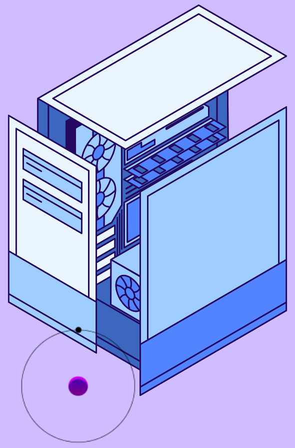
TLE/ICT 9

Fourth Quarter

Lesson 1

JS
ction(b,f){var
c.promise():this.
.b[2][2].lock),e[f](
d||a&&n.isFuncti
Array(d),k=new Arr
return n.ready.promi
ndler&&(n(d).trigge
}})}function K(){(d.a
Event("onload",K);
n(l))break;l.o
border:0;width:0;he
(c.style.zoom=1)),
c?!1:!b||b!==!0
c?!0:"false"===
"string"!=typeof

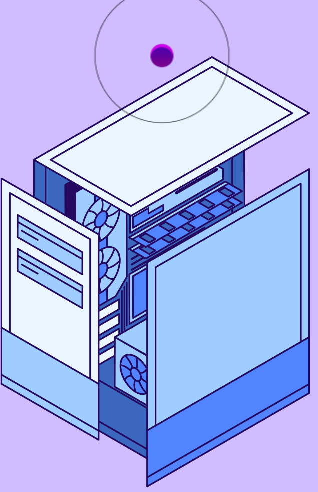


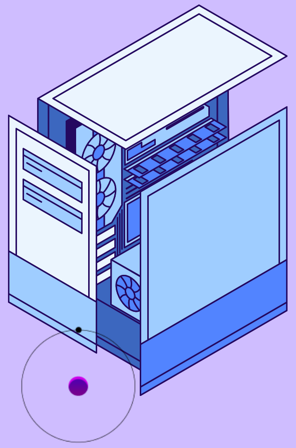
Events

What are Events?

It is possible to create dynamic Web pages using JS since it can detect events. Events are actions that are triggered either by mouse click, function calls, keyboard strokes, loading of images, submitting an HTML form, etc.

Events are usually used in connection with functions. Functions will not work without a force that will trigger it.



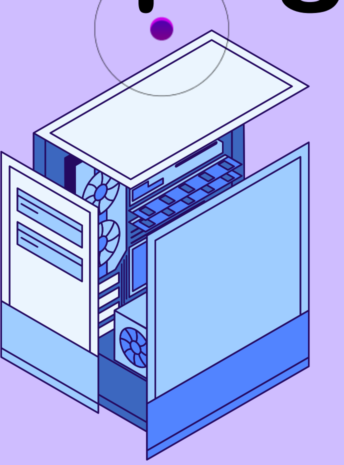


Events

What are Events?

A function does nothing unless it is called. This is where the event handlers comes into play. You can have a dozen of the cool JS functions on your page, but without event handlers to call them at the most appropriate time, they remain just a block of text.

Using event handlers, you can respond to an event on your page.



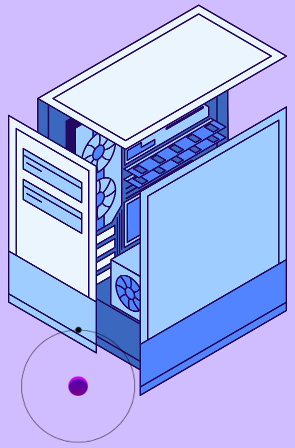
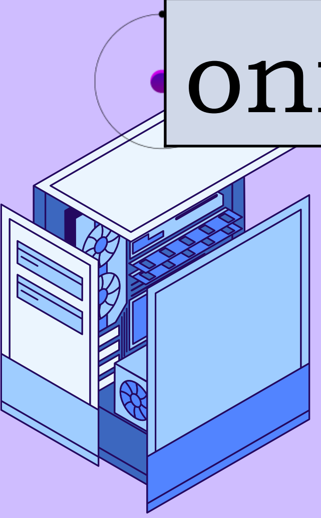


Table of Event Triggers

Attribute	To trigger the event
onabort	The loading of an event is interrupted.
onblur	An element loses focus.
onchange	The user changes the content of a field.
onclick	Mouse click of an object.
ondblclick	Double mouse click of an object.
onerror	An error occurs when loading a document or image
onfocus	An element gets focus.



