

CS142 Section: Javascript and Events

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Javascript Intro

- Scripting Language
- Dynamic
- Object Oriented
- Mainly used for client side scripting (now a days some people use it for server side scripting too)

Javascript Basics

- Running Javascript
 - Install JS Interpreters
 - Firebug/Chrome Console
- Logging
 - `console.log("...") ;`
`alert("...")`
- Other pop-up boxes
 - `confirm("...")`
 - `prompt("...")`

What is different in Javascript

- Variables
 - default is global (use var to limit the scope)
- Data types
 - null and undefined
 - null is an object
- Objects
 - name-value pairs
 - also called Properties
- Functions
 - javascript treats functions as first class citizens
 - prototype

null vs. undefined

- `>>> x={}`
 - `Object {}`
- `>>> x.name`
 - `undefined`
- `>>> x.name=null`
 - `null`
- `>>> x.name == undefined`
 - `true`
- `>>> x.name === undefined`
 - `false`
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Closures

- see the folder closures
 - closure-1.js
 - closure-2.js
 - closure-3.js
 - closure-4.js
 - closure-5.js
 - closure-6.js

DOM

- see the folder: dom
 - dom-1.js

functions, objects and events

- see the folder functions-objects-and-events
 - function-1.js
 - events-1.html
 - events-2.html

Combining Functions, Methods, Events, DOM and Prototype

- see the folder "mover"
 - mover.js

Questions