



UDAY SHARMA

JS

# JavaScript Interaction: alert , prompt , confirm



easy



confirm  
prompt  
alert



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## Interaction:

- As we'll be using the browser as our demo environment, let's see a couple of functions to interact with the user:
- **alert**
- **prompt**
- **confirm.**



The diagram illustrates three JavaScript functions for user interaction, each shown in a colored box with a corresponding dialog box example:

- Alert** (Red box): Shows a dialog box with the text "Hello world!" and an "OK" button.
- Confirm** (Yellow box): Shows a dialog box with the text "You sure?" and "Cancel" and "OK" buttons.
- Prompt** (Green box): Shows a dialog box with the text "Who are you?", an input field, and "Cancel" and "OK" buttons.





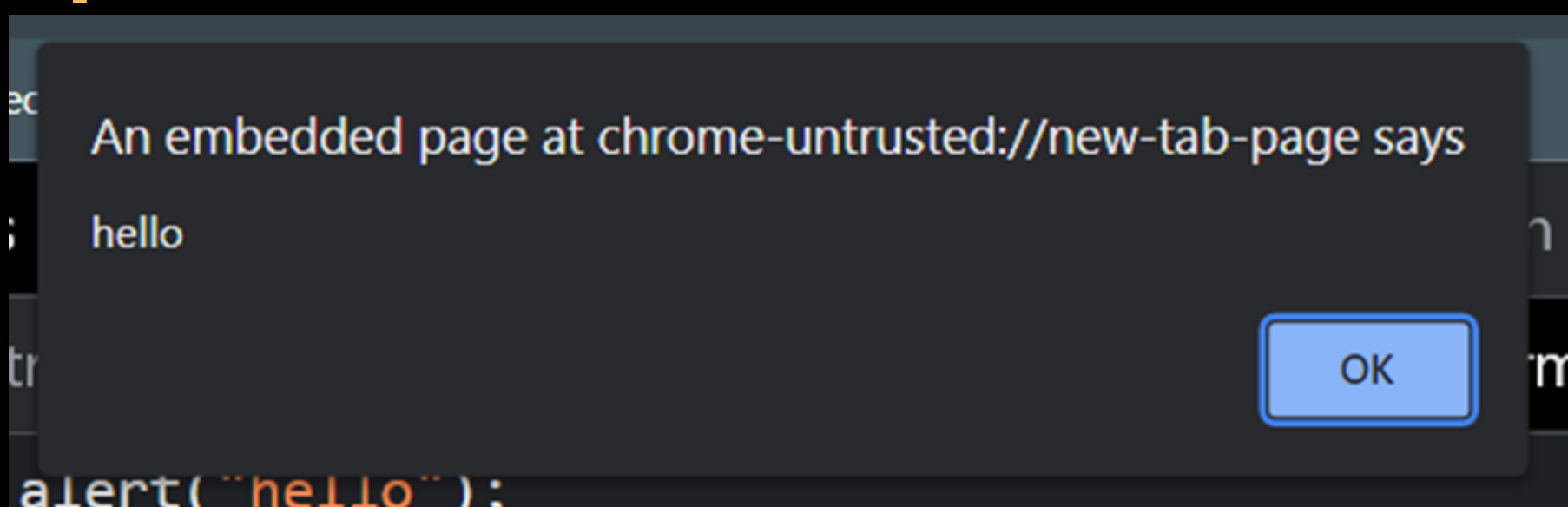
## alert :-

- This one we've seen already. It shows a message and waits for the user to press "OK".  
For example:

### Code :-

```
1 alert("hello");
```

### Output :-



- The **mini-window** with the **message** is called a **modal window**. The word "**modal**" means that the **visitor can't interact** with the **rest of the page**, press **other buttons**, etc, until they have dealt with the window. In this case – until they press "**OK**".





## ➡ Getting User Input:-

- To get input from the user, we use the **prompt()** function in JavaScript. This input is stored as a **string datatype** in a **variable**. To check the datatype of the variable, we use the **typeof operator**.

