

INTRODUCTION TO JAVASCRIPT

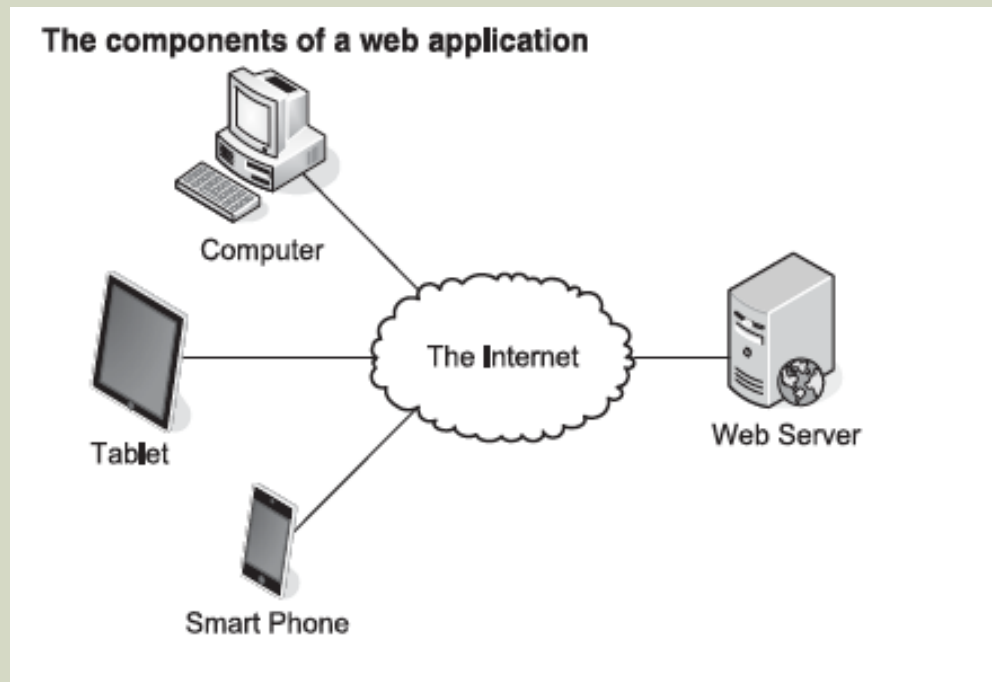
Unit 1

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1 - HOW A WEB APPLICATION WORKS

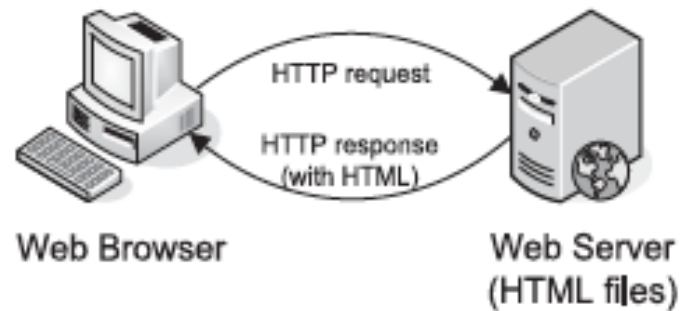
- Clients use programs (web browsers) to request web pages from the web server.
- Web Server returns the pages that are requested to the browser.



