### alert() / document.write() / element.innerHTML

EX1)

<!doctype html>

<html>

<head>

<script>

var who = "George";

var yrs = 2;

var mySentence = who + " has been writing script for " + yrs + " years.";

</script>

</head>

<body>

<script> document.write( mySentence ); </script>

</body>

</htm>

EX2) 따로 파일로 저장

|  |  |
| --- | --- |
| <!doctype html>  <html>  <head>  <script src="myFile.js"></script>  </head>  <body>  <script> document.write( mySentence ); </script>  </body>  </html | myFile.js  var who = "George";  var yrs = 2;  var mySentence = who + " has been writing script for " + yrs + " years."; |

3)

<!doctype html>

<html>

<head></head>

<body>

<button onclick="window.alert('hello')">click me</button>

<button onclick="alert('Bye'); window.close();">click me too</button>

</body>

</html>

4)

<body>

<p>Welcome to the site <b id='boldStuff'>dude</b> </p>

<input type='button' onclick="document.getElementById('boldStuff').innerHTML = 'Fred Flinstone'" value='Change Text'/" );

</body>

### updating text based on user input (아래에서 재사용)

<body>

<script type="text/javascript">

function changeText2(){

var userInput = document.getElementById('userInput').value;

document.getElementById('boldStuff2').innerHTML = userInput;

}

</script>

<p>Welcome to the site <b id='boldStuff2'>dude</b> </p>

<input type='text' id='userInput' value='Enter Text Here' />

<input type='button' onclick='changeText2()' value='Change Text'/>

</body>

### changing html with innerhtml

<body>

<script type="text/javascript">

function changeText3(){

var oldHTML = document.getElementById('para').innerHTML;

var newHTML = "<span style='color:blue'>" + oldHTML + "</span>";

document.getElementById('para').innerHTML = newHTML;

}

</script>

<p id='para'>Welcome to the site <b id='boldStuff3'>dude</b> </p>

<input type='button' onclick='changeText3()' value='Change Text'/>

</body>

### prompt() 함수 - String prompt([String message], [String defaultValue])

- 문자열을 입력할 때 사용

- 숫자를 입력 받아야 하는 경우는 문자열로 입력 받은 뒤 변환

- 첫번째 매개변수는 입력 창에서 띄워줄 메시지

- 두번째 매개변수는 입력 부분의 기본 값

Ex1)

<!DOCTYPE html>

<html>

<head>

<meta charset="UTF-8">

<title>prompt</title>

<script type="text/javascript">

var inputString = prompt('문자열을 입력하세요', '기본 값 문자열');

alert(inputString);

</script>

</head>

<body>

</body>

</html>

Ex2)

<script type="text/javascript">

function prompter() {

var reply = prompt("Hey there, good looking stranger! What's your name?", "")

alert ( "Nice to see you around these parts " + reply + "!")

}

</script>

</head>

<body>

<input type="button" onclick="prompter()" value="Say my name!">

</body>

### confirm() 함수

- 불린 값을 입력 받을 때 사용

- 확인을 누르면 true를 리턴

- 취소를 누르면 false를 리턴

Ex1)

<!DOCTYPE>

<html>

<head>

    <script>

        confirm("수락하시겠습니까?");

    </script>

</head>

<body>

</body>

</html>

Ex2)

<!DOCTYPE html>

<html>

<head>

<meta charset="UTF-8">

<title>confirm</title>

<script type="text/javascript">

var input = confirm('작성하시겠습니까?');

alert(input);

</script>

</head>

<body>

</body>

</html>

Ex3)

<!DOCTYPE html>

<html>

<head>

<meta charset="utf-8">

<script>

function confirmter() {

var input = confirm("1. 회원 가입을 수락하시겠습니까?");

if (input) {

var \_prompt = prompt("2. 당신은 누구십니까?", "");

if (\_prompt != null) {

alert("3. 반갑습니다!\n" + \_prompt + "님");

} else {

var \_confirm = confirm("3. 성함이 입력되지 않았습니다.\n다시 가입을 진행하시겠습니까?");

if (\_confirm) {

// 다시 1번으로..

confirmter();

} else {

alert("4. 회원가입이 취소되었습니다.");

}

}

} else {

alert("2. 회원가입이 취소되었습니다.");

}

}

</script>

</head>

<body>

<!-- 버튼 클릭시 자바스크립트 함수를 실행한다. -->

<input type="button" onclick="confirmter()" value="버튼!"

</body>

</html>

Ex4)

<html>

<head>

<script type="text/javascript">

<!--

function confirmation() {

var answer = confirm("Leave tizag.com?")

if (answer){

alert("Bye bye!")

window.location = "http://www.google.com/";

}

else{

alert("Thanks for sticking around!")