## ➡ prompt :-

- **prompt()** displays a message to the user in a **pop-up window** and **waits** for the **user** to **enter a value**. The value entered by the user is then **saved in a variable**.
- The function prompt **accepts two arguments**:

```
1  result = prompt(title, [default]);
```

- It shows a modal window with a text message, an input field for the visitor, and the **buttons OK/Cancel**.
- **title** :- The text to show the visitor.
- **default** :- An optional second parameter, the initial value for the input field.





## ➡ The square brackets in syntax [...] :-

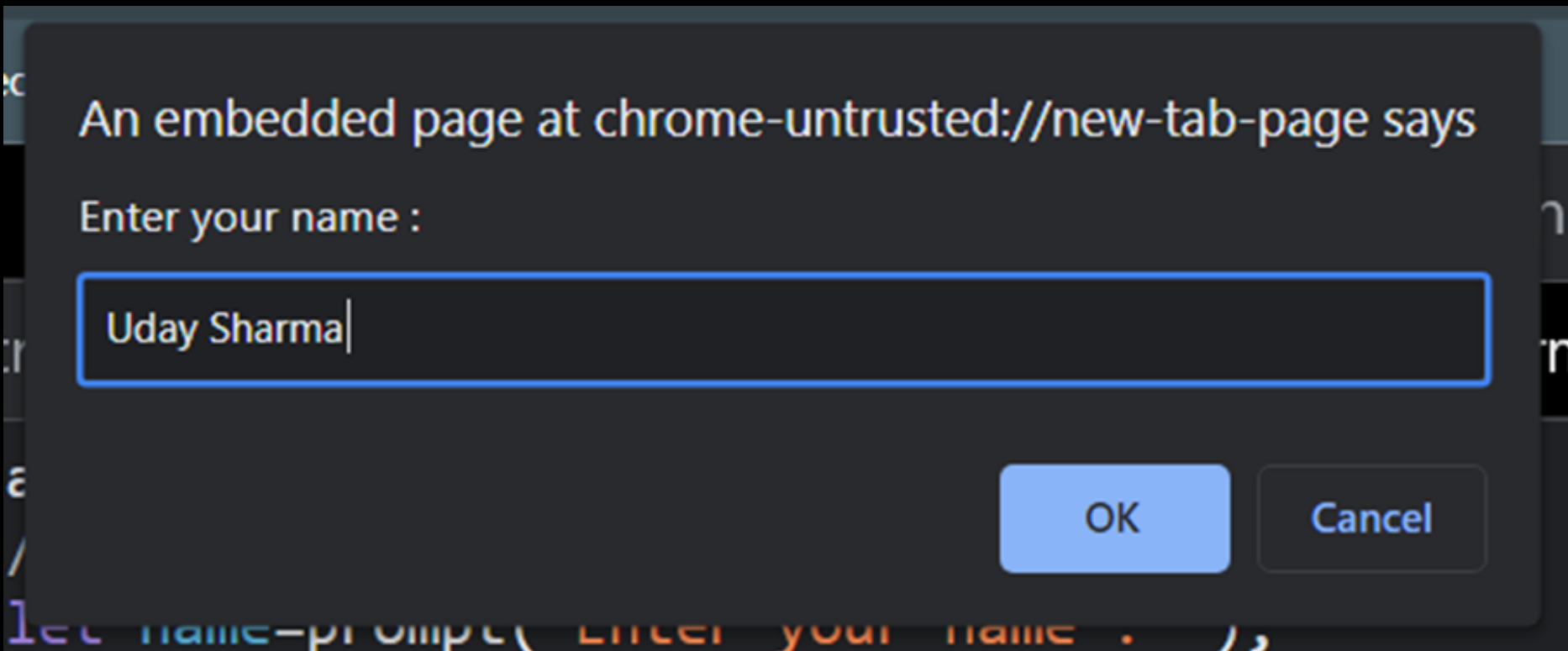
- The **square brackets** around **default** in the syntax above denote that the parameter is **optional, not required**.
- The **visitor can type something** in the **prompt input field** and **press OK**. Then we get that text in the result. Or they can **cancel the input** by **pressing Cancel** or hitting the **Esc key**, then we get **null as the result**.
- The call to **prompt** returns the **text from the input field** or **null** if the **input was canceled**.

