**Using JS on web page**

**On-page Script**

* Create a script tag on the page
* It should contain code that console.log’s some text
* Wrap the previous script in a function
* When page is loaded, trigger the function

**External JS Files**

* Include an external JS script on the page.
* The script should contain a function that uses console.log to print something.
* Trigger that function.

**BOM (Window object)**

**window.navigator**

Create a function that prints out in the console the following information

* the platform on which the browser is running
* the information about the browser version
* the company that created that browser

Each piece of information should be printed out in a new row.

Create new “*isOnline*” function that checks if the browser is online.

It should print out “online” when the browser is online and “offline” when there is no Internet connection.

**window.screen**

Create a function that prints out the following information in the console:

* current browser width and height
* max possible browser height

**window.location**

Write a function that prints out website’s url information in the console:

* full url address
* domain name
* used protocol
* parameters which are part of URL.

Create a function for reloading the page.

Create a function that redirects you to a website address passed to it.

Test all three functions

**window.localStorage**

Create a function that stores passed data in the browser local storage.

Create a function that reads the stored data, and print it out in console.

If there is no data, print "There is no data" in the console.

Create a function that removes data from the local storage.

Use the previously created functions to store/read/remove some data.

Then add some data in storage and close the browser.

Open the browser again on the same page and use the function to read the stored value.

Modify functions to work with sessionStorage instead of localStorage.

Try same scenario as with localStorage to examine data livecycle.

**window.history**

Play around with the browser forward/back navigation.

Implement a function that navigates two pages back.

**Window Methods**

* Create a function that shows the user a greeting message using alert
* Then a question is presented to the user using *prompt*
* When the user provides the answer, that answer is used in the confirm dialog
* The format of the message in the dialog should be: "*We will submit this answer now!* " + the answer
* If the user clicks OK, show alert with success message
* If the user clicks Cancel, don't show anything

**Global JavaScript Objects (homework)**

**Math**

* *Random*

Create a function that builds an array of 10 random numbers between 1 and 50.

The function prints that array out in the console and then returns it.

* *Round*

Create a function that uses the passed array of numbers and rounds all its elements to two decimals.

Print out the modified array in the console.

Use the first function for generating the input array.

* *Floor*

Create a function that uses the passed array of numbers and rounds all its elements to the nearest integer.

Print out the modified array in the console.

Use the first function for generating the input array.

* *Max*

Create a function that finds and prints out the biggest element in the passed array of numbers.

**Date**

* Print out the whole date object in the console.
* Print out the current time in the console.
* Print out the current date in the console.