

CT1114

Web Development

HTML: Images

Javascript: `window.alert()`, `window.prompt()`

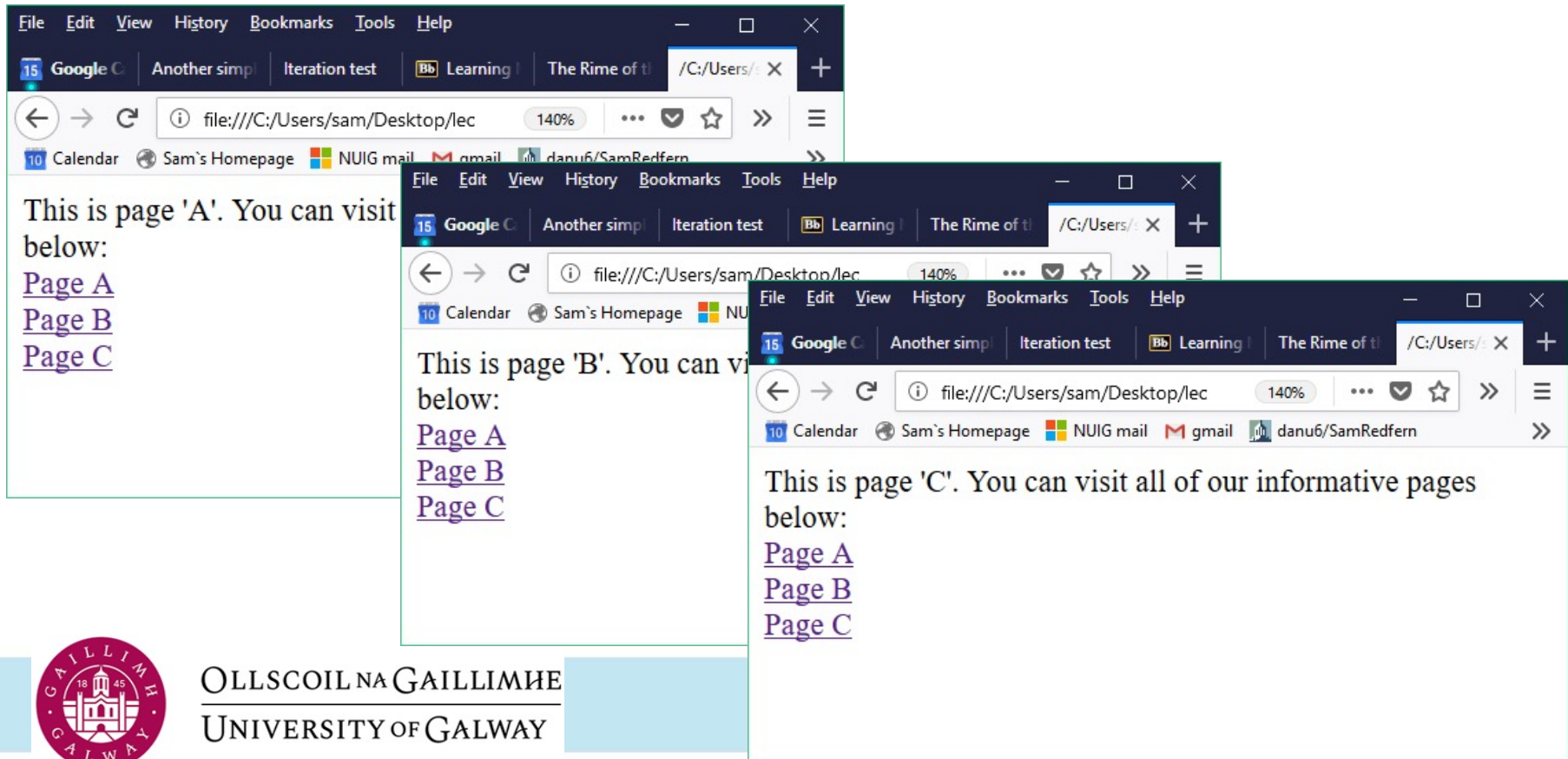
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Last Week's Graded Exercise

- Write three separate web pages, which link to each other using hyperlinks, e.g.:



The image displays three overlapping browser window screenshots, each showing a different web page (A, B, and C) with hyperlinks to the other pages. The browser windows are styled with a dark theme and a menu bar (File, Edit, View, History, Bookmarks, Tools, Help). The address bar shows the file path: file:///C:/Users/sam/Desktop/lec. The page content for each window is as follows:

- Page A:** "This is page 'A'. You can visit below:
[Page A](#)
[Page B](#)
[Page C](#)
- Page B:** "This is page 'B'. You can visit below:
[Page A](#)
[Page B](#)
[Page C](#)
- Page C:** "This is page 'C'. You can visit all of our informative pages below:
[Page A](#)
[Page B](#)
[Page C](#)

The browser windows also show a taskbar at the bottom with icons for Calendar, Sam's Homepage, NUIG mail, gmail, and danu6/SamRedfern.



Images in HTML.

