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|  | Information Technology Department - State Polytechnic of Malang  **Jobsheet-03: Javascript (Data types, operators, and function)**  **Course: Web Programming / Web Design and Programming**  Instructor: Web Design and Programming Teaching Team  *September 2024* |

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# Topic

1. Introduction to Basic Concepts of JavaScript
2. Data Types, Operators, and Functions in JavaScript
3. JavaScript in HTML

# Objectives

Students are expected to:

1. Understanding the concept of Javascript
2. Understanding Data types, operators and functions in javascript
3. Students are able to run javascript in HTML files

# Introduction

JavaScript is a client-side programming language used for web development. A client-side programming language means that the processing is done on the client's side. The client application in this case refers to web browsers such as Google Chrome and Mozilla Firefox. Client-side programming languages differ from server-side programming languages like PHP, where all the program code is executed on the server side.

To run JavaScript, you only need a text editor and a web browser. JavaScript offers features such as being a high-level programming language, client-side, loosely typed, and object-oriented. Initially, JavaScript was developed to make interactions between users and websites faster without having to wait for processing on the web server. Before JavaScript, every interaction from the user had to be processed by the web server.

Imagine when you fill out a registration form on a website, click the submit button, wait about 10 seconds for the website to process the form, and then receive a page stating that some form fields were left unfilled. This is the kind of situation for which JavaScript was developed. The processing to check whether all form fields have been filled can be transferred from the web server to the web browser.

As JavaScript evolved, it became useful not only for form validation but also for many modern purposes. Various animations to beautify web pages, chat features, modern effects, games—all of these can be created using JavaScript. There are 3 main ways to write JavaScript tags:

1. Writing the tag with <script type="text/javascript"> at the start and ending with </script>. The attribute informs the browser that the script within the tag is JavaScript in text format.
2. Writing the tag with <script language="javascript"> at the start and ending with </script>. This attribute is used to specify the version of JavaScript being used. For example, <script language="javascript1.2"> indicates that the version of JavaScript used is 1.2.
3. Writing the tag with <script language="javascript" type="text/javascript"> at the start and ending with </script>. This mixed method combines the old and new ways of writing, allowing compatibility for web browsers that support JavaScript but may not yet support HTML fully.

## **Practical Section 1**: **Learning Javascript**

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| **Step** | **Description** |
| 1 | We can open the JavaScript console through Inspect Element -> Console.  Console Mozilla Firefox  In the console, we can write functions or JavaScript code, and the results will be displayed immediately. |
| 2 | For example, let's try the following code:    Observe what appears on the console, then record your observations!. |
| 3 | If you are using Nodejs, then the way to access the console is to type the node’s command in the Terminal.  Console Javascript in Nodejs |
| 4 | Observe what happens, then record your observations. What can be concluded after trying *the Javascript* console?  (Question No.1)  Answer:  Chrome will display a notification with a message written in the console that says, “I am learning JavaScript.” |

## **Practical Section 2: Creating the First Javascript Program**

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| **Step** | **Description** |
| 1 | Please open a text editor, then create a new file named hello\_world.html |
| 2 | Type the program code below: |
| 3 | Save it as hello\_world.html, then open the file with a web browser. |
| 4 | Observe what happens in the browser, then record your observations  (Question No.2) |
| 5 | Now try to open the javascript console, **right click** page in the browser, then choose  Inspect Elements > Console |
| 6 | Observe what happens in the Console tab, then record your results!  (Question No. 3) |
| 7 | Earlier, we wrote the command:    Why do you think the command is not displayed?  (Question No.4)  Answer:  Because it is set in the code to only be displayed in console.log |

## **Practical Section 3: How to Write Javascript Code in HTML**

In practicum 2 we have written javascript code in HTML, this method is an embeded writing method. Some other ways that we need to know include:

1. ***Embed*** (Javascript code pasted directly into HTML)
2. ***Inline*** (Javascript code written on HTML attributes)
3. ***External*** (Javascript code is written separately from the HTML file)

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| 1. **Writing Javascript Code with Embed** | |
| **Step** | **Description** |
| 1 | In this way, we use the <script> tag to embed *the* Javascript code in the HTML. These tags can be written in the <head> and <body> tags |
| 2 | Type the program code below: |
| 3 | Observe what happens to the browser? Record your observations  (Question No. 5)    Answer:  The page only displays the text “JavaScript tutorial for beginners”. No pop-ups appear because the output is sent to the Console. In the Console, Hello JS from Head appears first, followed by Hello JS from Body after the body is loaded. |
| 4 | Which do you think is better, written in the <head> or <body> tag?  (Question No. 6)  Answer:  JavaScript at the bottom of the <body> is recommended for performance and user experience. |