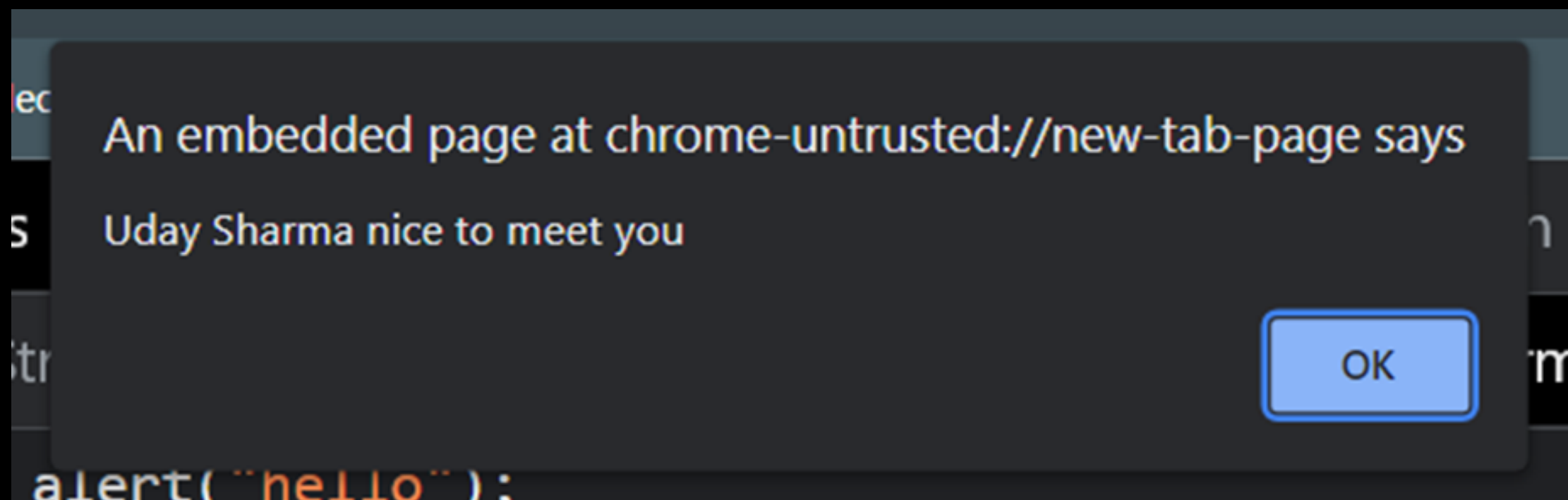
### Example-1:-

#### Code :-

```
// result = prompt(title,[default]);  
let name=prompt("Enter your name : ");  
alert(name+" nice to meet you");
```