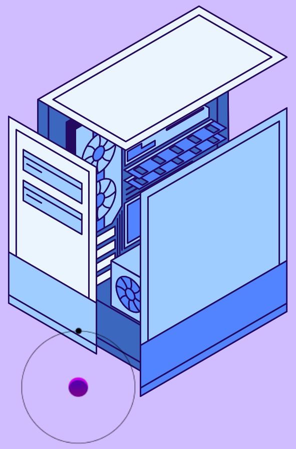
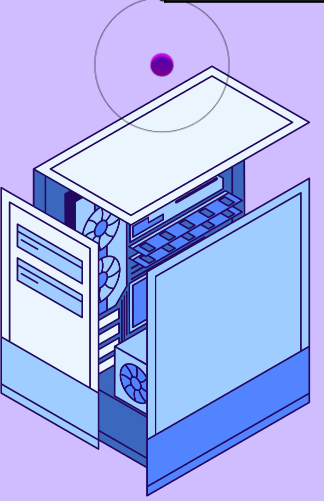


Table of Event Triggers

Attribute	To trigger the event
onkeydown	A keyboard key is pressed.
onkeypress	A keyboard key is held down.
onkeyup	A keyboard key is released.
onload	A page or image is finished loading.
onmousedown	A mouse button is pressed.
onmousemove	The mouse is moved.
onmouseout	The mouse is moved off an element.



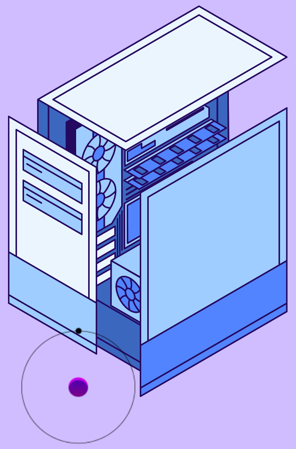
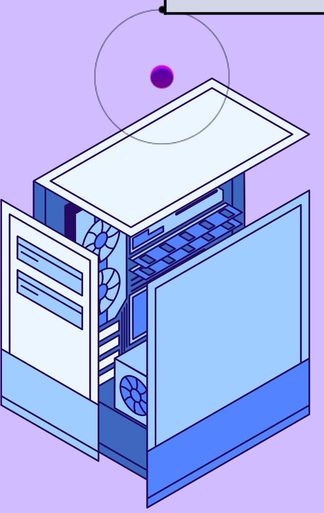
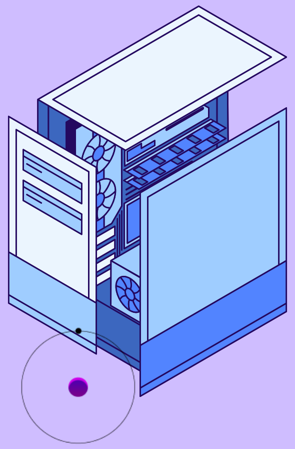


Table of Event Triggers

Attribute	To trigger the event
onmouseover	The mouse is moved over an element.
onmouseup	A mouse button is released.
onreset	The reset button is clicked.
onresize	A window or frame is resized.
onselect	Text is selected.
onsubmit	The submit button is clicked.
onunload	The user exits the page.

