Where is JavaScript?

Events

Where is JavaScript?

JavaScript statements can be coded on a Web page using three different techniques

1. Link JavaScript code from an EXTERNAL file
```
<script src="js/scripts.js"></script>
```

2. INTERNAL : Place JavaScript code between script tags
```
<script>
  alert("Hello World!");
</script>
```

3. Place JavaScript code as part of an EVENT attached to an HTML element (i.e. click)
```
<div onclick="alert('Hello World!');">
 Click Me!
</div>
```

Order matters

• Where JavaScript is placed in an HTML document matters!

```
<body>
    <p>This appears first</p>
    <script>alert("This appears second");</script>
    <p>This appears third</p>
    <script>alert("This appears forth");</script>
    </body>
</html>
```
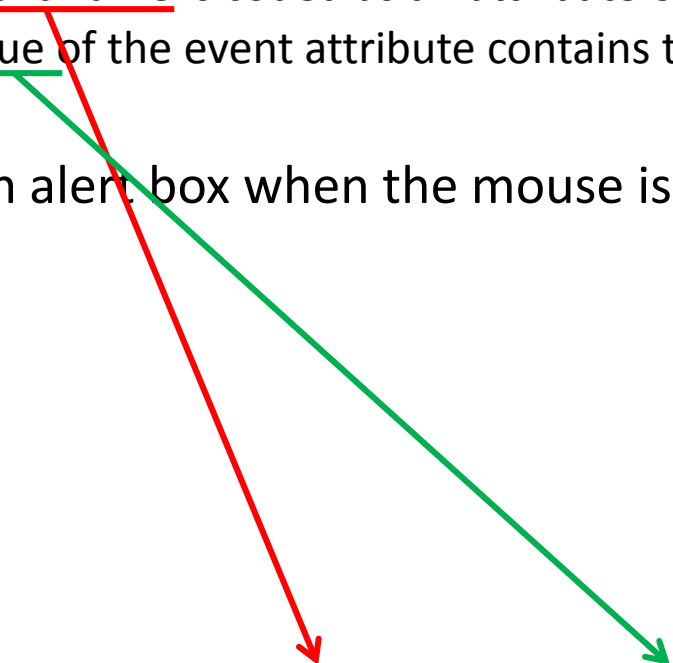
Events

When things happen

JavaScript and Events

- Events:
  - actions taken by the Web page visitor
  - a special type of method to which an element can respond

  - clicking (onclick)
  - placing the mouse on an element (onmouseover)
  - removing the mouse from an element (onmouseout)
  - loading the page (onload)
  - unloading the page (onunload)
  - clicking into a form element (onfocus)
  - leaving a form element (onblur)
  - many more (http://www.w3schools.com/jsref/dom_obj_event.asp)

Remember: JavaScript is case sensitive

JavaScript and Events

- JavaScript can be configured to perform actions when events occur.
    - The <u>event name</u> is coded as an attribute of an HTML tag
    - The <u>value</u> of the event attribute contains the JavaScript code
- Example:
  Display an alert box when the mouse is placed over a hyperlink.

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JavaScript Popup Boxes

- JavaScript has three (3) kinds of popup boxes: **alert**, **confirm**, **prompt**

- An **alert** is used to **give information**. User must click "OK" to proceed.

- A **confirm** is used to **verify something**.
  User will have to click either "OK" or "Cancel" to proceed
  ("OK" returns true, "Cancel" returns false)

- A **prompt** is used to **gather information** from the user.
  User will have to click either "OK" or "Cancel" to proceed
  ("OK" returns the input value, "Cancel" returns null)

alert(“message”);

Examples:
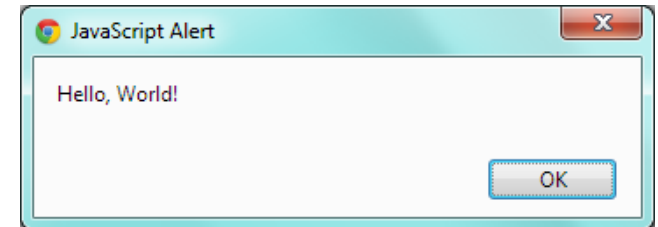   alert(“Hello, World”);

