

JAVASCRIPT INPUT METHODS

Javascript has **various input methods**. These methods very specifically differ depending on whether you are using a **script on a webpage** or if you are using **Node.js**.

Browser-based Methods:

- using the `prompt()` method
- using the `confirm()` method for yes/no responses
- using the HTML form elements method

Using `prompt()` :

The simplest way to get input is with `prompt()`. It creates a pop-up box where users can type:

```
let name = prompt('What is your name?');  
console.log('Hello, ' + name);
```

When this runs, a box appears with your question. Whatever the user types gets stored in the `name` variable.

Using `confirm()`:

If you just need a yes/no answer, use `confirm()`:

```
let likesJavaScript = confirm('Do you like JavaScript?');  
console.log(likesJavaScript);
```

This shows a box with "OK" and "Cancel" buttons. It stores true for OK and false for Cancel.

Getting input from HTML forms:

You can also let users type into text boxes on your webpage:

(in HTML file)

```
<input type="text" id="username">  
<button onclick="greet()">Submit</button>
```

(in Javascript file)

```
let userInput = document.getElementById('username').value;  
console.log('You typed: ' + userInput);
```

Node.js Input Methods:

These methods are specifically for using Node.js as an environment.

- the readline() method
- the prompt-sync package method

using the readline module:

```
const readline = require('readline');

const rl = readline.createInterface({ input: process.stdin, output: process.stdout });

rl.question('What is your name? ', (answer) => { console.log(`Hello, ${answer}!`); rl.close(); });
```

Steps for the readline() method:

First, you import the readline module (it comes with Node.js, no installation needed).

You create an "interface" that connects to the terminal where users type

You use rl.question() to ask a question and wait for an answer.

When the user types something and hits Enter, your callback function runs with their answer.

Always remember to call rl.close() when you're done, or your program won't exit.

using the prompt-sync package:

(possibly simpler; this method does require using prompts)

```
const prompt = require('prompt-sync')();

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

console.log(`Hello ${name}, you are ${age} years old`);
```