### output:-



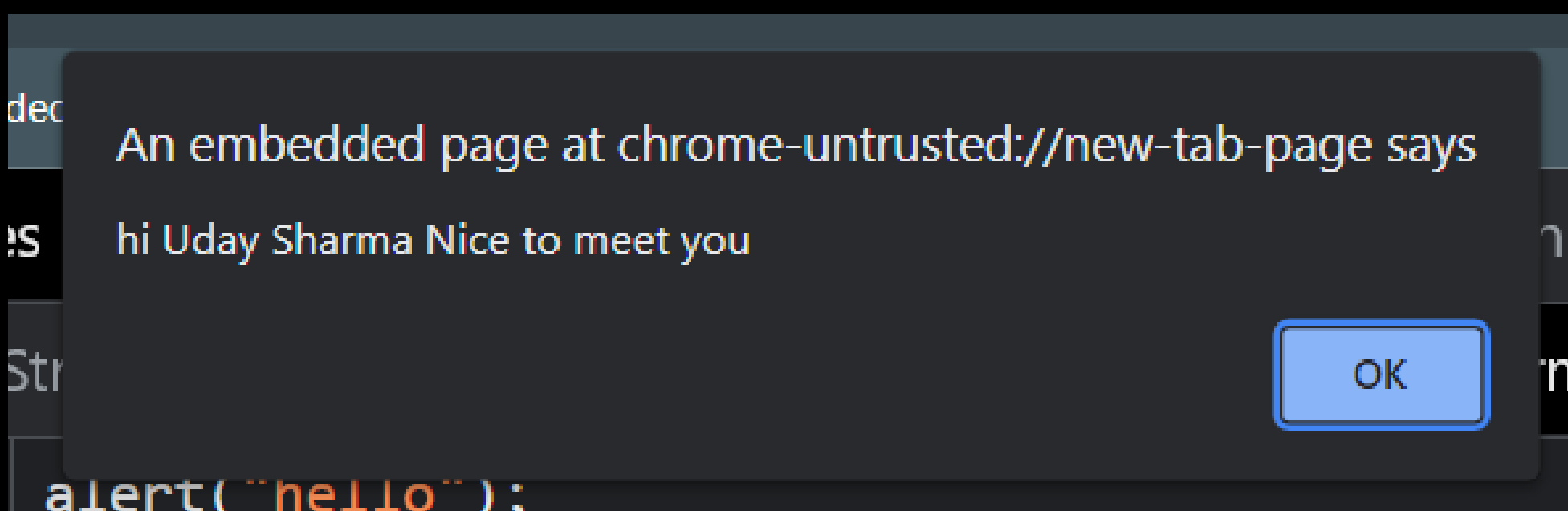
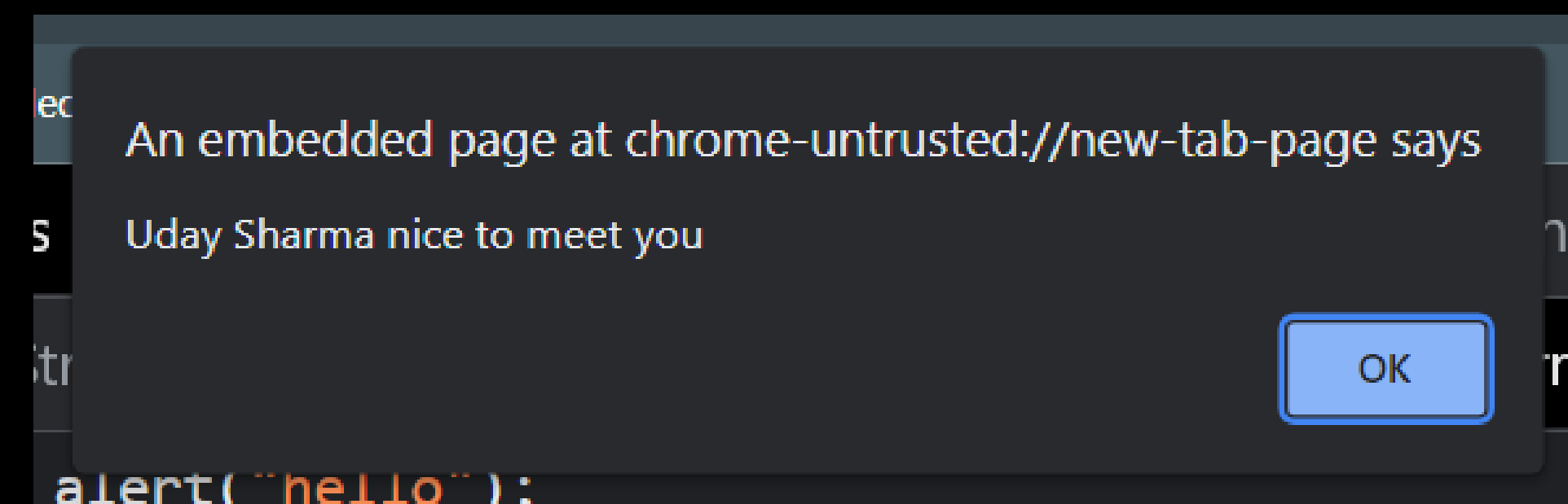


