

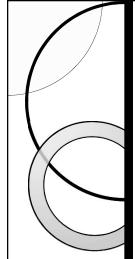


JAVASCRIPT -- EventHandler --



Week IX

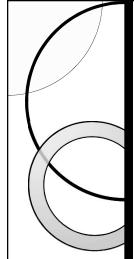
Static Web Programming Semester 1





First Simple Script

```
<html>
<body>
  <script type="text/javascript">
      alert('Hello JavaScript!');
  </script>
</body>
                           Message from webpage
</html>
                                  Hello JavaScript!
```





Another Simple Script

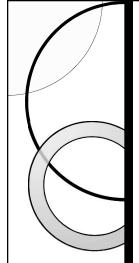
```
<html>
<body>
  <script type="text/javascript">
       document.write('Learn JavaScript!');
  </script>
                               € D:\My Documents\We... □ □ X
</body>

    D:\My Documents\ ▼ ∮

</html>

☆ Favorites   Suggested Sites (2) ▼

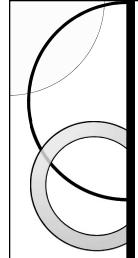
                                @ D:\My Documents\Web...
                                                   ☆ ▼
                                Learn Javascript!
                               Prof 📳 🔻 🐧 130%
```





Event Handler

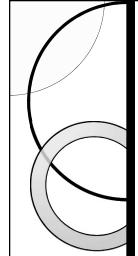
- Event Handler is a set of code which will be executed when a certain behaviour is performed, e.g. mouse click or closing the browser window.
- Syntax:eventhandler_name= "set of code"
- Set of code may contains a number of statements, separated by semicolon.





General EventHandler

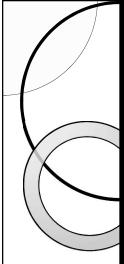
Event	Description	
onchange	An HTML element has changed	
onclick	User click the HTML element	
onmouseover	User move the cursor over an HTML element	
onmouseout	User move the cursor out from an HTML element	
onkeydown	User press a keyboard button	
onload	Browser has finished loading the webpage	



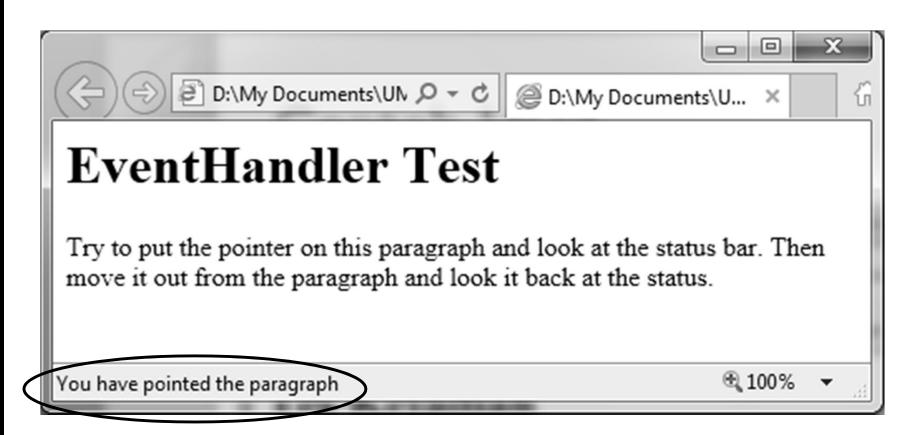


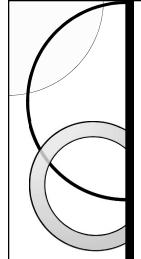
Example of EventHandler

```
<body>
<h1>EventHandler Test</h1>
pointed the paragraph';
              return true";
  onMouseOut = "window.status = '';
              return true";>
  Try to put the pointer on the following
  link and look at the status bar. The move
  it out from the link and look it back at
  the status.
</body>
```





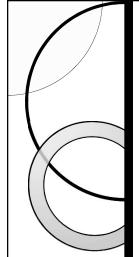






Data Entry

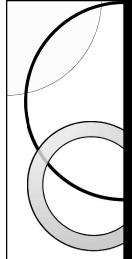
- JavaScript has mechanism in offering users to entry data on a window.
- Entry data uses "prompt" command.
- If a user click OK, then the JavaScript code will do the process.