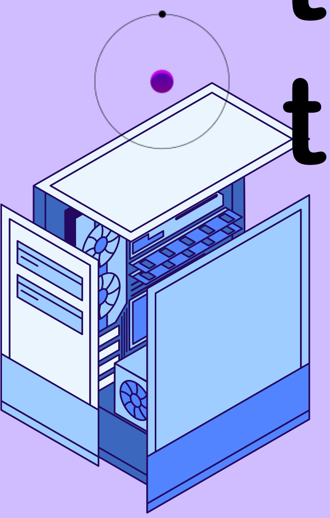


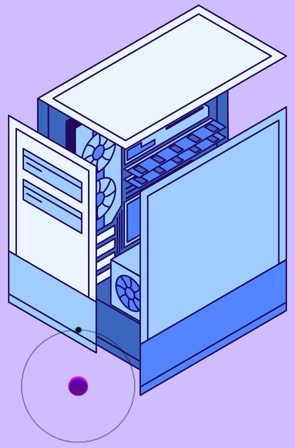
More event triggers can be used, you can search the net.



Events

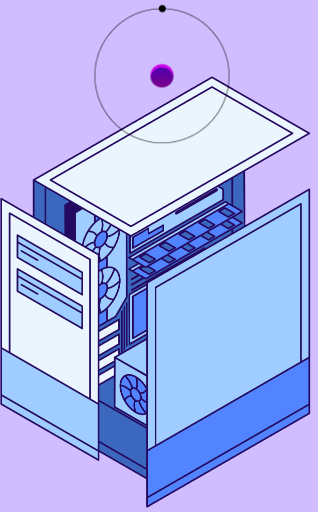
- onload and onunload
  The *onload* and *onunload* events are triggered when a user enters or exits a web page. The *onload* event can be used to check the web browser version type & version. The *onload* and *onunload* events can also be used to store and retrieve cookies. A cookie is a message given to a web browser. The browser stores the information in a text file and whenever the browser requests a page from the server, the message is sent back to the server.

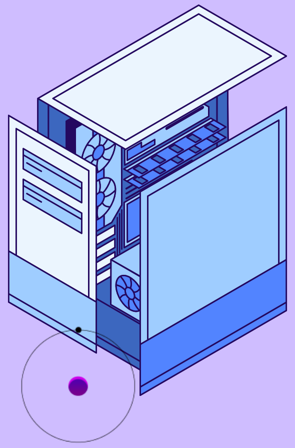




Events

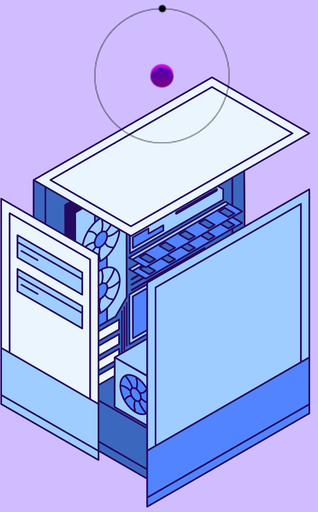
- onload and onunload
  Example: a website that will let you enter a username and password. That username and password can be stored in a cookie, so that the next time you visit the site, you don’t need to login again. The web page can just retrieve the details from the cookie.



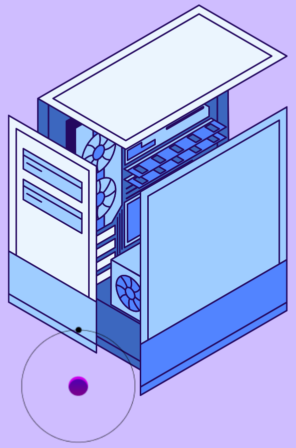


Events

- onfocus, onblur, onchange
  These attributes ae often used with the validation of fields in a form. Example: a user selects a row in a table, through JS, the whole row can be highlighted to give emphasis to the selected row.