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| 1. **Inline Javascript Code Writing** | |
| **Step** | **Description** |
| 1 | In this way, we'll write the javascript code inside the HTML attribute. This method is usually used to call a function on a specific event. One example is when clicked. |
| 2 | Type the program code below:    Or it can also be like this: |
| 3 | Observe what happens to the browser! Record your observations  (Question No. 7)    Answer:  A link that says “Click me!” When the link is clicked, a pop-up alert appears with the message “Yeay!” |
| 4 | What is the difference between the two program codes  (Question No. 8)  Answer:  It's the same as displaying a pop-up alert, but writing with onclick is better for neat code separation. |

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| 1. **External Javascript Code Writing** | |
| **Step** | **Description** |
| 1 | In this way, we'll write the javascript code separately from the HTML file.  In this method, we will write JavaScript code separately from the HTML file. This approach is usually recommended for large projects, as it makes project code management easier. |
| 2 | Let's try, create two files, namely HTML and Javascript files. |
| 3 | Contents of the kode-program.js file : |
| 4 | Contents of the index.html file : |
| 5 | Observe what happens to the browser! Record your observations  (Question No. 9)    Answer:  When the page is opened in the browser, a pop-up alert will immediately appear with the message:“Hello, this is an external JS program”. The page will pause until the user presses the OK button, then the page can be used as usual and display the text “JavaScript Tutorial for Beginners.” |
| 6 | In the experiment, we wrote separate javascript code with HTML code.  Then in the HTML code we insert the src attribute in the <script> tag    Then anything in kode-program.js file will be readable from index.html file |
| 7 | What would happen if the javascript file was in a different folder?  Observe and record your observations  (Question No. 10)  Answer:  If the code-program.js file is moved to a different folder and the path in src is not updated, the browser will not find the JS file or execute any code, and no pop-up alert will appear on the page because the file cannot be read. |
| 8 | Suppose we have a folder structure like this:    So to insert the kode-program.js file into the HTML, we can write the following code:    Because the kode-program.js file is in the js directory.  We can also insert javascript that exists on the internet by providing the full URL address.  Example: |

## Practical Section 4: Dialogue Window

A dialog window is a window used to interact with users. There are three types of dialog windows in Javascript:

1. The alert() dialog window;
2. The confirm() dialog window;
3. The prompt dialog window();

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| **Step** | **Description** |
| 1 | Create a new file alert\_javascript.html and save it in the project folder. |
| 2 | Type the program code below |
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| 3 | Observe what appears on the browser |
| 4 | Record your observations  (Question No. 11) |
| 5 | Create a new file named confirm\_javascript.html and save it in the project folder |
| 6 | Type the program code below |
| 7 | Observe what appears on the browser |
| 8 | Record your observations  (Question No. 12) |
| 9 | Type the program code below |
| 10 | Observe what appears on the browser |
| 11 | Record your observations (Question No. 13) |

## Practical Section 5: Variables

The way to create a variable that is commonly used in javascript is to use the var keyword followed by the name of the variable and its value.

Example: var title = "Learn Javascript Programming";

**Displaying the contents of a Variable**

To display the contents of the variables, we can utilize functions to display outputs such as:

* The console.log() function returns the output to the javascript console;
* The document.write() function returns the output to an HTML document;
* and the alert() function returns the output to the dialog window.

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| **Step** | **Description** |
| 1 | Create a new file variable\_javascript.html and save it in the project folder. |
| 2 | Type the program code below |
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| 3 | Observe what appears on the browser |
| 4 | Record your observations  (Question No. 14) |

**Deleting Variables**

In JavaScript, deleting variables is uncommon. However, in programs where careful memory management is crucial, removing variables is important to ensure more efficient memory usage. This can be achieved using the delete keyword.

Example:

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| var bookTitle = "Learn Javascript Programming";  delete bookTitle; |

Then the bookTitle variable will disappear from memory.

## Practical Section 6 : Functions

Functions are sub-programs that can be reused both within the program itself, and in other programs.

A function in Javascript is an object. Because it has properties and also methods.

