

Day 12



JavaScript alert, prompt & confirm:

alert() — Show a Message

Purpose: To display a simple message to the user.

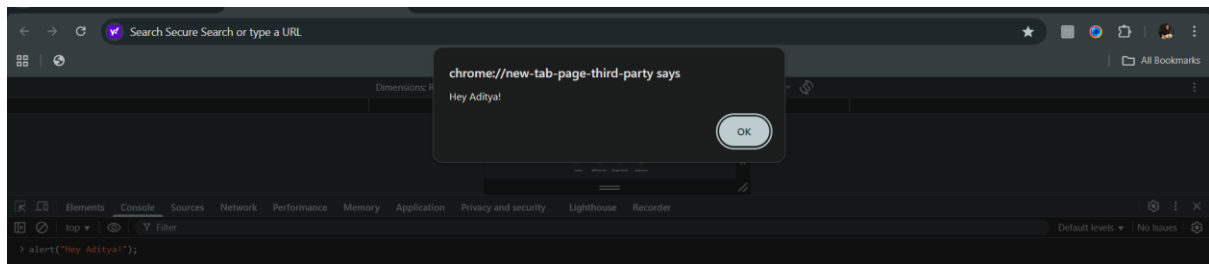
Syntax:

```
alert("This is an alert message!");
```

How it works:

- Shows a popup with an OK button.
- Used to inform the user (no input is taken).

Example:



prompt() — Take Input from the User

Purpose: To ask the user for some input (like a name or number).

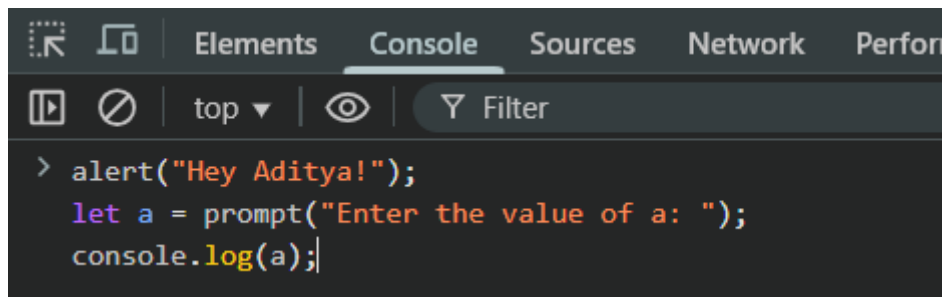
Syntax:

```
prompt("Enter your name:");
```

How it works:

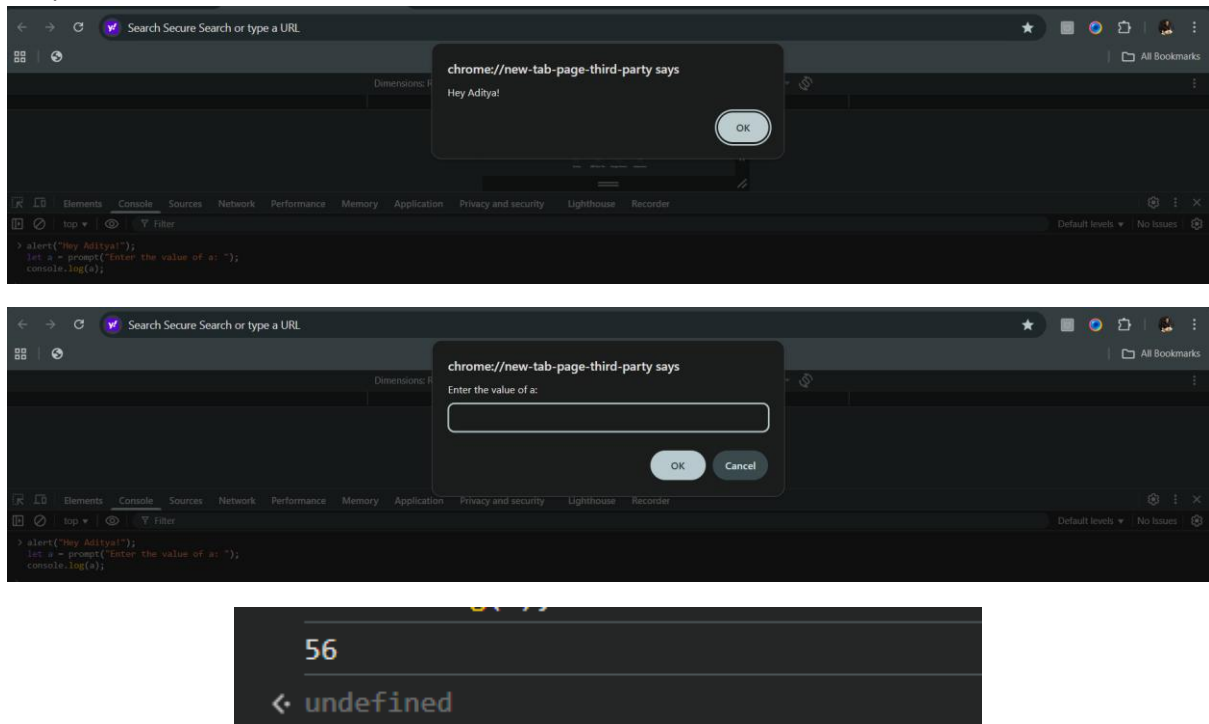
- Shows a popup with a message, an input box, and OK/Cancel buttons.
- Returns the text entered by the user as a string.
- Returns null if the user presses Cancel.