}

}

//-->

</script>

</head>

<body>

<form>

<input type="button" onclick="confirmation()" value="Leave Tizag.com">

</form>

</body>

</html>

### Window.loadtion 예제들

**location.속성 혹은 메소드 / location.속성 = 지정값;**

**window.location.href** 는 현재 페이지의 url

<!DOCTYPE html>

<html>

<body>

<p>Display the entire URL of the current page.</p>

<p id="demo"></p>

<script>

document.getElementById("demo").innerHTML =

"Page location is: " + window.location.href;

</script>

</body>

</html>

**window.location.pathname는 현재 페이지의 경로를 리턴한다.**

<!DOCTYPE html>

<html>

<body>

<p>Display the path name of the current URL.</p>

<p id="demo"></p>

<script>

document.getElementById("demo").innerHTML =

"Page path is: " + window.location.pathname;

</script>

</body>

</html>

**window.location.assign()** 는 새로운 페이지를 불러온다.

<!DOCTYPE html>

<html>

<head>

<script>

function newDoc() {

window.location.assign("http://www.google.com)

}

</script>

</head>

<body>

<input type="button" value="Load new document" onclick="newDoc()">

</body>

</html>

**Location.reload() : 새로 고침**

위에서 사용된 코드를 재사용

<body>

<script type="text/javascript">

function changeText2(){

var userInput = document.getElementById('userInput').value;

document.getElementById('boldStuff2').innerHTML = userInput;

}

</script>

<p>Welcome to the site <b id='boldStuff2'>dude</b> </p>

<input type='text' id='userInput' value='Enter Text Here' />

<input type='button' onclick='changeText2()' value='Change Text'/>

<a href="javascript:location.reload();">새로고침</a>

</body>

### Window.print

Ex1)

<!DOCTYPE html>

<html>

<body>

<p>Click the button to print the current page.</p>

<button onclick="myFunction()">Print this page</button>

<script>

function myFunction() {

window.print();

}

</script>

</body>

</html>

* Writing into an alert box, using **window.alert()**.
* Writing into the HTML output using **document.write()**.
* Writing into an HTML element, using **innerHTML**.
* Writing into the browser console, using **console.log()**.

### Break : terminating a loop statement

Ex1)

<body>

<script type="text/javascript">

for (i = 0; i < 20; i++) {

if(i >= 5){

break;

}

document.write("Pass index "+i+" of the loop<br>");

}

</script>

</body>

Ex2)

<body>

<script type="text/javascript">

var browser = "Chrome";

switch (browser) {

case "IE":

document.write("Internet Explorer makes life hard for webmasters.");

break;

case "Chrome":

document.write("Chrome conforms to popular browser standards.");

break;

case "Firefox":

document.write("Firefox is bulky but developer friendly.");

break;

default:

document.write("No information for browser: "+browser);

}

</script>

### Const : The const statement is used to create constants. Unlike variables, constants are used to represent values that will not change during script execution.

Ex1)

<script type="text/javascript">

const SPEED = 1000;

const pie=3.14;

alert( SPEED );

alert ( pie\*2);

</script>

### Continue : The continue statement is used to bypass specified iterations of a loop so that the code in the loop statement does not execute for those iterations, and moves on to the next.

Ex1)

<script type="text/javascript">

for (i = 0; i < 20; i++) {

if(i < 10){

continue;

}

document.write("Pass index "+i+" of the loop <br>");

}

</script>

## **Trigger CSS Transitions to Control Animations**

Ex1)

<!DOCTYPE html>

<html>

<style>

div#box1 {

background: #9DCEFF;

width: 400px;

height: 200px;

}

</style>

<script>

function changeBG(el,clr){

var elem = document.getElementById(el);

elem.style.transition = "background 1.0s linear 0s";

elem.style.background = clr;

}

</script>

<body>

<button onclick="changeBG('box1','#F0F')">Magenta</button>

<button onclick="changeBG('box1','#0C0')">Green</button>

<button onclick="changeBG('box1','#9DCEFF')">Origninal</button>

<div id="box1">Content in box 1 ...</div>

</body>

</html>

Ex2)

<!DOCTYPE html>

<html>

<head>

<style>

div#box1 {

background: #9DCEFF;

width: 400px;

height: 200px;

}

</style>

<script>

function fadeOut(el){

var elem = document.getElementById(el);

elem.style.transition = "opacity 0.5s linear 0s";

elem.style.opacity = 0;

}

function fadeIn(el){

var elem = document.getElementById(el);

elem.style.transition = "opacity 0.5s linear 0s";

elem.style.opacity = 1;

}

</script>

</head>

<body>

<button onclick="fadeOut('box1');">Fade out</button>

<button onclick="fadeIn('box1');">Fade in</button>

<div id="box1">Content in box 1 ...</div>

</body>

</html>

Ex3)

<!DOCTYPE html>

<html>

<head>

<style>

div#box1 {

background: #9DCEFF;

width: 400px;

height: 200px;

overflow: hidden;

}

</style>

<script>

function slideOpen(el){

var elem = document.getElementById(el);

elem.style.transition = "height 0.2s linear 0s";

elem.style.height = "200px";

}

function slideClosed(el){

var elem = document.getElementById(el);

elem.style.transition = "height 0.2s linear 0s";

elem.style.height = "0px";

}

</script>

</head>

<body>

<button onclick="slideClosed('box1');">slideClosed</button>

<button onclick="slideOpen('box1');">slideOpen</button>

<div id="box1">Content in box 1 ...</div>

</body>

</html>

Ex4)

<!DOCTYPE html>

<html>

<head>

<style>

div#box1 {

background: #9DCEFF;

width: 400px;

height: 200px;

position: absolute;

top: 50px;

left: -400px;

}

</style>

<script>

function slideIn(el){

var elem = document.getElementById(el);

elem.style.transition = "left 0.5s ease-in 0s";

elem.style.left = "0px";

}

function slideOut(el){

var elem = document.getElementById(el);

elem.style.transition = "left 0.5s ease-out 0s";

elem.style.left = "-400px";

}

</script>

</head>

<body>

<button onclick="slideIn('box1');">slide in</button>

<button onmouseover="slideOut('box1');">slide out</button>

<div id="box1">Content in box 1 ...</div>

</body>

</html>