# Python training - lab 20

### **JavaScript**

```
<html>
<head>
   <script>
      function addHello1 () {
         document.write('Hello World1 !<br/>');
   </script>
   <script src="js/script.js"></script>
</head>
<body>
   <script>
      addHello1();addHello2();
   </script>
</body>
</html>
```

## **JavaScript**

```
// content of script.js
// this is a one line comment
   One multiline
   comment
*/
function addHello2 () {
   document.write('Hello World 2 !<br/>'); // un comment
```

#### JavaScript data types

```
let a;
let a = '12';
let a = 12;
let a = 12.0;
let a = false;
let a = ['one', 'two', 'three'];
let a = {name: 'Ion Popa', phone: 0722123456};
typeof(a); // undefined | string | number |
number | boolean | object | object
```

```
// blocks between {..} instead of indentation
// parentheses
if (condition) {
// no indentation necessary
console.log('bla bla')
        console.log('ala bala')
// variable block scope
{ let x = 7; const y = 9}
// the following will work
// differently in JavaScript
10 / '5' // 2
3 * '3' // 9
3 * 'a' // NaN
3 + '3' // 33
```

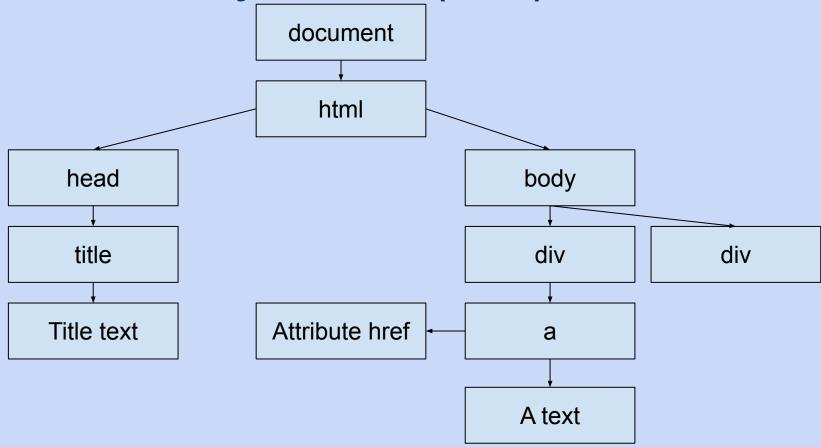
```
// conversion to numbers
parseInt('-123 ') // -123
parseInt('w123') // NaN
parseInt('123.5') // 123
parseInt(123.5) // 123
parseFloat('-123.4 ') // -123.4
parseFloat('w123.4') // NaN
isNaN('w123.4') // true
isNaN('123.4') // false
```

```
// operators
// and - &&, or - ||
while (a < b && b > c || a > c) {}
// not ! if (! a) {}
// increment operator
a++, --a
b = ++a * c--
5 == '5' // true
5 === '5' // false, type is also checked
```

```
// loops
// runs at least one time
do {
} while (condition)
// parsing arrays
let a = ['a', 'b', 'c']
for (let i=0; i < a.length; i++) {
    console.log(a[i])
for (e of a) {
    console.log(e)
// parsing objects
let o = {name: 'Dana', age: 34}
for (a in o) {
    console.log(a, o[a])
```

```
// conditions
// no elif
if (condition) {}
else {}
// true and false, not True and False
if (true) {}
// switch
switch (a) {
    case 1: // do something
           break;
    case 2: // do something else
           break:
   default: // do something default
           break;
```

```
<html>
  <head>
     <title>Some title</title>
  </head>
  <body>
     <div>
        <a href="somepage.html">link</a>
     </div>
     <div></div>
  </body>
</html>
```



```
// Properties
element.innerHTML
// Methods
document.getElementById('someid');
document.getElementsByTagName('div');
document.getElementsByClassName('className');
<div id='myDIV'>some content</div>
<input type='text' name='username' id='uname' />
<script>
   document.getElementById('myDIV').innerHTML =
       'new content';
   document.getElementById('uname').value = 'popescu'
</script>
```

```
let theDiv = document.getElementById("myDIV");
let allA = theDiv.getElementsByTagName("a");
let element = document.getElementById('someDiv');
let x = element.querySelectorAll("div.divClass");
element.getAttribute('class');
element.setAttribute('class', 'newclass');
element.className = 'newclass';
element.classList.add('newClass');
element.classList.remove('oldClass');
element.style.borderBottomColor = 'blue';
```

#### **Javascript events**

```
<script>
   function function1() {
   function function2() {
   document.getElementById('id').onmouseover = function2;
</script>
<body onload='function1()'>
   <a href='page.html'</pre>
       onClick='function1()'
       onMouseOver='function2()'>
</body>
onclick, onmouseover, onmouseout, onchange, onfocus, onblur
Reference https://www.w3schools.com/tags/ref_eventattributes.asp
```

#### Javascript pop-ups

```
window.alert('alerta')
let answer = window.confirm('Are you sure ?')
if (answer == true) {
   // do something
} else {
 // do something else
let email = prompt("Enter the email", "aaa@example.com");
if (email != null) {
   // do something
```