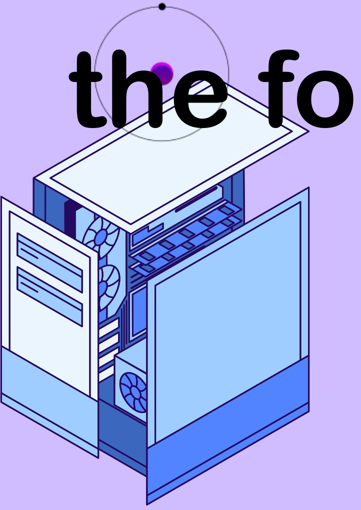
Events

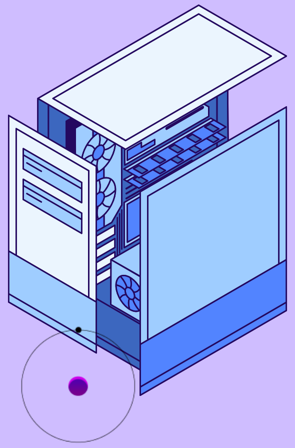


- onsubmit
  This attribute is used to validate all fields in the form before submitting it.
  Example:

```
<form method=“post” action=“trial.html” onsubmit=“returncheckFields()”>
```

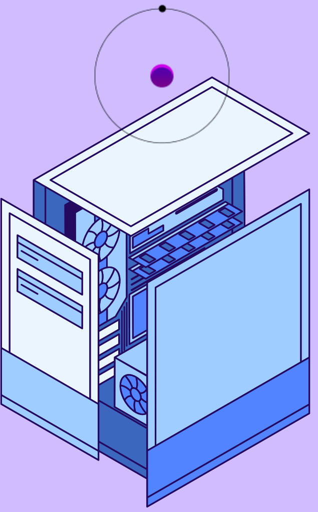
This is how the onsubmit attribute is usually written. When the submit button is clicked, it will call a function checkFields(). The function will check all the fields in the form. If everything is cleared, it will return a ‘true’ so the form will be submitted; otherwise, it will return a ‘false’ so the form will be cancelled.

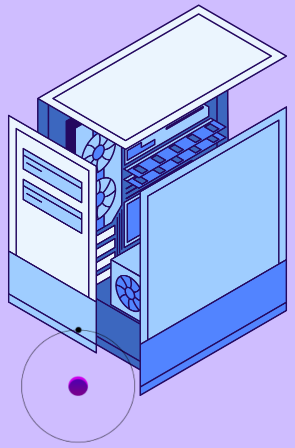




Events

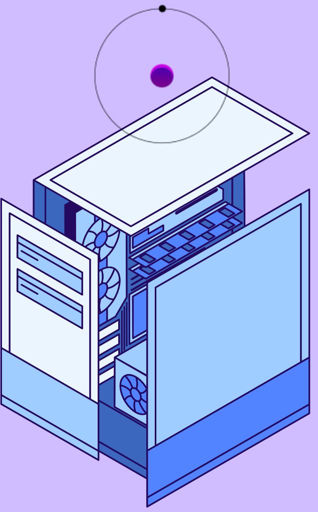
- onmouseover and onmouseout
  These attributes are usually used for animation purposes. Example: a button or link in a web page. When the mouse is over it, it will display a different image, however, when you remove the mouse, the button is set back to what it was.