2 - HOW STATIC WEB PAGES ARE PROCESSED

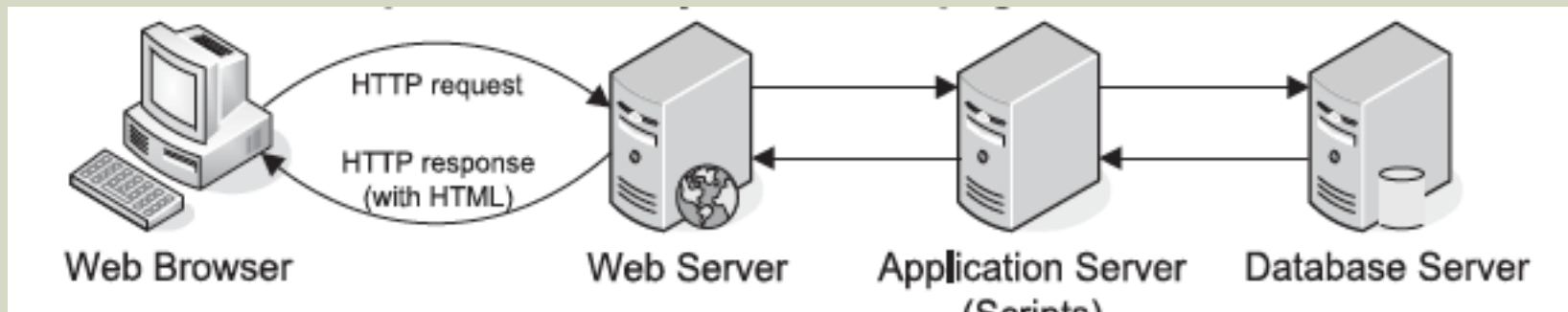
- A static web page is a web page that doesn't change each time it is requested (html or htm).
- Example: <http://roble.pntic.mec.es/apuente/html/paginas/uno.htm>

How a web server processes a static web page



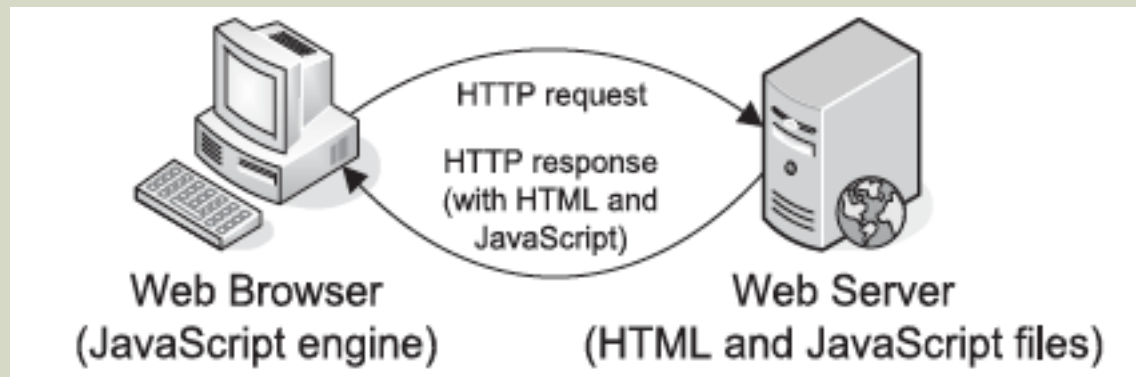
3 - HOW DYNAMIC WEB PAGES ARE PROCESSED

- A dynamic web page is a page that's created by a program or script on the web server each time it is requested.
- **Important!!!!** Web browser doesn't know if the html is created dynamically or not. Web browser just display the html response from the server
- Example: <https://www.amazon.es/>



4 - HOW JAVASCRIPT AND JQUERY ARE USED FOR CLIENT-SIDE PROCESSING

- Javascript is a scripting language that provides client-side processing.
- HERE, javascript is used to change the images that are shown without using server-side processing.
- To make this work, all the images are loaded into the browser when the page is requested.
- The javascript code is executed in the web browser by the browser's JavaScript engine.



4 - HOW JAVASCRIPT AND JQUERY ARE USED FOR CLIENT-SIDE PROCESSING

- There are many other uses for Javascript:
 - Validate form before it is sent to the server for processing (save unnecessary trips to the server).
 - Slide shows (carousels)
 - Image swaps and rollovers.
- jQuery is a JavaScript library that makes easier to do many of the functions that JavaScript can be used for.

