

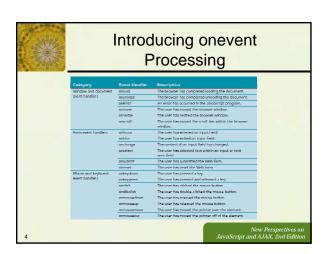


Objectives

- · Work with event handlers
- Insert a value into a Web form field
- Create and work with date objects
- · Extract information from date objects
- Work with arithmetic, unary, conditional, and logical operators
- Understand the properties and methods of the Math object
- · Understand how JavaScript works with numeric values
- · Run time-delayed and timed-interval commands

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Introducing onevent Processing

 To insert an event handler as an element attribute, use the syntax

<element onevent = "script"> ...

where *element* is the Web page element, *event* is the name of an event associated with the element, and *script* is a command to be run in response to the event

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Working with Date Objects

- Date objects contain information about a specified date and time
- To store a date and time in a variable, use the JavaScript command

variable = new Date("month day, year hours:minutes:seconds")

where variable is the name of the variable that contains the date object, and month, day, year, hours, minutes, and seconds indicate the date and time to be stored in the object.

Time values are entered in 24-hour time

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Working with Date Objects

- To store a date and time using numeric values, use the JavaScript command
 - variable = new Date(year, month, day, hours, minutes, seconds)
 - where year, month, day, hours, minutes, and seconds are the values of the date and time, and the month value is an integer from 0 to 11, where 0 = January, 1 = February, and so forth.
- · Time values are entered in 24-hour time.

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