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| **Step** | **Description** |
| 1 | Create a new File named function\_javascript.html and save it in the project folder |
| 2 | How to call a function in Javascript code is usually written with:  functionName(); |
| 3 | Type the following program code |
| 4 | Observe what appears in the browser |
| 5 | Record your observations  (Question No. 15) |
| 6 | A parameter is a variable that stores a value for a process inside a function.  How to call a parameter in javascript is: |
| 7 | Type the following program code |
| 8 | Observe what appears in the browser |
| 9 | Record your observations  (Question No. 16) |

## Practical Section 7: Data Types

Data types are the types of data that we can store in variables. There are several types of data in Javascript programming:

* String (text)
* Integer or Number
* Float (number of Fractions)
* Boolean
* Object

Javascript is a dynamic typing language, which means that we don't have to write data types when creating variables like in [C](https://www.petanikode.com/topik/c), [C++](https://www.petanikode.com/topik/c++), [Java](https://www.petanikode.com/topik/java), etc. which are static typing. There are several rules for writing variables in Javascript:

* Variable naming **should not** use numbers in front of it.

example:

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| // wrong  var 123name = "Polinema";    // right  var name123 = "Polinema"; |

* Variable naming **can** use the initial underscore.

example:

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| var \_nama = "Polinema"; |

* Variable naming **is recommended** using camelCase if it consists of two syllables.

Example:

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| var \_fullName = "Polinema"; |

* Variable naming **is recommended** using English

Example:

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| var \_postTitle = "Javascript Tutorials"; |

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| **Step** | **Description** |
| 1 | Create a new File named datatype\_javascript.html and save it in the project folder. |
| 2 | Type the following program code |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 17) |
| 5 | Type the program below and save it with the string\_javascript.html name |
| 6 | Observe what appears in the browser |
| 7 | Record your observations  (Question No. 18) |
| 8 | Type the program below and save it with the boolean\_javascript.html name |
| 9 | Observe what appears in the browser |
| 10 | Record your observations  (Question No. 19) |
| 11 | Type the program below and save it with the array\_javascript.html name |
| 12 | Observe what appears in the browser |
| 13 | Record your observations  (Question No.20) |

## **Practical Section 8: Operator**

An operator is a symbol used to perform operations on a value and variable. Operators in programming are divided into 6 types:

1. Arithmetic operator;
2. Assignment Operator;
3. relationship or comparison operators;
4. Logic Operators;
5. Bitwise Operator;
6. Ternary Operator;

An arithmetic operator is an operator to perform arithmetic operations such as addition, subtraction, division, multiplication, etc. Arithmetic operators consist of:

| **Operator Name** | **Symbol** |
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| Addition | + |
| Reduction | - |
| Multiplication | \* |
| Appointment | \*\* |
| Division | / |
| Leftover | % |

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| **Step** | **Description** |
| 1 | Create a new File named operator\_javascript.html and save it in the project folder. |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations (Question No. 21) |

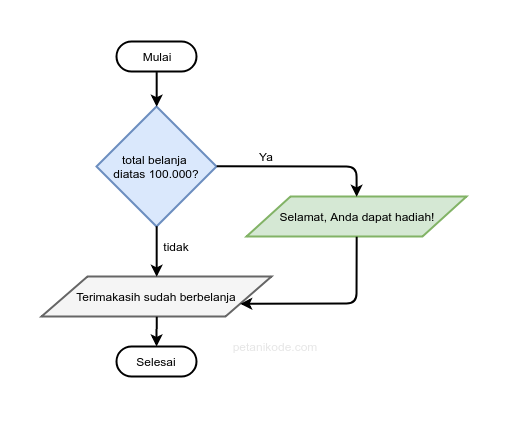
## Practical Section 9: Branching

It can be said that branching and looping are one of the core methods in all programming languages worldwide. With branching and looping, a dynamic program can be created instead of a linear and static one. Since JavaScript is a method for client-side web programming, it also has this capability.

Some branching functions include:

* Use if to specify a block of code to be executed, if a specified condition is true
* Use else to specify a block of code to be executed, if the same condition is false
* Use else if to specify a new condition to test, if the first condition is false
* Use switch to specify many alternative blocks of code to be executed
* **if Branching**

if branching is a structure that only has one block of choice when the condition is true. Take a look at the following flowchart:



*“If the total purchase is greater than Rp 100,000, then display the message: Congratulations, you won a prize.”*

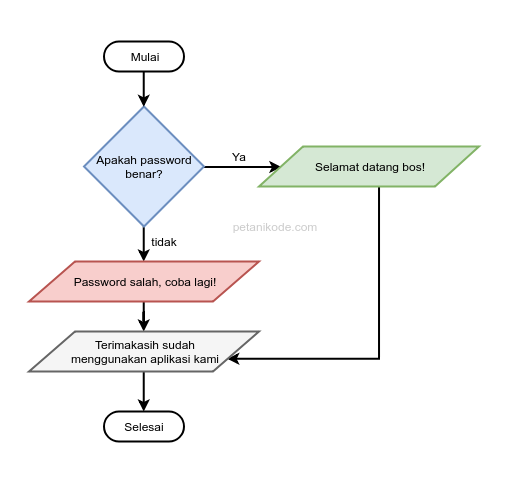
What if it is below Rp 100,000?

