

Website Design and Programming

Javascript



Name

Dicha Zelianivan Arkana

NIM

2241720002

Class

2i

Department

Information Technology

Study Program

D4 Informatics Engineering

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1 Practicum

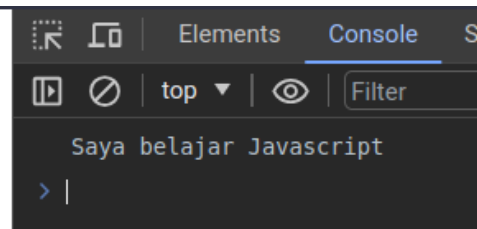
1.1 Part 1

1. Javascript is an interpreted programming language that can be used interactively using the provided REPL whether it's in the browser or in the terminal using NodeJS.

1.2 Part 2

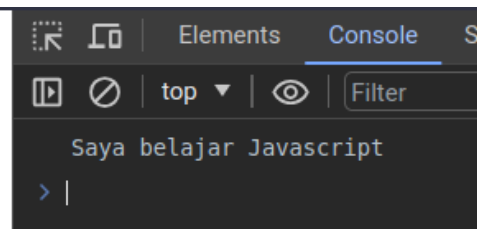
2. It writes hello world to the browser

Hello World!



3. It prints the text to the browser's console

Hello World!

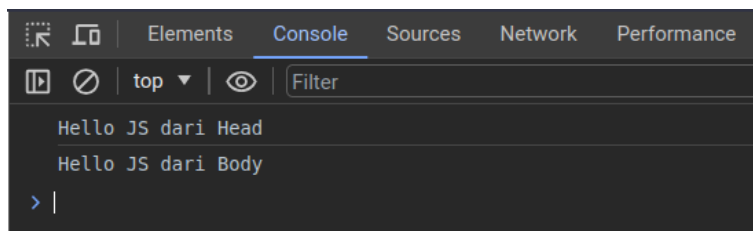


4. Because it was displayed in the browser's console instead of the web page

1.3 Part 3

1.3.1 Part 1

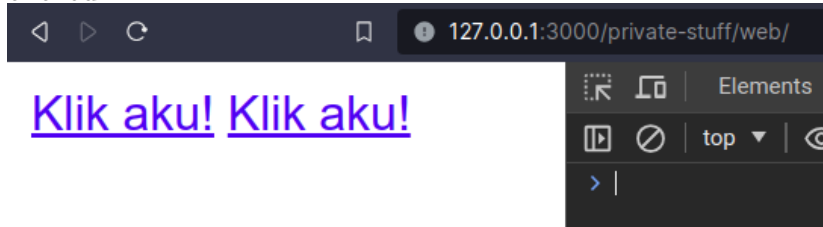
1. It writes to the console



2. It depends on the situation and the needs of the use case. If it needs to block the rendering process, then it should be placed in the head tag. If it doesn't need to block the rendering process, then it should be placed in the body tag after all the tags.

1.3.2 Part 2

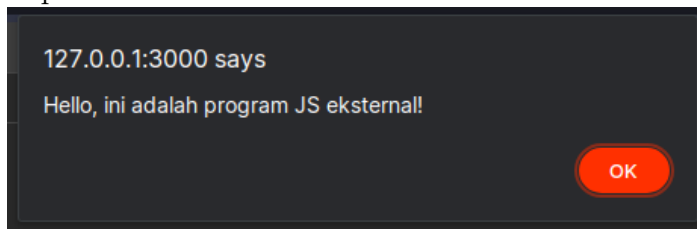
1. It gives 2 clickable anchor tags that will trigger an `alert()` function when clicked



2. The first anchor tag is using the `onclick` property to trigger the `alert()` function when clicked. The second anchor tag is using the `javascript:` directive on the `href` property.

1.3.3 Part 3

1. It prints the text to the console



2. If the file is moved to a separate directory, then the path should be changed to the new path. If we don't do this, then the browser will not be able to find the file and will throw an error.

1.4 Part 4