

# User Input in JavaScript: alert, prompt, and confirm

---

## 1. Introduction to User Input

---

JavaScript provides various ways to interact with the user. These include `alert`, `prompt`, and `confirm`, which allow displaying messages and receiving input from the user.

## 2. `alert()`

---

The `alert()` method displays a simple message. It is useful for giving information or warnings to the user. The message is shown in a modal window that the user must acknowledge to continue.

**Syntax:**

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

**Examples:**

```
// Simple message
alert("Welcome to our website!");

// Message with a variable
let username = "Alice";
alert("Hello, " + username + "! Welcome back.");
```

**Exercise:**

1. Create a message that reminds the user to save their inputs.
2. Display a message with dynamic text that greets a person by their name.

## 3. `prompt()`

---

The `prompt()` method displays an input field and prompts the user to enter something. The return value is the user's input. If the user clicks "Cancel," `null` is returned.

**Syntax:**

```
let name = prompt("What is your name?");
```

**Examples:**

```
// Simple input
let age = prompt("How old are you?");
alert("You are " + age + " years old.");

// Input with a default value
let favoriteColor = prompt("What is your favorite color?", "Blue");
alert("Your favorite color is " + favoriteColor + ".");
```

**Exercise:**

1. Ask the user for their age and calculate the year they were born.
2. Create a small program that asks for the user's name and then greets them nicely.

## 4. `confirm()`

---

The `confirm()` method displays a window with a message and the buttons "OK" and "Cancel." The return value is a boolean: `true` if the user clicks "OK" and `false` if they click "Cancel."

**Syntax:**

```
let response = confirm("Do you want to proceed?");
```

**Examples:**

```
// Simple confirmation
let deleteFile = confirm("Are you sure you want to delete this file?");
if (deleteFile) {
    alert("The file will be deleted.");
} else {
    alert("The file was not deleted.");
}

// Confirmation with a condition
let wantsNewsletter = confirm("Would you like to subscribe to our newsletter?");
if (wantsNewsletter) {
    alert("Thank you for subscribing to our newsletter!");
} else {
    alert("Maybe next time.");
}
```

**Exercise:**

1. Create a prompt that asks the user if they want to log into the website. Show a corresponding message depending on whether they choose "OK" or "Cancel."
2. Ask the user if they want to cancel an operation and either proceed or cancel based on their response.

## 5. Combining `alert`, `prompt`, and `confirm`

---

The three methods can be combined to create a simple interactive program.

**Example Program:**

```
alert("Welcome to our program!");

let name = prompt("What is your name?");
let age = prompt("How old are you, " + name + "?");

if (confirm("May I save this data?")) {
    alert("Thank you, " + name + "! Your data has been saved.");
} else {
    alert("Don't worry, " + name + ". Your data has not been saved.");
}
```

**Exercise:**

1. Create a program that asks the user about their favorite activities and then shows a confirmation to save those activities.
2. Develop a small survey that asks the user about their favorite movie, book, and food, and then summarizes at the end.

This provides a solid foundation for teaching students various methods of user interaction in JavaScript. Good luck with your lesson!