

Interactive Programming – programming intended to communicate with the user

One way to interact with the user is by use of annoying pop-up windows.

Three Types of Pup-up Windows we'll be discussing today.

1. `prompt()` - return string or null
2. `confirm()` - returns true or false
3. `alert()` - not intended to return anything, just a notice to the user

These *built-in* pop-up window functionalities cause the JavaScript interpreter to pause until it receives input from the user.

We can run these pop-ups both in the console and an HTML document.