JavaScript Tutorial: Interaction - Alert, Prompt, Confirm

In this tutorial, we will learn how to make the webpage more interactive and decide how the user will interact with the page. These things will be done by *Alert, Prompt,* and *Confirm*. As always, we will start by making a new file and add the boilerplate to get the basic HTML template. Then give the title as **Interaction using Alert, confirm, and prompt** under the <title> tag.

- Let us start by understanding what is an **alert()** function. The alert() method displays an alert box with a specified message and an OK button. It is often used to make sure information comes through to the user. The alert box takes the focus away from the current window and forces the browser and forces the browser to read the message. Do not overuse this method, as it prevents the user from accessing other parts of the page until the box is closed.

If we write as follows-

// Alert in in-browser JavaScript - Does not return anything
alert("This is a message");

Alert does not return anything. To move further we have to click OK.

- Now let us see what is a **prompt()** function. The prompt() method displays a dialog box that prompts the visitor for input. A prompt box is often used if you want to input a value before entering a page. When a prompt box pops up, the user will have to click either "OK" or "Cancel" to proceed after entering an input value. The prompt() method returns the input value if the user clicks "OK". If the user clicks "cancel" the method returns null.

If we write as follows-

// Prompt in JS
let name = prompt("What is your name?", "Guest");
console.log(name);

If we write "Amira" in the dialog box and click OK, we will see "Amira" is printed in the console tab.

- Moving on, next we will see what is **confirm()** function. The confirm() method displays a dialog box with a specified message, along with an OK and a Cancel

button. A confirm box is often used if you want the user to verify or accept something. The confirm box takes the focus away from the current window and forces the browser to read the message. The confirm() method returns true if the user clicked "OK", and false otherwise. This method is only used if we want to double-check any task performed by the user.
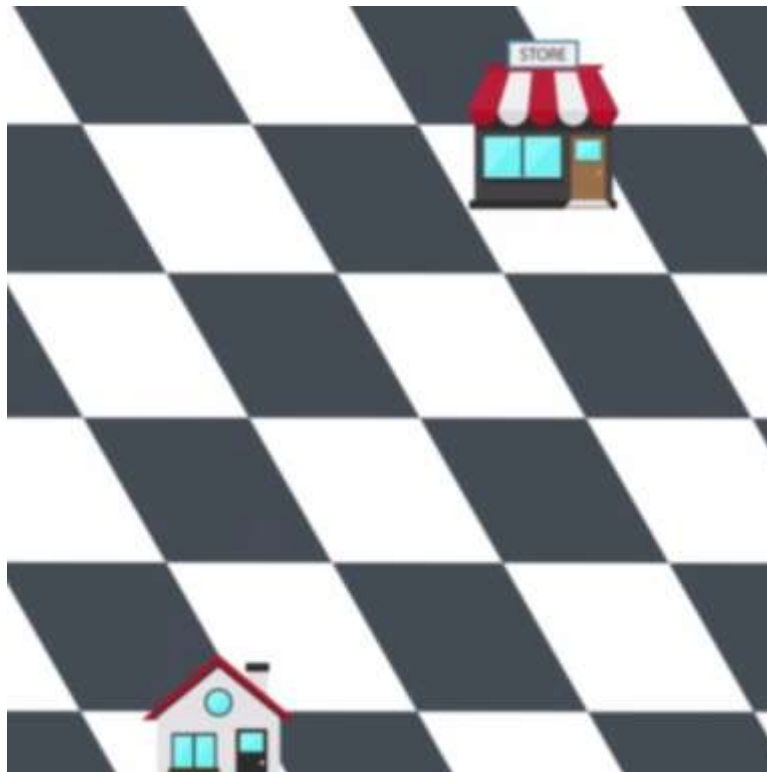
If we write as follows-

```
// Confirm in JS
        let deletePost = confirm("Do you really want to delete
this post?");

        // console.log(deletePost);
        if(deletePost){
            // Code to delete the post
            console.log("Your post has been deleted
successfully");
        }
        else{
            // Code to cancel deletion of the post
            console.log("Your post has not been deleted");
        }
```