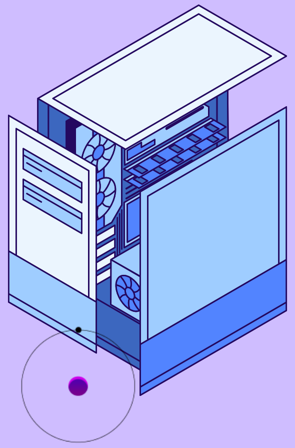




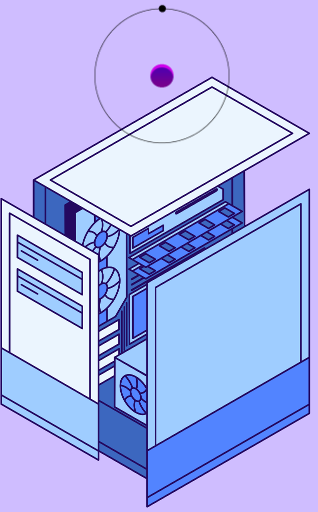
Events

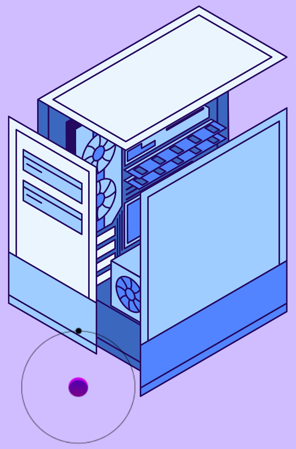
- onclick
  This is usually used to connect you to another webpage or to trigger an event call. Example: a button in a webpage. If that button is pressed, it will trigger a function that will call a pop-up button.





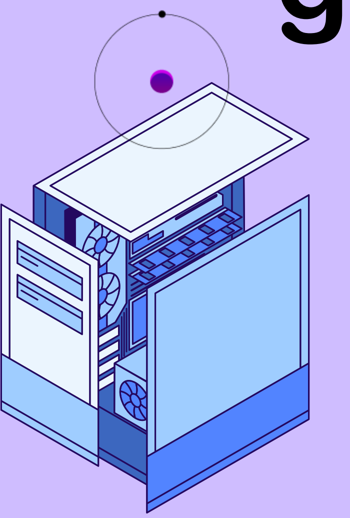
- onclick
  This is usually used to connect you to another webpage or to trigger an event call. Example: a button in a webpage. If that button is pressed, it will trigger a function that will call a pop-up button.

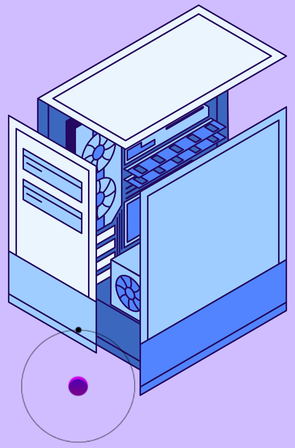




Popup Boxes

- Popup boxes are those windows that pop-out of the screen.
- They could be before a page is fully loaded, effect of an event on a page or before leaving a page.
- JavaScript has three kinds of popup boxes: alert box, user-input prompt box and confirm box.
- These popup boxes can be useful in warning the user, gathering user input or simply to verify something.

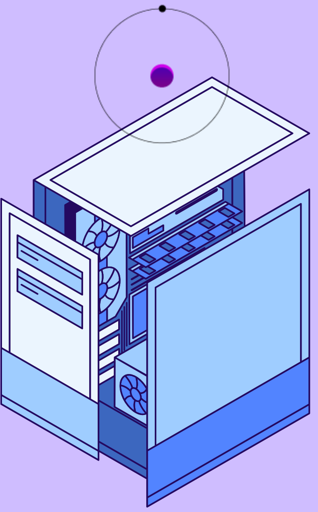




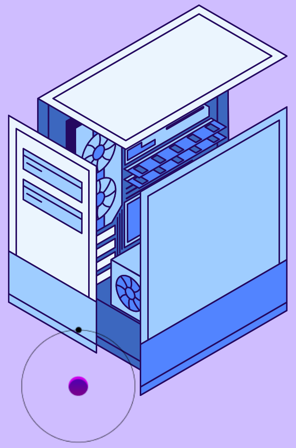
Alert Box

- Usually used when you want to make sure that the user reads your message such as a warning or a greeting.

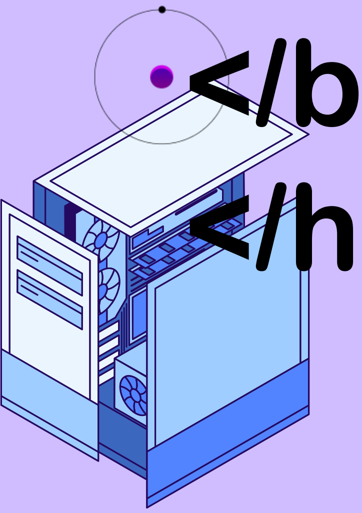
Syntax: alert(“message”);