Yes, the message is not displayed.

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| **Step** | **Description** |
| 1 | Create a new File named if\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 22) |

* **if/else Branching**

If/Else **Branching** is a structure that has **two blocks of choices**. The first choice is for when the **condition is true**, and the second choice is for when the **condition is false (else)**. Take a look at this flowchart:



This is a flowchart for checking the password. If the password is correct, the message in the green block will be displayed**: "Welcome, boss!"** However, if it is incorrect, the message in the red block will be shown: **"Incorrect password, please try again!"**

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| **Step** | **Description** |
| 1 | Create a new File named ifelse\_javascript.html and save it in the project folder. |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 23) |

* **switch/case Branching**

switch/case branching is an alternative form of the if/else/if branching structure. In a switch/case statement, instead of evaluating multiple if conditions, the program evaluates the value of a variable or expression and compares it against multiple possible cases. Each case represents a potential value, and when a match is found, the corresponding block of code is executed. If no case matches, the default case is executed (if provided), similar to the else block in if/else statements.

The switch/case structure can make code more readable and organized, especially when dealing with multiple conditions based on a single variable. The structure looks like this:



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| **Step** | **Description** |
| 1 | Create a new File named switchcase\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 24) |

* **Nested Branching**

Nested Branching refers to a condition where one branching statement (such as if, else, switch, etc.) is placed inside another branching statement. This allows for more complex decision-making processes where multiple conditions need to be evaluated at different levels. In nested branching, the outcome of one condition can depend on the result of another, providing more fine-grained control over the program flow.

For example, you can nest an if statement inside another if statement to first check one condition and then, based on that, check a second condition within the first block.

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| **Step** | **Description** |
| 1 | Create a new File named nestedif\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 25) |

## Practical Section 10: Loops

**Loops** help us execute code repeatedly, as many times as we want. There are five types of loops in JavaScript. Generally, these loops are categorized into two types: counted loops and uncounted loops.

The difference is as follows:

* **Counted Loops** are loops where the number of iterations is **known** and **definite**.
* **Uncounted Loops**, on the other hand, are loops where the number of iterations is **not predetermined**.

The loops that fall under **Counted Loops** are:

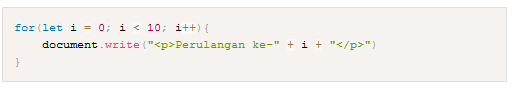
1. For Loop
2. Foreach Loop
3. Repeat Loop

The loops that fall under **Uncounted Loops** are:

1. While Loop
2. Do/While Loop

* **For loops in Javascript**

A for loop is a loop that is included in a couted loop, because it is clear how many times it will repeat. It looks like this:



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| **Step** | **Description** |
| 1 | Create a new File named for\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 26) |

* **While loops in Javascript**

The while loop is categorized as an uncounted loop. However, the while loop can also function as a counted loop by including a counter within it.

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| **Step** | **Description** |
| 1 | Create a new File named while\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 27) |

* **Do/While Loops in Javascript**

The **do/while loop** is a variation of the while loop in JavaScript. The main difference between them is that the do/while loop will always execute the code inside the loop **at least once**, regardless of whether the condition is true or false. This is because the condition is evaluated **after** the code block is executed, not before, as in the standard while loop.:



Key Characteristics:

* The code inside the do block runs first, and then the condition is checked.
* If the condition is true, the loop repeats; if false, the loop stops.
* This type of loop ensures that the code inside the loop executes at least once, even if the condition is false from the beginning.

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| **Step** | **Description** |
| 1 | Create a new File named dowhile\_javascript.html and save it in the project folder |
| 2 | Type the program below |
| 3 | Observe what appears in the browser |
| 4 | Record your observations  (Question No. 28) |

**Reference:**

1. Jason Beaird, The principles of Beautiful Web Design
2. Rian Ariona, Learn HTML and CSS ( Fundamental Tutorial in Learning HTML and CSS)
3. Adi Hadisaputra, HTML and CSS Fundamentals from the Roots to the Leaves of John Duckett, HTML and CSS design and build websites