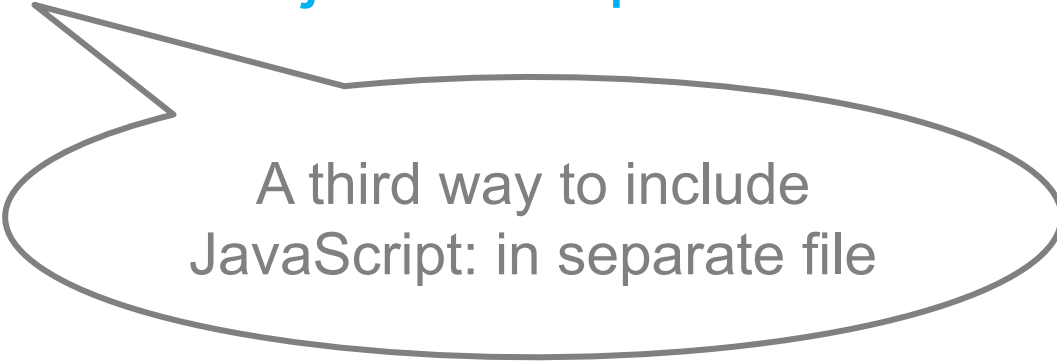
```
  <head>
```

```
    <meta charset="UTF-8">
```

```
    <title>JS Form Input Checking</title>
```

```
    <script src = "valid.js"></script>
```

```
  </head>
```



A third way to include
JavaScript: in separate file

How?

For starters, for each form element, we'll add an event handler to check that a correct input was put in.

```
<input type="text" name="zip"  
  onchange="validZip( this.value );">
```

```
<form name="myform" action="goodform.php" method="post"
  onsubmit="return validAll();">
```

'this' refers
to the input

```
<table>
```

```
<tr><td>Your name:</td>
```

```
<td><input type="text" name="name" onchange="validName(this.value);">
```

```
<td id="namemsg">Required</td> </tr>
```

```
<tr><td>Your zip code:</td>
```

```
<td><input type="text" name="zip" onchange="validZip(this.value);">
```

```
<td id="zipmsg">Required</td></tr>
```

```
<tr><td>Your phone:</td>
```

```
<td><input type="text" name="phone" onchange="validPhone(this.value);">
```

```
<td id="phonemsg">&nbsp;</td></tr>
```

```
<tr><td>Your email:</td>
```

```
<td><input type="text" name="email" onchange="validEmail(this.value);">
```

```
<td id="emailmsg">Required</td></tr>
```

```
<tr><td><input type="submit" name="submit" value="Submit"></td>
```

```
<td>&nbsp;</td>
```

```
<td id="submitmsg">&nbsp;</td></tr>
```

```
</table>
```

```
</form>
```

```
function validZip(zip) {
  if (zip.length() == 5) {return true;}
}
```


Message function

For right now, assume we can use a function `msg('idname', message)` that changes the text in the `<td id="idname"> </td>` element to “message”.

Writing the validating function

Now you try...

```
function validZip(zip) {
```

```
  var check = /^[0-9]{5}$/;           //^,$ start and end exp  
  if (zip == "") return false;  
  else if (check.test(zip)) return true;  
  else return false;
```

```
}
```

```
function validZip(zip) {  
    var check = /^[0-9]{5}$/;  
  
    if (zip == "") {  
        msg("zipmsg","Required");  
        return false;  
    } else if (check.test(zip)) {  
        msg("zipmsg","");  
        return true;  
    } else {  
        msg("zipmsg","Invalid 5-digit zip");  
        return false;  
    }  
}
```

Validating everything

```
function validAll() {  
    var name = validName(document.forms.myform.name.value);  
    var zip = validZip(document.forms.myform.zip.value);  
    var phone = validPhone(document.forms.myform.phone.value);  
    var email = validEmail(document.forms.myform.email.value);  
  
    if (!(name && zip && phone && email)) {  
  
    }  
}
```

Validating everything

```
function validAll() {  
    var name = validName(document.forms.myform.name.value);  
    var zip = validZip(document.forms.myform.zip.value);  
    var phone = validPhone(document.forms.myform.phone.value);  
    var email = validEmail(document.forms.myform.email.value);  
  
    if (!(name && zip && phone && email)) {  
        msg("submitmsg","Please correct errors before submitting form");  
        return false;  
    } else {  
        return true;  
    }  
}
```

Prevent submit

So far, we've given messages but the form could still be submitted. How do we use the `validAll()` function to prevent that?

```
<form name="myform"  
  action="goodform.php" method="post"  
  onsubmit="return validAll();">
```

Should we still validate on the server?

check on server in case someone edits js



Review

- JavaScript is another useful programming language for web design; it runs on the browser under user control.
- JS useful for manipulating the webpage without going to the server via event handlers.
- You must still check user input on the server!