Example:

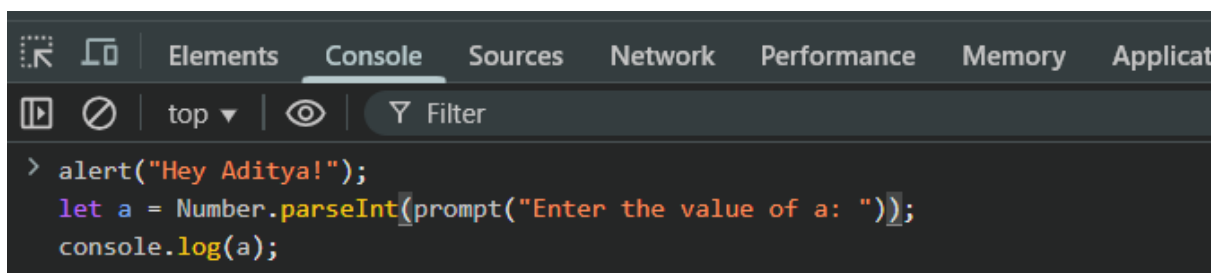


```
> alert("Hey Aditya!");  
let a = prompt("Enter the value of a: ");  
console.log(a);
```

Output:

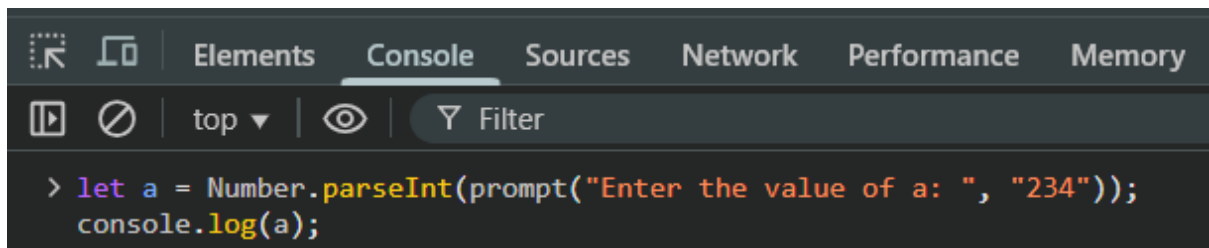


Example: since prompt takes user input as string, we need to convert it into number.



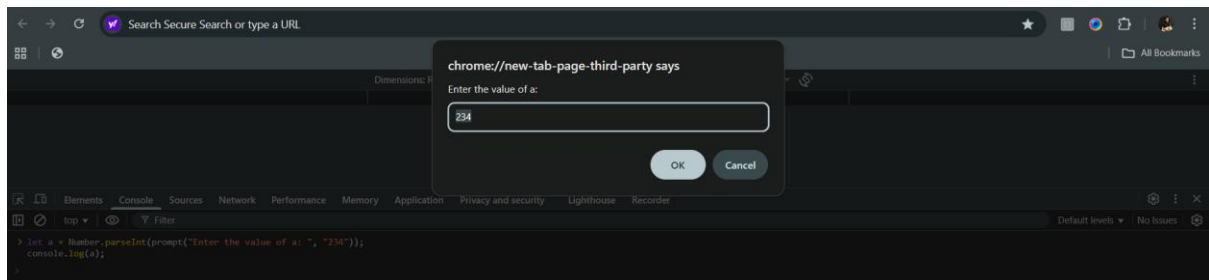
```
> alert("Hey Aditya!");  
let a = Number.parseInt(prompt("Enter the value of a: "));  
console.log(a);
```

Example: giving default value to the prompt



```
> let a = Number.parseInt(prompt("Enter the value of a: ", "234"));  
    console.log(a);
```

Output:



confirm() — Ask for Confirmation

Purpose: To ask the user a Yes/No or OK/Cancel type question.