Example of Data Entry

```
<html>
<head>
 <title>Data Entry</title>
</head>
<body>
 <script type="text/javascript">
    var name=prompt("What's your
              name?");
    document.write("Hi "+name);
 </script>
</body>
</html>
```

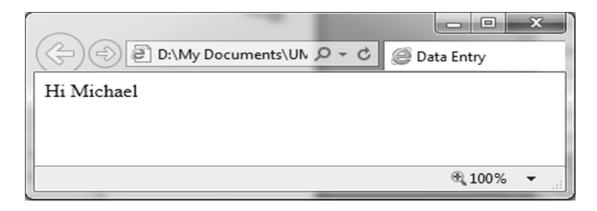


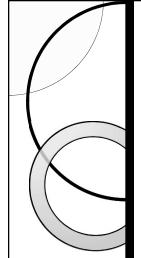


Prompt



Executed

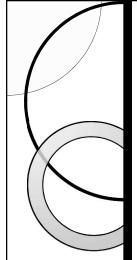






Warning Window

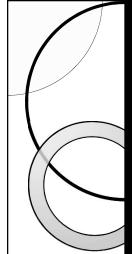
- Warning window in Javascript is used to inform the result of the action done by users.
- Action could be data entry, eventhandler, etc.



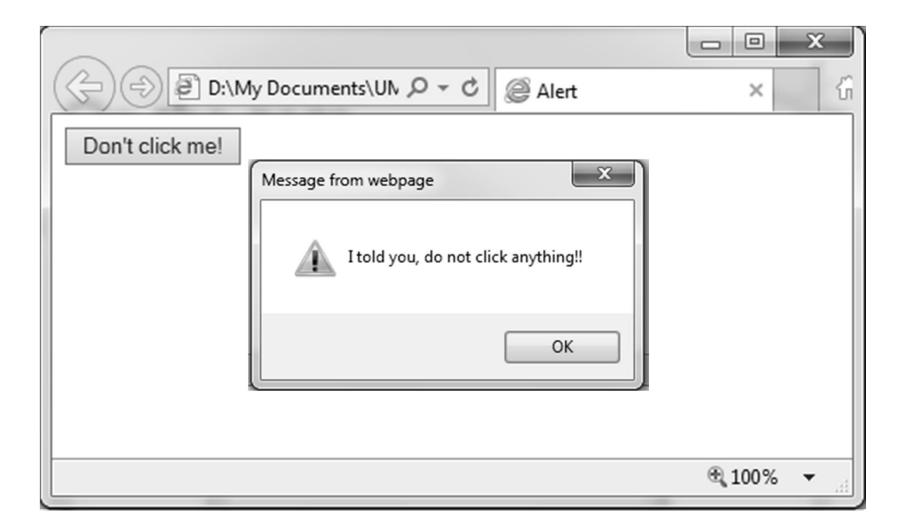


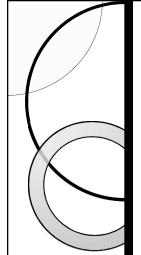
Example

```
<html>
<head>
 <title>Alert</title>
</head>
<body>
 <script type="text/javascript">
         window.alert("Never click
         anything on the page!");
 </script>
 <button onclick="window.alert('I</pre>
    told you, do not click
    anything!!')"; > Don't click me!
 </button>
</body>
</html>
```





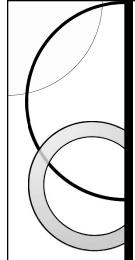






Confirmation Window

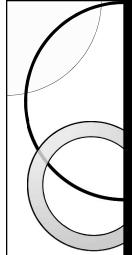
 Confirmation window in Javascript is used to ask whether the action is true or false.



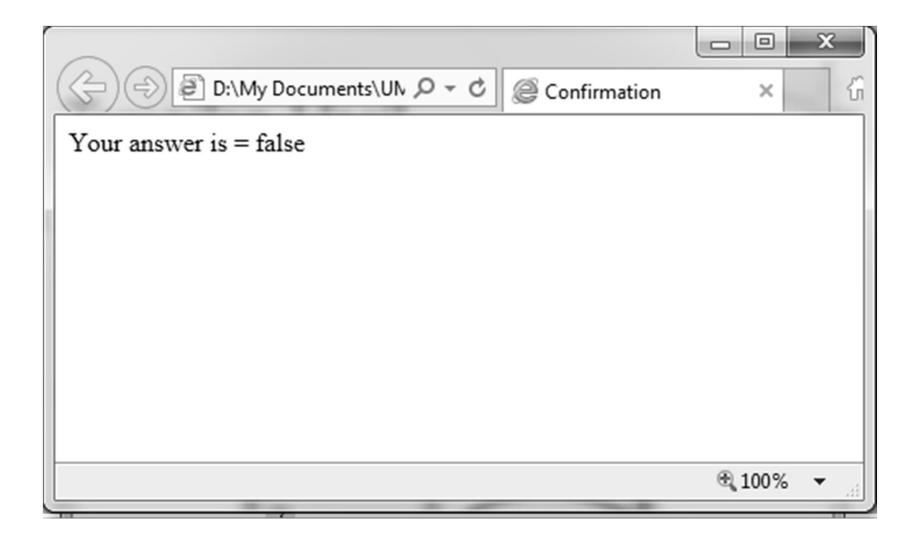


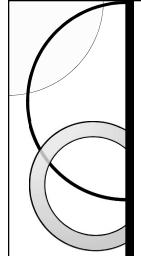
Example

```
<html>
<head>
 <title>Confirmation</title>
</head>
<body>
 <script type="text/javascript">
    var answer=window.confirm("Do
         you love Javascript?");
    document.write("Your answer is =
          +answer);
 </script>
</body>
</html>
```