## Example-2:-

### Code :-

```
let name=prompt("Enter your name : ");
alert(name+" nice to meet you");
alert(`hi ${name} Nice to meet you `);
```

### output:-







## In IE: always supply a default

- The **second parameter** is **optional**, but if we don't supply it, **Internet Explorer** will **insert** the text "**undefined**" into the **prompt**.
- Run this code in Internet Explorer to see:

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

- So, for **prompts to look good in IE**, we **recommend** always **providing** the **second argument**:

```
let age=prompt("Enter your age ", '');
```



## ➡ confirm:-

- **confirm()** displays a message to the user in a pop-up window and waits for the user to click either the **OK** or **Cancel** button. The function returns **true** if the user clicks **OK** and **false** if the user clicks **Cancel**. Based on the value returned by the function, you can perform different actions.
- The syntax:

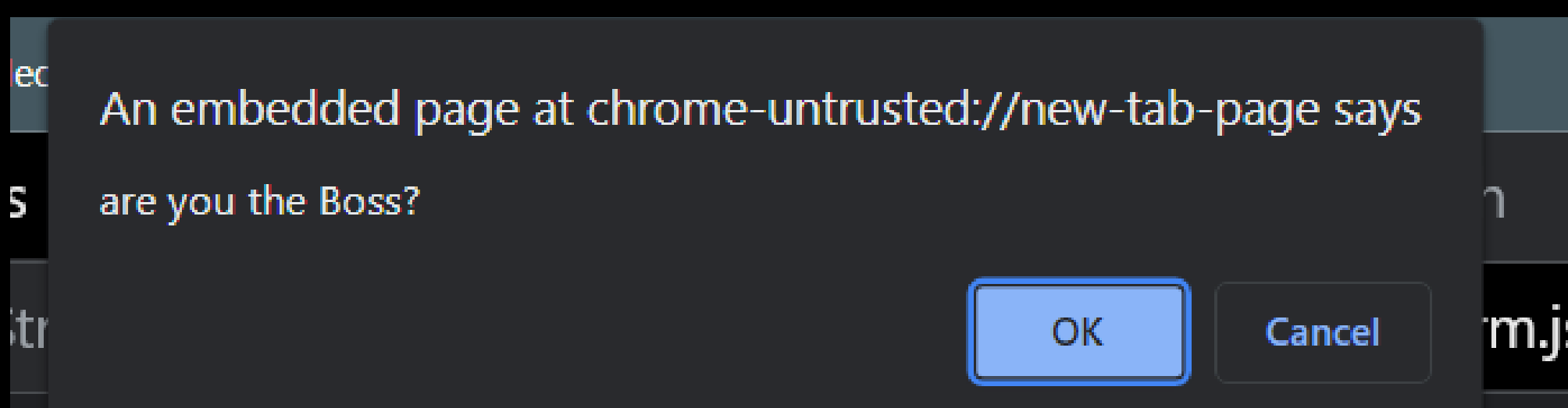
```
1 result = confirm(question);
```

- The function confirm shows a modal window with a question and two buttons: **OK** and **Cancel**.
- The result is true if OK is pressed and false otherwise.
- For example:

