JAVASCRIPT: EXERCISE COVER LECTURE 5 (JAVASCRIPT 1- PART 1)

Note:

This exercise **cover lecture 5**. Most of the code can be found in the lecture 5 slides. I just put it together and mix it around.

For this part it is just an introduction to **JavaScript**. We are **not** going to **use** the **lab3** files for now. We are going to use lab3 files in **lab 5**. So keep it.

INTRODUCTION

JavaScript is a dynamic language that executes within a browser. **JavaScript** code is embedded within an HTML page using the **JavaScript** tag. The **<script>** tag is used to embed JavaScript code. JavaScript code can be embedded in:

- An external file
- The header of the page
- The body of the page

In this example, JavaScript is embedded within the header. As soon as the page is loaded this code is executed.

```
<!DOCTYPE html>
<html>
<head>
<title>JavaScript Example</title>
<script>
<!--
document.write("Hello World!");
//-->
</script>
</head>
<body>The body</body>
</html>
```

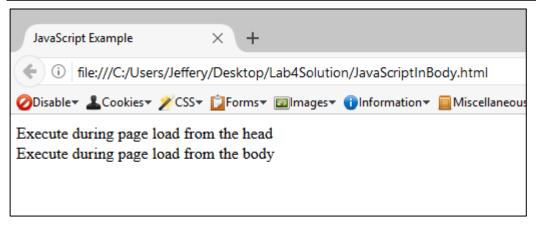
The document will write method displays the text.



INTERNAL JAVASCRIPT CODE

JavaScript code that is not found in a function is executed as the page containing it is loaded. To illustrate this, JavaScript code is placed in the head and body section of an HTML page.

```
<!DOCTYPE html>
<html>
<head>
<title>JavaScript Example</title>
<script>
document.write("Execute during page load from the head<br>");
</script>
</head>
<body>
<script>
document.write("Execute during page load from the body<br>");
</script>
</body>
</body>
</body>
</body>
</html>
```



JavaScript code found in a **function** is not executed until the function is called. If we modify the previous example by adding a function to return a string, the function is not loaded when the page is loaded.

```
<!DOCTYPE html>
<html>
<head>
<title>JavaScript Example</title>
<script>

<!-- function to display the string call H1 or Heading 1 -->
function displayString() {
    return "<h1>Main Heading</h1>"
}
<!-- write first text -->
document.write("Execute during page load from the head<br>");
</script>
```

```
</head>
<body>
<script>
<!-- write second text -->
document.write("Execute during page load from the body<br>");
</script>
</body>
</html>

STUDENT TASK
```

Task 1: Modify the code above to call the function so it will display something like the picture below:

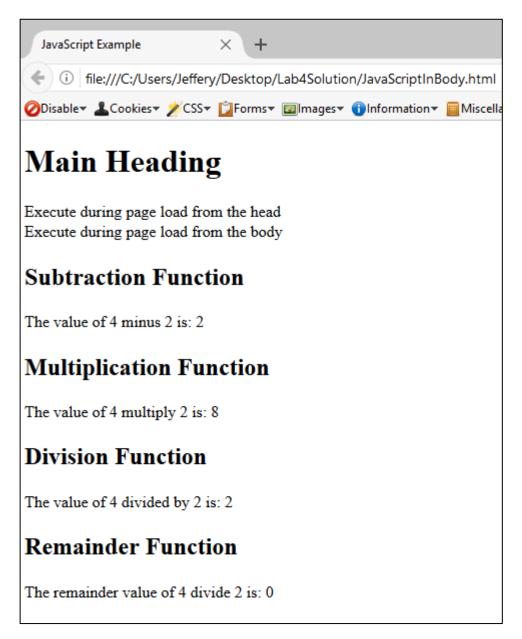


Task 2: Using the **same files**, create a new **function** in the **<head>** section so it will return a value of **two number**. Then call the function in the **<body>** section.

Below is the list of function that you need to create:

- 1. Do a function that return **subtraction** value
- 2. Do a function that return multiplication value
- 3. Do a function that return division value
- 4. Do a function that return remainder value.

Once you done, your JavaScriptInBody.html should look like the picture below:



Don't forget to validate your page.

Task 3: Now you done with **task 2**. Task 3 is put all your **JavaScript** code externally and link it to **JavaScriptInBody.html**

Note:

To link your external script it will be something as follow:

<script src="javascript.js"></script>

- 1. Create a new file and name it function.js.
- 2. Put all the JavaScript code you create in <head> into the file function.js.
- 3. Next put a link in the <head> section to link to external JavaScript files which you name it function.js
- 4. Next create another file and name it output.js
- 5. In this **output.js** files, you will copy all **JavaScript** code that you create in **<body>** section.
- 6. Then put the script linking in the **<body>** section to link to external **JavaScript** name **output.js**.
- 7. Once you done, run your page and it will be exactly the same with your task 2 exercise.
- 8. What we do here is to put our **JavaScript** externally and link it to our **html** files.
- 9. Don't forget to validate your page.

Files that need to be submitted to blackboard are:

- JavaScriptInBody.html
- 2. function.js
- 3. output.js

Remember to zip all the files above and name it yournamelab4.zip