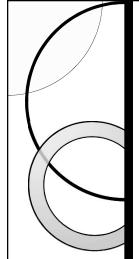






Data Type Convertion

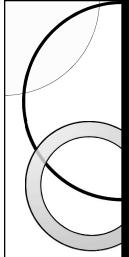
- Converting string to integer:parseInt()
- Converting string to real:parseFloat()



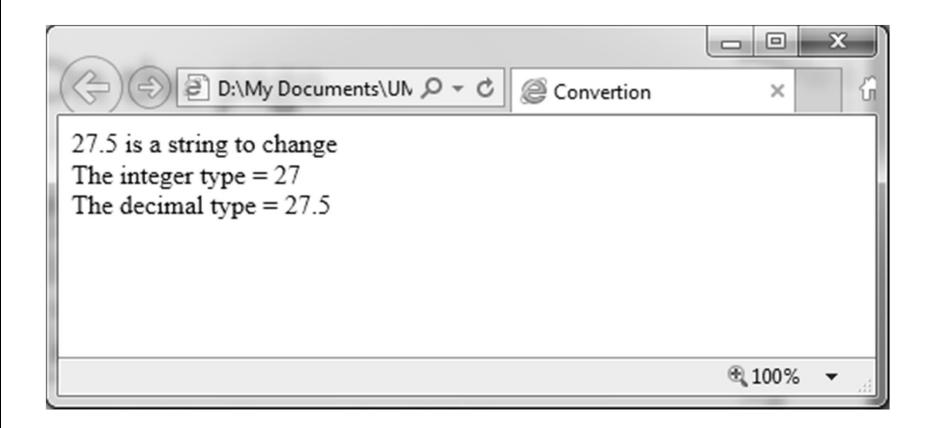


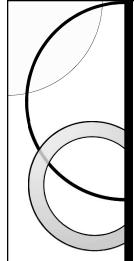
Example

```
<body>
 <script type="text/javascript">
    var number="27.5";
    document.write("27.5 is a string to
          change<br>");
    document.write("The integer type = "
          +parseInt(number) + " < br > ");
    document.write("The decimal type = "
          +parseFloat(number));
 </script>
</body>
```





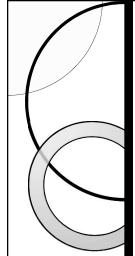






Operators

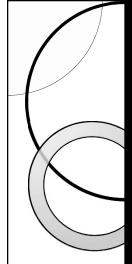
Operator	Desc	Priority
+	Sum	3
-	Substract	3
*	Multiply	2
1	Divide	2
%	Modulus	2
++	Increment	I (in front of variabel)
		4 (behind variabel)
	Decrement	I (in front of variabel)
		4 (behind variabel)





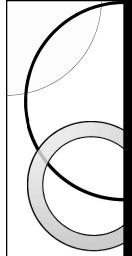
Operators

Operator	Example	Value of x	Value of y
+	x=y+2	9	7
_	x=y-2	5	7
*	x=y*2	14	7
/	x=y/2	3.5	7
%	x=y%2		7
++	x=++y	8	7
	x=y++	7	7
	x=y	6	7
	x=y	7	7