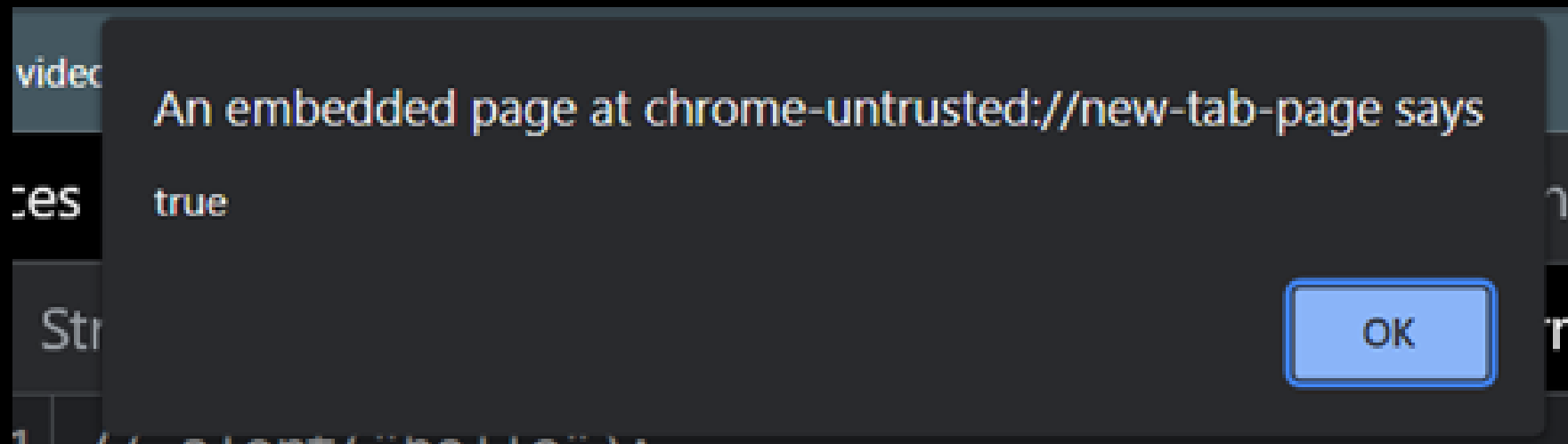
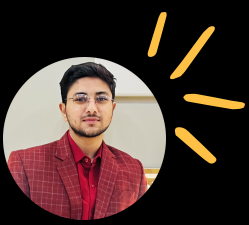
### Code :-

```
// confrim  
let isBoss=confirm("are you the Boss? ");  
alert(isBoss);
```