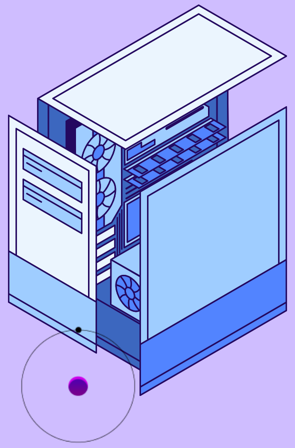


Try this sample script



```
<!DOCTYPE html>
<html>
<head><script type="“text/javascript”">
function show_alert()
{alert (“WARNING! WARNING!”);}
</script></head>
<body>
<input type=“button” onclick=“show_alert()”
value=“show alert box”/>
</body>
</html>
```

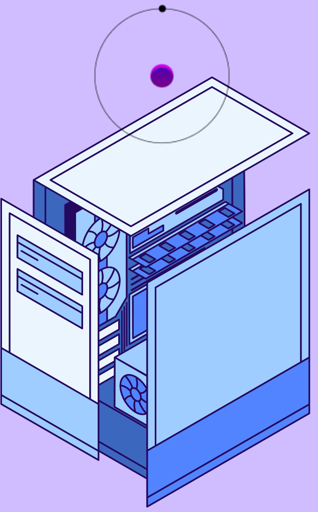




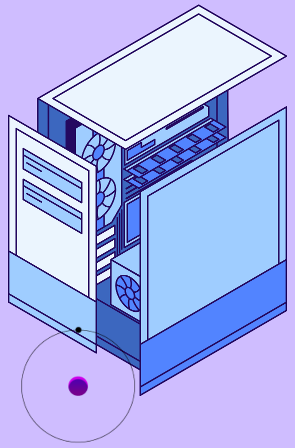
User-Input Prompt Box

- This is usually used when you want data to be prompted first before the user can enter a page. The user will have to choose either “ok” or “cancel” to continue. If the user chooses “ok”, the prompt box will return the encoded value; else, it will return null.

Syntax: prompt(“message”,”defaultvalue”);

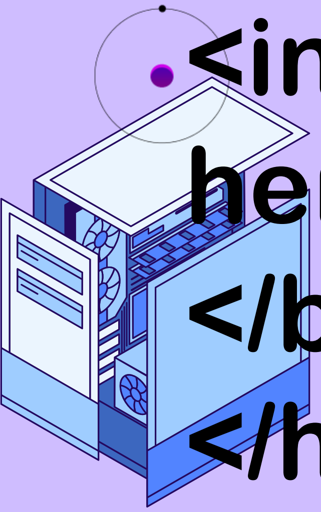


Try this sample script

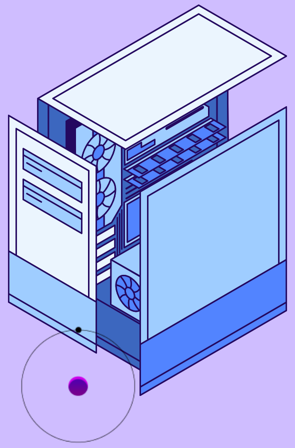


When the button is clicked, a prompt box will be shown asking for the user input. The user input will be saved on the variable name. The user input will then be validated.

```
<!DOCTYPE html>
<html>
<head><script type=“text/javascript”>
function show_prompt()
{var name=prompt(“Please enter your name:”);
  if (name!=null  &&  name!=“”)
{document.write(“Welcome ” +name + ”! Please come in!”);}}
</script>
</head>
<body>
<input   type=“button”   onclick=“show_prompt()”   value=“Click
here to begin”/)
</body>
</html>
```