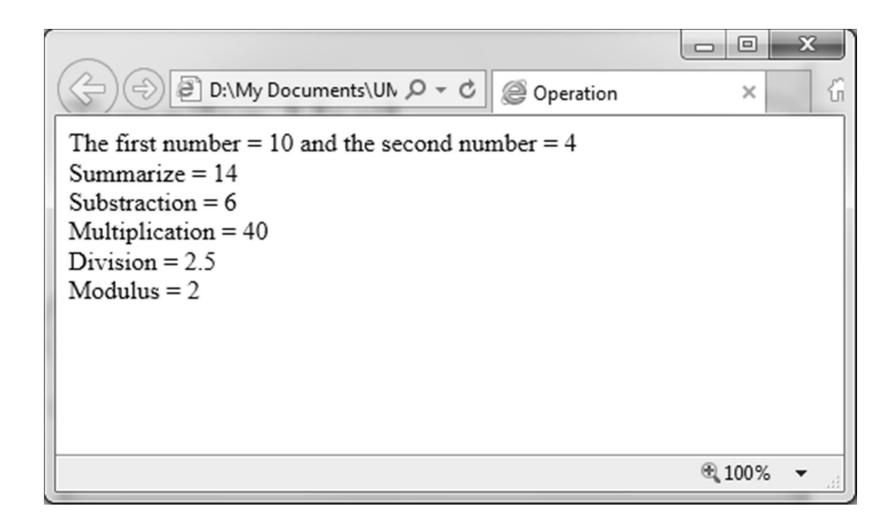


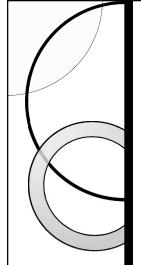


Example



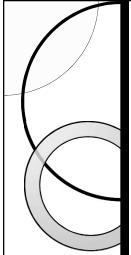






Comparison and Logic Operators

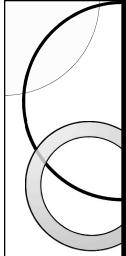
Operator	Desc	Category
==	Equals to	Comparison
!=	Inequals to	Comparison
<	Less than	Comparison
<=	Less than or equals to	Comparison
>	More than	Comparison
>=	More than or equals to	Comparison
!	Not	Logic
&&	And	Logic
ll l	Or	Logic
?	Condition? True:False	Comparison



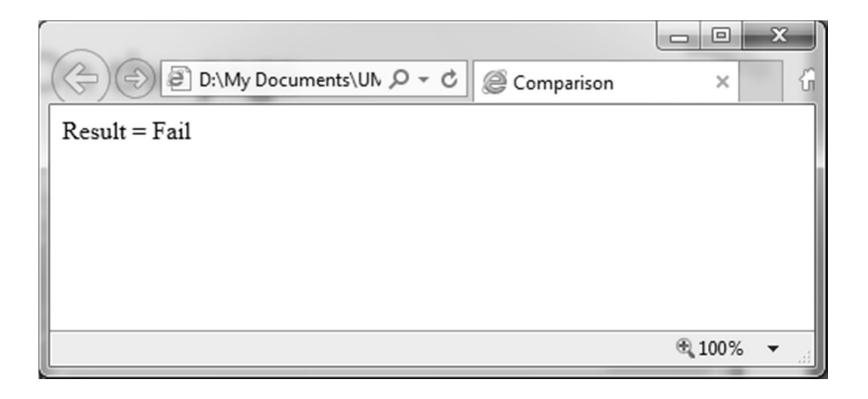


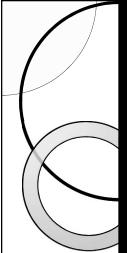
Example (Comparison)

```
<html>
<head>
 <title>Comparison</title>
</head>
<body>
 <script type="text/javascript">
      var number=parseInt(prompt("Put a number (0-
            100) = ");
      var result=(number>=60)?"Pass":"Fail";
      document.write("Result = ", result);
 </script>
</body>
</html>
```





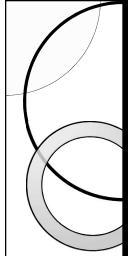




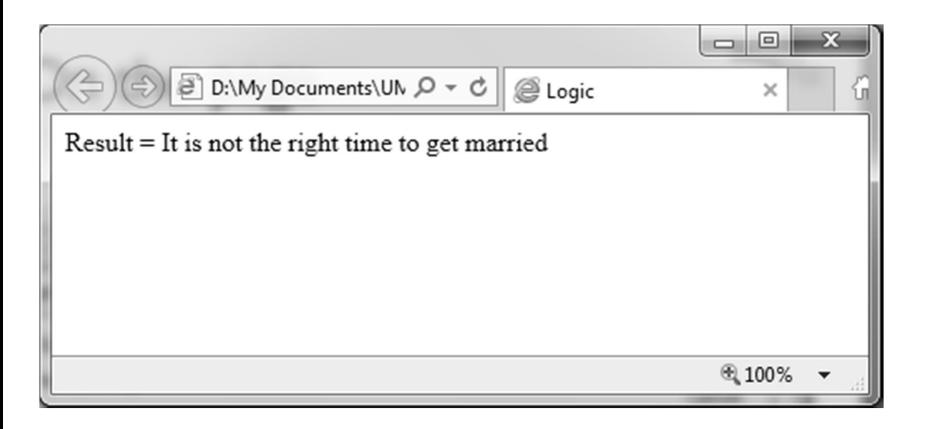


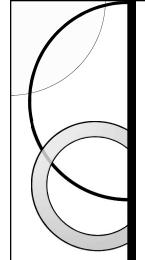
Example (Logic)

```
<html>
<head>
 <title>Logic</title>
</head>
<body>
 <script type="text/javascript">
   var age=parseInt(prompt("Input your age = "));
   var result=(age>=20&&age<=27)?"It is the right
      time to get married": "It is not the right
      time to get married";
   document.write("Result = ", result);
 </script>
</body>
</ht.ml>
```











EXERCISE!!