Example: Robot

If we are creating the robot: We have to give instructions to it for buying milk.

```
alert("leaveHouse");

alert("moveRight");

alert("moveRight");

alert("moveUp");

alert("moveUp");

alert("moveUp");

alert("moveUp");

alert("moveRight");

alert("moveRight");

alert("buyMilk");

alert("moveLeft");

alert("moveLeft");

alert("moveDown");

alert("moveDown");

alert("moveDown");

alert("moveDown");

alert("moveLeft");

alert("moveLeft");

alert("enterHouse");
```

Instead of single instruction why not use Functions:

Function get milk(){

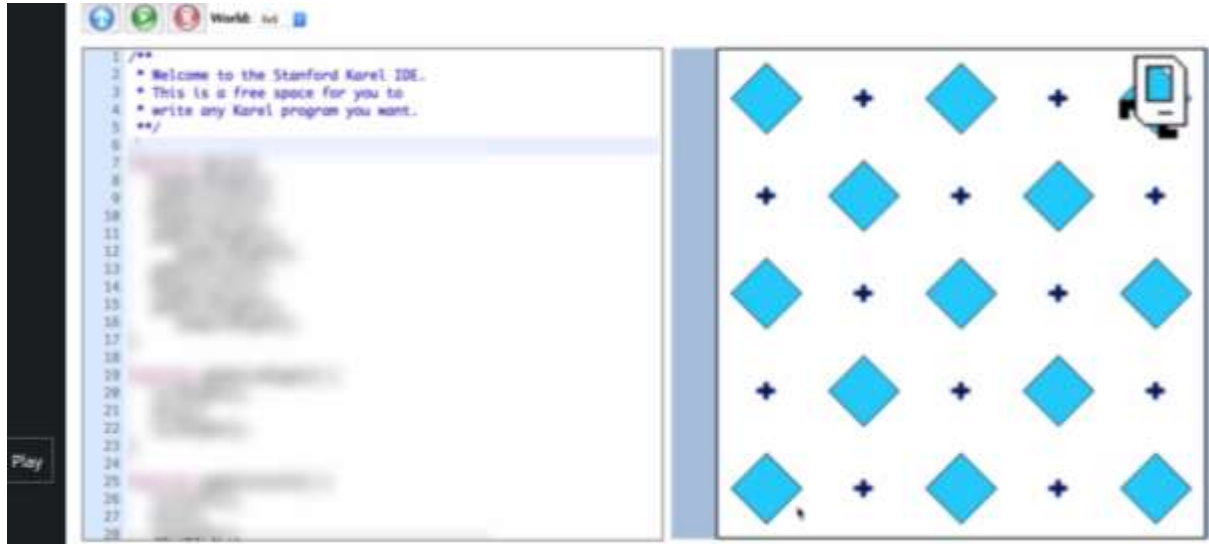**Insert all the above instructions inside**

}

Let's do one Stanford karel example:

https://stanford.edu/~cpiech/karel/ide.html

Challenge :

- **Can you move the robot by making the following pattern**

Practical Examples for Strings Functions

1. Twitter Example for String Length

var tweet = prompt("Compose your tweet:");

var tweetCount = tweet. length;

alert("You have written " + tweetCount +" characters, you have + (140 - tweetCount) + characters remaining. ");

2. String Slice

var tweet = prompt("Compose your tweet:");

var tweetUnder140 = tweet.slice(0,140);

alert(tweetUnder140);

3.Changing Cases in Text

var name = "Amira";

name = name. toupperCase();

Exercise: Greet the user by using the Uppercase String function

1 Create a var that stores the name that the user enters via prompt.

2 Capitalise the first letter of their name.

//a isolate the first char

//b Turn the first char to upper case

//c Isolate the rest of the name

//d concatenate the first char with the rest of the char

3 We use the capitalised version of their name to greet them using an alert.

JavaScript Variables Exercises

1. **Given the existing code below, can you write some code so that their values are switched around?**

var a ="3";

var b="8";

So that the variable a holds the value "8".

And the variable b holds the value "3".

When the code is run, it should output:

a is 8

b is 3

Do NOT change any of the existing code.

Do NOT declare the variables.