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CSCI 341: HANDS ON

UNIT: Hello World

Activities

- 1. Use Secure File Transfer Program to connect to Computer Science computer server
- 2. Create a web page that alerts a greeting to the user in your best pirate imitation, for example, "Arg, ahoy JavaScript!".
- 3. Link the new page to your class page, and vice versa.
- 4. Celebrate

Activity One

Login to the Computer Science Server and navigate to your class n341 directory inside of public_html. Make sure directories are given 755 permissions; files should be given 644 permissions. Review **the three layers of a web page**. In this lab, we will be using JavaScript to provide functionality to the page.

Activity Two

Access the hosting template HTML file, along with this external javascript file. Of course, you may edit the template file, or replace it entirely with a file of your construction.

Alerts have their place in Javascript programming -- Alerts are an appropriate GUI object to communicate caution to the end user. Alerts are "modal" objects -- this means they suspend other operations until the user deals with them. Thus, our use of alerts as a print mechanism are really not appropriate... they are just a simple way to produce feedback on our program. To utilize an alert, consider the following line of code:

alert("Your text here.");

In the line of code above, alert() is a method of the window object. It creates a dialog box known as an alert box that contains the specified text. The box closes when the user clicks the button.

For this lab:

- 1. Create a page that pops up an alert() with a "Hello World" message in pirate talk. You can use the sample files referenced above or create a unique page of your own.
- 2. Be sure to use header block comments with your updated information in both the html and the js file.
- 3. Link the files to your personal Course Page with a button that says, "JS Hello World".
- 4. Look through the rubric on Canvas to ensure that you have completed all requirements.
- 5. Submit a link in Canvas for grading.

Important Procedures for All Labs

Here are some general notes for perfection that you should follow for every assignment:

- 1. Please produce all web content to HTML5 standards.
- 2. Please validate all your files.
- 3. Be sure to update the header block comments for each file.
- 4. Be sure to check your browser's console / developer tools for error free code.
- 5. Test your code in Chrome and Edge at a minimum.
- 6. Use only your own original code for all labs.
- 7. Be sure to put your CSS and JavaScript in a separate files from your html.
- 8. Be sure to read through the lab rubric in Canvas.
- 9. Submit your lab in Canvas for grading.

Holler if you have any questions!

Mission Accomplished!

Let us celebrate your achievement with a bottle of grog, a hoist of the jolly, and one silly thought: A foo walks into a bar, takes a look around, and says, "Hello World!".

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Hands On: JS Hello World

9/2/2021