- Images are added to a page with the empty tag ``
- `` requires a **source (src) attribute** with the URL of the image
- Image (and other) filenames are **case sensitive** on Linux and Mac servers
.jpg is not the same as .JPG
- The src can use either a **relative** or an **absolute** address,

e.g absolute:

```

```

e.g. relative:

```

```



Exercise

- Download the referenced png file and store it in the correct place so that this HTML page, with its relative reference, displays both images correctly
- **Do not edit the HTML code itself**

```
<!DOCTYPE html>
<html>
  <head>
  </head>
  <body>
    <img src='http://www.psychicsoftware.com/ct1113/banner-image-1.png'><br>
    <img src='images/banner-image-1.png'>
  </body>
</html>
```



The window Object

- Represents an open window in a browser
- **window** is an object (as is **document**)
- Objects have associated **attributes** (pieces of data) and **methods** (things they can do)
- Some important window methods:
 - alert
 - prompt
 - confirm
 - setTimeout



The alert Method

- Displays a **Modal** dialog box containing a message
 - Modal means that code execution pauses until the dialog box is dismissed by the user
- Takes a string argument
- Syntax:

```
window.alert("Hello World!");
```

```
alert("Hello World!");    // this also works
```



The prompt Method

- Prompt the user to enter input via a **Modal** dialog box

```
var result = window.prompt("string1", "string2");
```

First argument is the prompt's text

*Second argument is the default value in the field
(optional)*

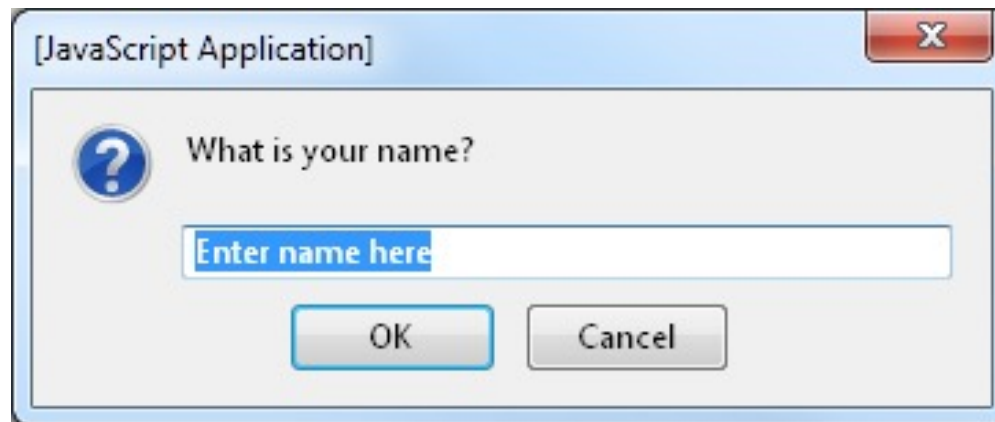


The prompt Method

- Prompt has a return value

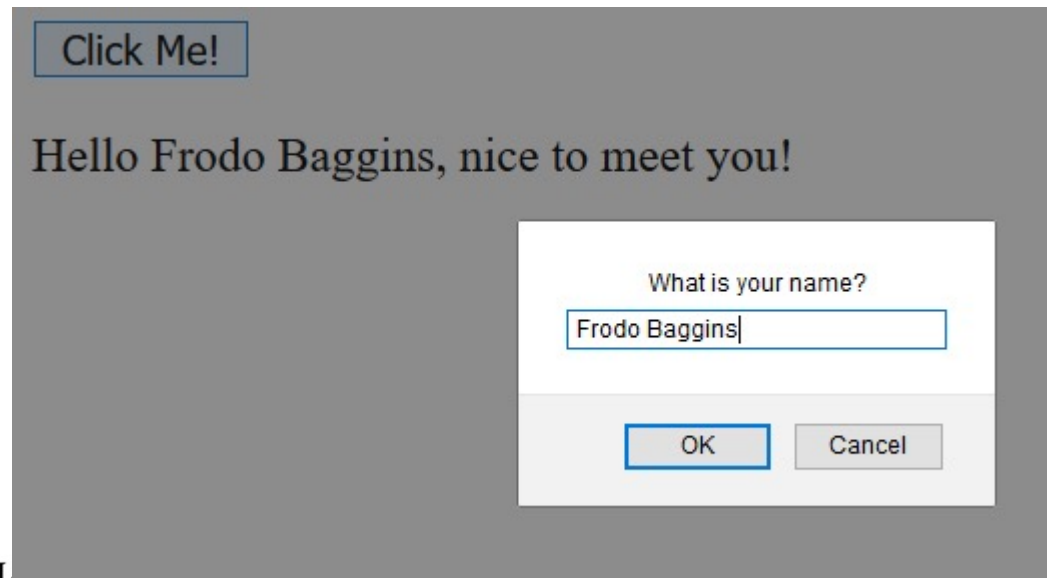
var name;

```
name = window.prompt("What is your name?",  
    "Enter name here");
```



Exercise

- Make a webpage which uses `prompt()` to ask the user for their name, and which then writes a greeting (to include their name) into a paragraph on the page:



UnGraded Exercise

- Create a web page which displays an image (using absolute referencing) from the following URL:
<http://www.psychicsoftware.com/ct1113/banner-image-1.png>
- When the image is clicked, you should (with Javascript) change its **src** attribute to:
<http://www.psychicsoftware.com/ct1113/banner-image-2.png>
- On each subsequent click, display the next image (banner-image-3.png, banner-image-4.png, banner-image-5.png, banner-image-6.png)
- After image 6, revert to image 1
- You do not need to submit this work for grading.

