

## Basic JavaScript Exercises

Our objectives for this project:

1. Insert scripts, specifically those written in JavaScript, properly in Web pages.
2. Write functional JavaScript-enabled Web pages that are XHTML-compliant.

JavaScript is a scripting language that isn't very hard to learn. It may look complicated initially, but you'll eventually see just how simple it is to use. Work on these pages to get an overview of JavaScript programming.

Create a folder named **Basic JavaScript Exercises** on your **Second Term** folder (in your S: drive). Open Notepad and start writing the code for the 10 pages in this exercise.

### THE FIRST SCRIPT

This very simple script allows us to insert text in the Web page using JavaScript.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>My First ASP Script</title>
</head>

<body>
  <script language="JavaScript" type="text/javascript">
    <!--
      document.write("Hello world!")
    -->
  </script>
</body>

</html>
```

Save your work using the filename **"documentwrite.html"**

### ALERTING THE USER

This script allows us to provide feedback through a pop-up alert window.

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Alerting the User</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      alert("Welcome to my JavaScript page!")
    -->
  </script>
</head>

<body>

<noscript>
  <h2>This page requires JavaScript.</h2>
</noscript>

</body>

</html>

```

Save your work using the filename **"alert.html"**

## CONFIRMING A USER'S CHOICE

This script allows us to make the user confirm a choice through a yes-or-no dialog box.

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Confirming a User's Choice</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      if(confirm("Are you sure you want to do that?")) {
        alert("You said YES!")
      }
      else {
        alert("You said NO!")
      }
    -->
  </script>
</head>

<body>

<noscript>
  <h2>This page requires JavaScript.</h2></noscript>

</body>

</html>

```

Save your work using the filename **"confirm.html"**

## PROMPTING THE USER

This script allows us to prompt the user for input.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Prompting the User</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      ans = prompt("Are you sure you want to do that?","")

      if (ans) {
        alert("You said "+ans)
      }
      else {
        alert("You refused to answer.")
      }
    -->
  </script>
</head>

<body>

<noscript>
  <h2>This page requires JavaScript.</h2></noscript>

</body>

</html>
```

Save your work using the filename **"prompt.html"**

## REDIRECTING THE USER

This script allows us to redirect the user to another Web page.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Redirecting the User to Another Web Page</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      window.location="http://www.yahoo.com"
    -->
  </script>
</head>

<body>

<p>
This JavaScript page should lead you to the Yahoo! home page.
If it does not, it means that JavaScript is not present or not
enabled on your Internet browser.
</p>

</body>

</html>
```

Save your work using the filename "redirect1.html"

## REDIRECTING THE USER WITH A LINK

This script allows us to redirect the user to another Web page using a link.

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Redirecting the User with a Link</title>
</head>

<body>

  <p>
    If your browser is JavaScript-capable, the link below will
    take you to the Yahoo! home page
  </p>

  <p>
    <a href="#"
    onClick="alert('You will be taken to the Yahoo! home page.');"
    window.location='http://www.yahoo.com'; return false">
    Go to the Yahoo! home page
  </a>
  </p>

</body>

</html>

```

Save your work using the filename "redirect2.html"

## BROWSER DETECTION

This script detects what browser type the user is viewing the page with.

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Browser Detection</title>
</head>

<body>

  <script language="JavaScript" type="text/javascript">
    <!--
    if(navigator.appName == "Netscape") {
      document.write("You're running a Mozilla-based browser.<br />" + navigator.userAgent)
    }
    else {
      if(navigator.appName == "Microsoft Internet Explorer") {
        document.write("You're running Microsoft Internet Explorer.")
      }
      else {
        document.write("You're running a different type of browser.")
      }
    }
  -->
</script>

</body>

</html>

```

Save your work using the filename "detection.html"

## CALLING A FUNCTION

This script illustrates function-calling in JavaScript.

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Calling a Function</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      function saySomething(message) {
        alert(message)
      }
    -->
  </script>
</head>

<body>

  <p>
    Some information about the class:
    <form>
      <input type="button" value="Name"
        onClick="saySomething('Computer Science IV')" />
      <input type="button" value="Teacher"
        onClick="saySomething('Mr. Jose Paolo Lacdao')" />
      <input type="button" value="Topic"
        onClick="saySomething('JavaScript basics')" />
    </form>
  </p>

</body>

</html>

```

Save your work using the filename "function.html"

## SETTING A STATUS BAR MESSAGE

This script allows us to set a custom message on the status bar. (Does not seem to work on Mozilla Firefox.)

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Setting a Status Bar Message</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      window.status = "We used JavaScript to modify the status bar"
    -->
  </script>
</head>

<body>

  <p>
    If your browser is JavaScript-enabled, there should be a message
    on the status bar.
  </p>

</body>

</html>
```

Save your work using the filename "statusbar1.html"

## SETTING A STATUS BAR MESSAGE ON LINK HOVER

This script allows us to set a custom message on the status bar when the cursor moves over a link



```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">

<html xmlns="http://www.w3.org/1999/xhtml" lang="en">

<head>
  <title>Setting a Status Bar Message on Link Hover</title>
  <script language="JavaScript" type="text/javascript">
    <!--
      function resetStatusBarMsg() {
        window.status = "Welcome to my JavaScript page"
      }
    -->
  </script>
</head>

<body>

  <a href="http://www.zobel.dlsu.edu.ph"
  onMouseOver="window.status='Go to the Zobel home page'; return true"
  onMouseOut="resetStatusBarMsg()">
    Zobel home page
  </a>

</body>

</html>

```

Save your work using the filename "statusbar2.html"

**Code adapted from :** JavaScript for the World Wide Web , Fourth Edition, by Tom Negrino and Dori Smith