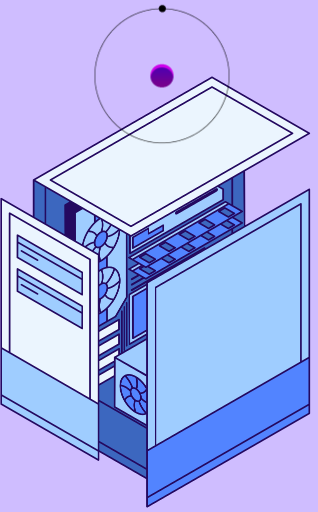


Confirm Box

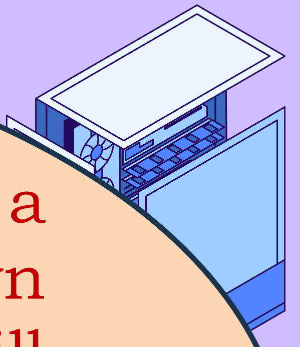


- This is usually used when you want the user to verify or accept something. The user will have to choose either “ok” or “cancel”. If “ok” was chosen, the confirm box will return true; else, it will return false.

  Syntax: confirm(“message”);

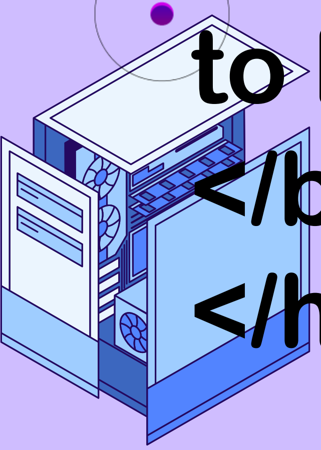


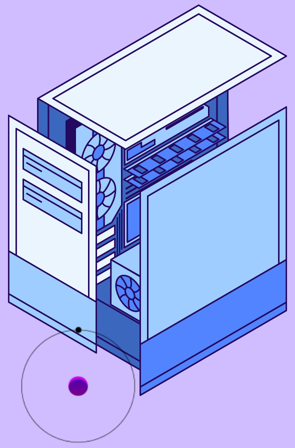
Try this sample script



```
<!DOCTYPE html>
<html>
<head><script type=“text/javascript”>
function show_confirm()
{var ans=confirm(“Do you want to proceed?”);
  if (ans==true)
{document.write(“You have entered Stage 2”);}
  else{document.write(“You will remain at Stage 1”);}}
</script>
</head>
<body>
<input type=“button” onclick=“show_confirm()” value=“Click here
to begin”/)
</body>
</html>
```

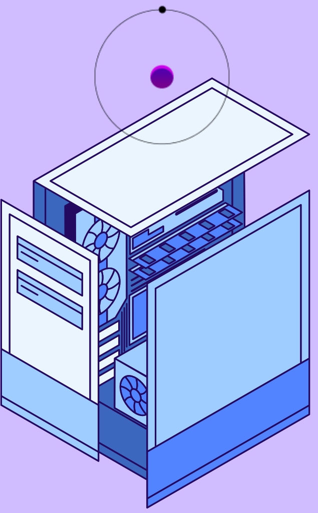
When the button is clicked, a confirmation box will be shown asking for confirmation if it will proceed. The choice will be saved on the variable ans. The choice will then be used to activate the proper block of code..





Fourth Quarter e-Portfolio

1. The previous contents must be present.
2. Optional – 3rd quarter
3. ALL ACTIVITIES – COLLAB
4. 4th quarter lessons - application



TLE-ICT
PERFORMANCE TASK

Submit your formal picture wearing your school uniform.

Requirements:

- Half Body Shot - until hips
- Background of the picture must be white or plain
- Facial details must be clear and recognizable
- Picture must be taken in eye-level position
- Ears must be visible (long hair)
- Shoulders must be visibly straight in the picture
- Cosmetics is allowed (light make up only)
- No wearing of eyeglasses
- Remove unecessary accessories (piercings,necklace etc)
- Long hair is not allowed (boys)
- Colored hair is not allowed (both)

SAVE IN .JPG FORMAT
FILENAME: CLASS NUMBER_SURNAME_GIVEN NAME
UPLOAD IN THE DRIVELINK PROVIDED

Photos will be used in Recognition Rites Slides Presentation.