   var firstName;
   firstName = prompt(“Enter your First Name”);
   alert(“Hello, ” + firstName);
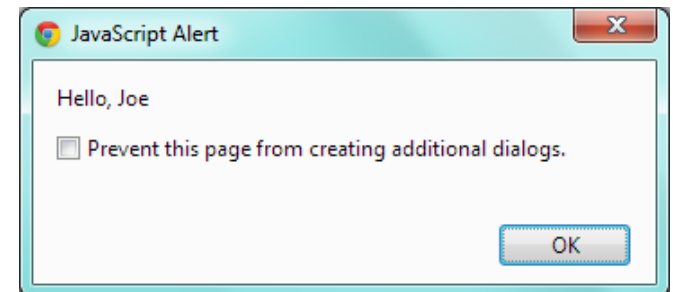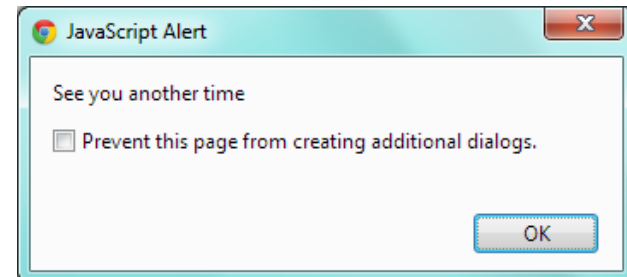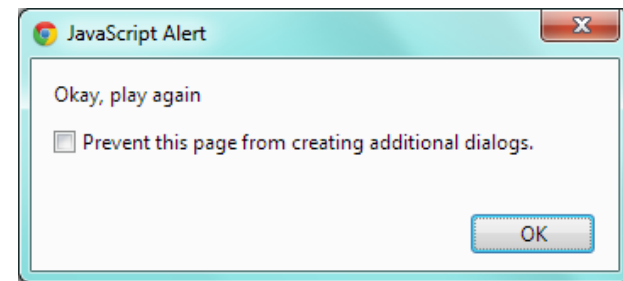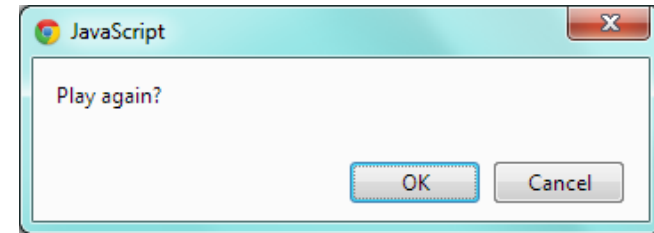
var = confirm("message");

```
var again = confirm("Play again?");

while (again == true) {
    again = confirm("Okay, play again");
}

alert("See you another time");
```

prompt()
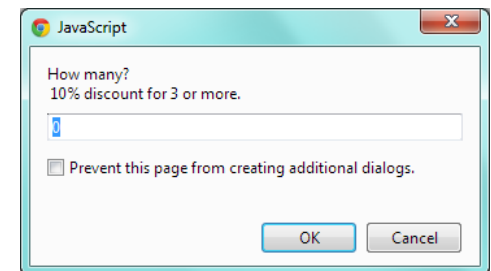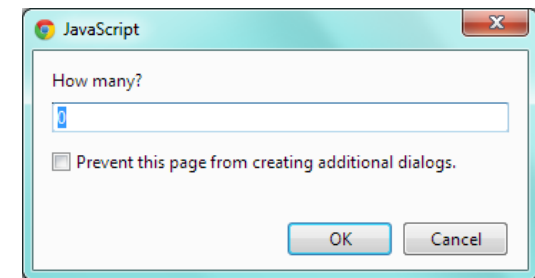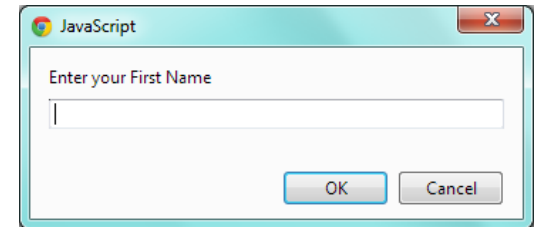
var = prompt("prompt message", "default value");

- The value typed by the user is stored in the variable (var)

Examples:

var firstName = prompt("Enter your First Name");

var quantity = prompt("How many things do you want?", "0");

alert("Hello " + firstName + ".\nYou will get " + quantity + " things.")

Note: To display line breaks in a popup box, use **\n**