### output:-



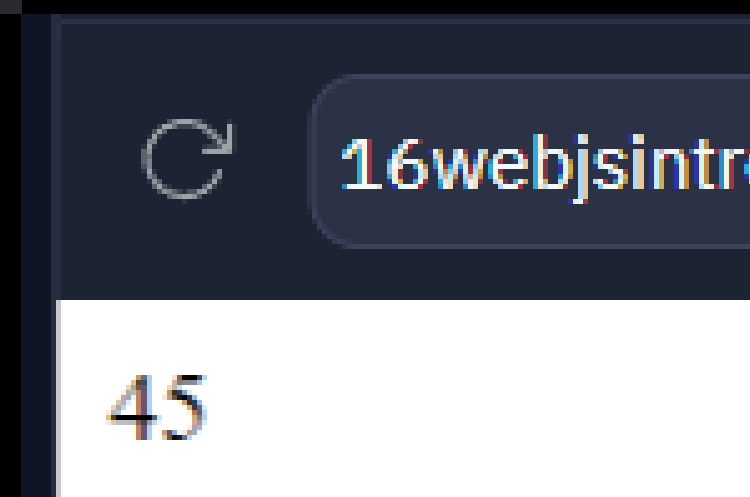
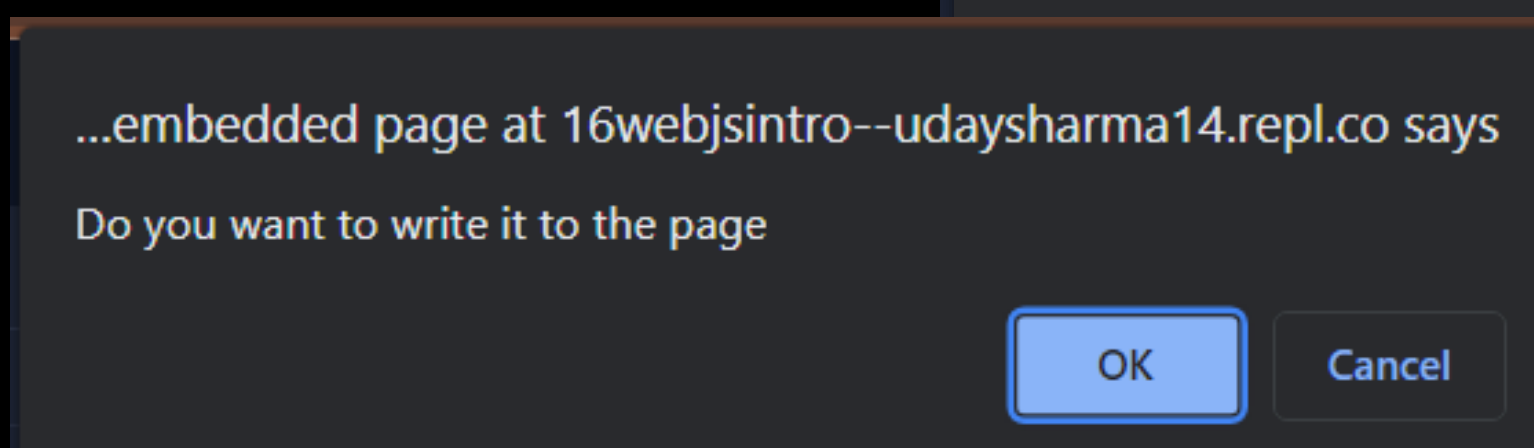
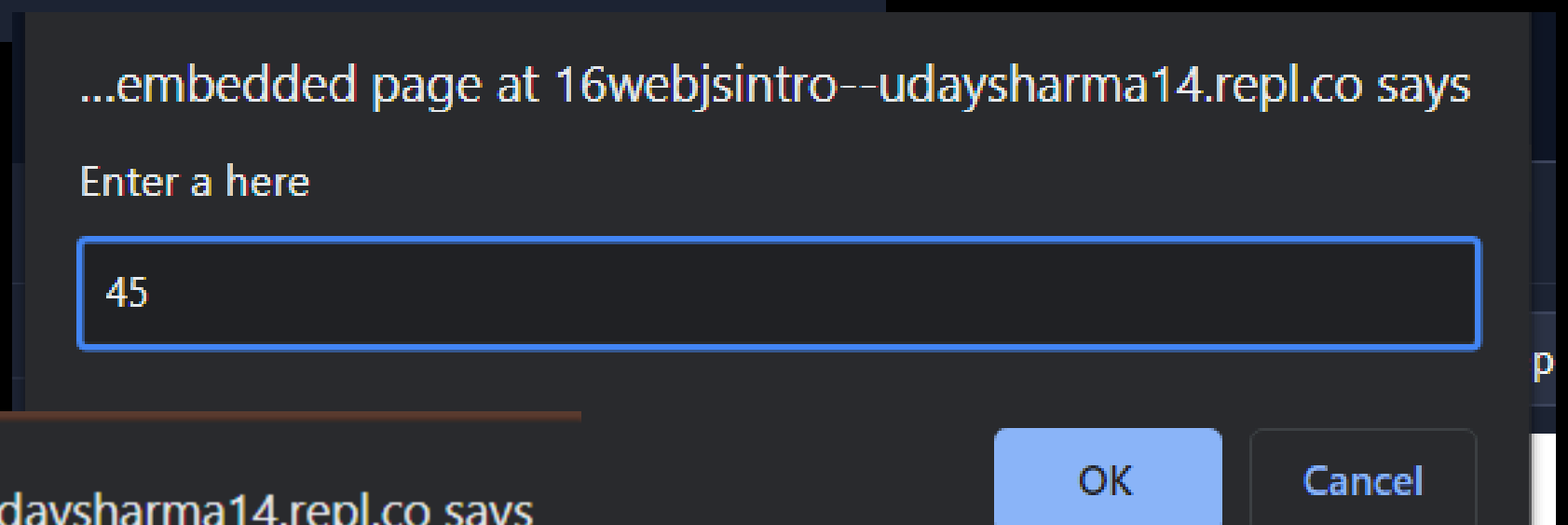




## Code :-

```
index.html x JS script.js x style.css x +
JS script.js > ...
1 alert("Enter the value of a!")
2 let a = prompt("Enter a here", "578")
3 a = Number.parseInt(a)
4 alert("You entered a of type " + (typeof a))
5 let write = confirm("Do you want to write it to the page")
6 if (write) {
7   document.write(a)
8 }
9 else {
10  document.write("Please allow me to write")
11 }
```

## output:-



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