5 - HOW TO INCLUDE JAVASCRIPT / JQUERY IN AN HTML DOCUMENT

■ BEST OPTION

- Include it as a external reference in the head section.

```
1 <!DOCTYPE html>
2 <html lang="es">
3   <head>
4     <meta charset="utf-8" />
5     <title>Including javascript</title>
6     <script src="JavaScriptCode.js"></script>
7     <!-- <script src="./javascript/yourJavaScriptCode.js"></script>!-->
8   </head>
9   <body>
10    HELLO WORLD!!!
11  </body>
12 </html>
```

```
1 <link rel="stylesheet" href="jquery-ui.min.css">
2 <script src="external/jquery/jquery.js"></script>
3 <script src="jquery-ui.min.js"></script>
```


5 - HOW TO INCLUDE JAVASCRIPT / JQUERY IN AN HTML DOCUMENT

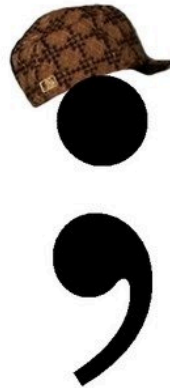
- Other option (not recommended)
 - Include all the JS code in the head.

```
1  <!DOCTYPE html>
2  <html lang="es">
3      <head>
4          <meta charset="utf-8" />
5          <title>Including javascript</title>
6          <script>
7              alert("This is hell. Not use it or your teacher will kill you. ;-)");
8          </script>
9
10     </head>
11     <body>
12         HELLO WORLD!!!
13     </body>
14 </html>
```

6 – JAVASCRIPT SYNTAX

- Very similar to Java. Creating identifiers rules, comments, etc.
- JavaScript is case-sensitive. Simpsons != simpsons
- JavaScript ignores extra whitespace in statements.
- JavaScript statements must end with a semicolon (;)

MISS ONE SEMICOLON



300 LINES OF SYNTAX ERRORS

7 – DATA TYPES

■ Numbers

- Can represent both integer and decimal values (also with sign)
- `var subtotal = 74; //subtotal = 74`
- `subtotal += 20; //subtotal = 94`

■ String

- Concatenation and some functions work as Java.
- `var firstName = "Ray";`
- `var fullName = firstName + "Harris";`

■ Boolean

- `var isValid = false;`

■ Array

- `var cars = ["ford","seat","audi"];`

■ Undefined

- `var miZip;`

8 – HOW TO CODE CONDITIONAL EXPRESSIONS

- `isNaN(string)` -> determines whether a string value is a valid numeric value
- Relational and logical operators are like java. (`==`, `>=`, `&&`, etc)
- If statement is like java too.

```
if(name == 'ramonet'){  
    alert("It's Ramonet");  
}else if(name == 'pepet' || name == 'marieta'){  
    alert("It's pepet or marieta");  
}else {  
    alert("It's dead");  
}
```

9 – HOW TO CODE LOOPS

- while, do-while and for loops are like java.
- do-while

```
var sumOfNumbers = 0;
var numberOfLoops = 5;
var counter = 1;
do {
    sumOfNumbers += counter;    // adds counter to sumOfNumbers
    counter++;                 // adds 1 to counter
}
while (counter <= numberOfLoops);
alert(sumOfNumbers);          // displays 15
```

9 – HOW TO CODE LOOPS

■ while

```
var total = 0, count = 0, number;
number = parseFloat( prompt("Enter a number:") );
while ( !isNaN(number) ) {
    total += number;
    count++;
    number = parseFloat(
        prompt("Enter another number or click Cancel to stop:") );
}
var average = total / count;
alert("The average is: " + average);
```

9 – HOW TO CODE LOOPS

■ for

```
var sumOfNumbers = 0;
var numberOfLoops = 5;
for ( counter=1; counter <= numberOfLoops; counter++ ) {
    sumOfNumbers += counter;    // adds counter to sumOfNumbers
}
alert(sumOfNumbers);           // displays 15
```