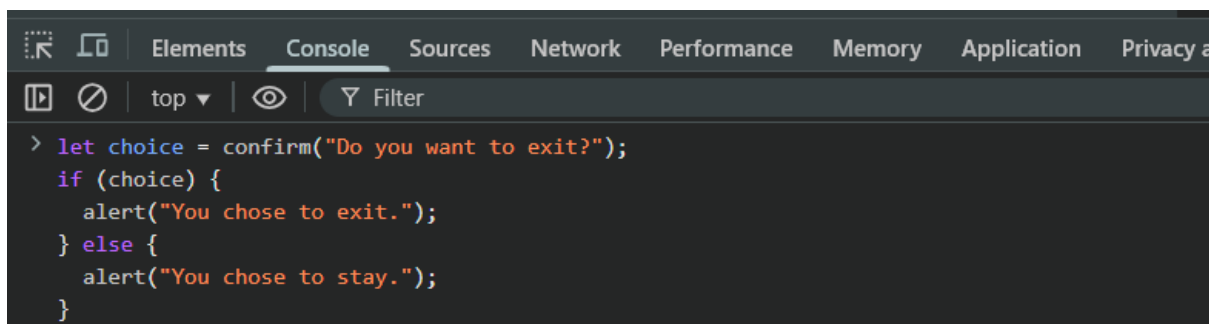
Syntax:

```
confirm("Are you sure?");
```

How it works:

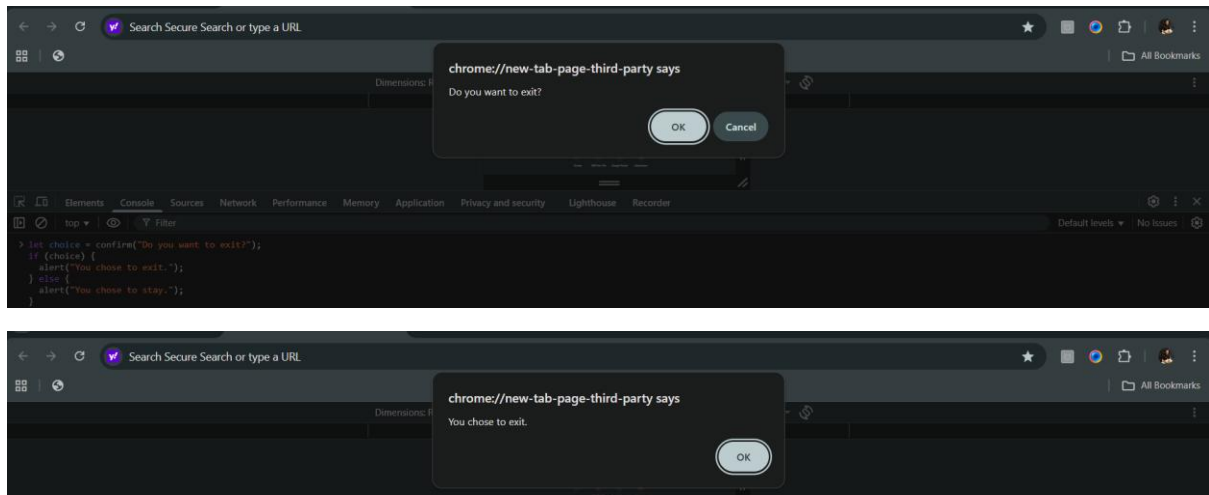
- Shows a popup with OK and Cancel buttons.
- Returns:
 - true → if the user clicks OK
 - false → if the user clicks Cancel

Example:



```
> let choice = confirm("Do you want to exit?");  
    if (choice) {  
        alert("You chose to exit.");  
    } else {  
        alert("You chose to stay.");  
    }  
}
```

Output:



--The End--