

COMP4021  
Internet Computing

# Introduction to JavaScript

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# JavaScript

- JavaScript (JS) is a scripting language used inside a browser (also other places)
- Just to be clear: although they have a similar name, JavaScript and Java are two completely different languages



# Putting JavaScript in Webpages

- You put JavaScript inside `<script>...</script>`, like this:

```
<script>
```

```
  alert("How are you?");
```

```
</script>
```

*This example  
has one line of  
JavaScript code*

- The script can then go anywhere inside an HTML page, e.g. inside the head section or the body section of the page
- A simple example is shown on the next slide

# A Simple Example

```
<!DOCTYPE html>
```

```
<html>
```

```
<head>
```

```
...
```

```
<script>
```

```
  alert("How are you?");
```

```
</script>
```

```
</head>
```

```
<body>
```

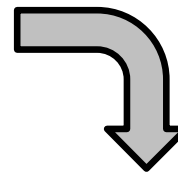
```
...
```

```
</body>
```

```
</html>
```

- Here we use JavaScript to show a small window that has a message when the HTML page is loaded in a browser

*Showing a message using alert()*



This page says

How are you?

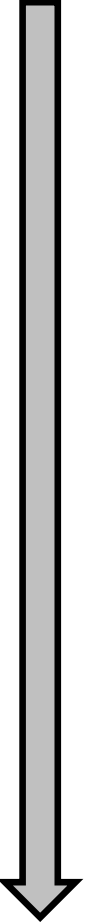
OK

# The Order of Running JavaScript

- If you put multiple JavaScript code inside an HTML file, the execution order follows the order that they are inside the file
- This happens no matter where you put the `<script>` tag, i.e. in the head or body section of the file

```
<!DOCTYPE html>
<html>
<head>
    ...
    <script>...</script>
    ...
    <script>...</script>
    ...
</head>
<body>
    ...
    <script>...</script>
    ...
    <script>...</script>
    ...
</body>
</html>
```

*Execution order*



# Using Variables

- You create variables using `let`, for example:

```
let myname = "Genius";  
let myIQ = 250;
```

- You do not need to worry about data types in JavaScript most of the time
- You can also create one without any initial value:

```
let mymoney;
```

# Asking for Text Input

- A simple way to ask for text input is using `prompt()` which shows a small window for entering text, like this:

```
<script>
```

```
let name = prompt("What is your name?",  
                  "DingDong");
```

```
alert("Hi! " + name + ".");
```

```
</script>
```

*String concatenation*

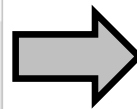
A diagram with two curved arrows pointing from the text "String concatenation" to the plus signs in the alert function call: "Hi! " + name + ".".

This page says

What is your name?

OK

Cancel



This page says

Hi! DingDong.

OK

# Converting To Numbers

- One common mistake is using variables with text content as if they are numbers, i.e.:

```
myage = "25";  
myage = myage + 20; // expect 45,  
                    // but get 2520!
```

- Just to be safe, you can convert things into integers using `parseInt()` or floating point numbers using `parseFloat()`, i.e.:

```
myage = "25";  
myage = parseInt(myage) + 20; // 45
```



# A Number? Not a Number?

- You may also check if a variable is a number or not before working with it, e.g.:

```
if (isNaN(myage)) {  
    alert("You have a strange age!");  
}
```

- `isNaN()` returns true if the input is **not a number**, i.e. NaN, and false otherwise

# Basic Events

- It is often useful to start JavaScript when a particular *event* occurs
- A typical way to write code for an event is to:
  1. Create a function containing the JavaScript code that you want to run when the event happens
  2. Assign the function to the event
- We will demonstrate two simple events:
  - The load event
  - The click event

# Creating Functions

- You create JavaScript functions using the `function` keyword, like this:

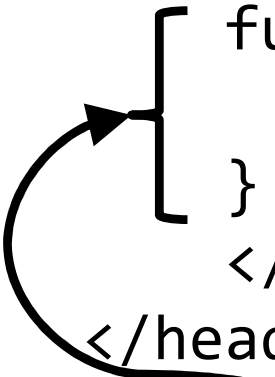
```
function fullname(firstname, lastname) {  
    let display = lastname + ", " +  
                    firstname;  
    return display;  
}
```

- You can then use the function for any event

# A Load Event Example

- As you can see, this example is almost the same as the alert example
- The difference here is the alert box is shown when the entire page has been loaded

```
<!DOCTYPE html>
<html>
<head>
    ...
    <script>
        function show() {
            alert("How are you?");
        }
    </script>
</head>
<body onload="show()" >
    ...
</body>
</html>
```



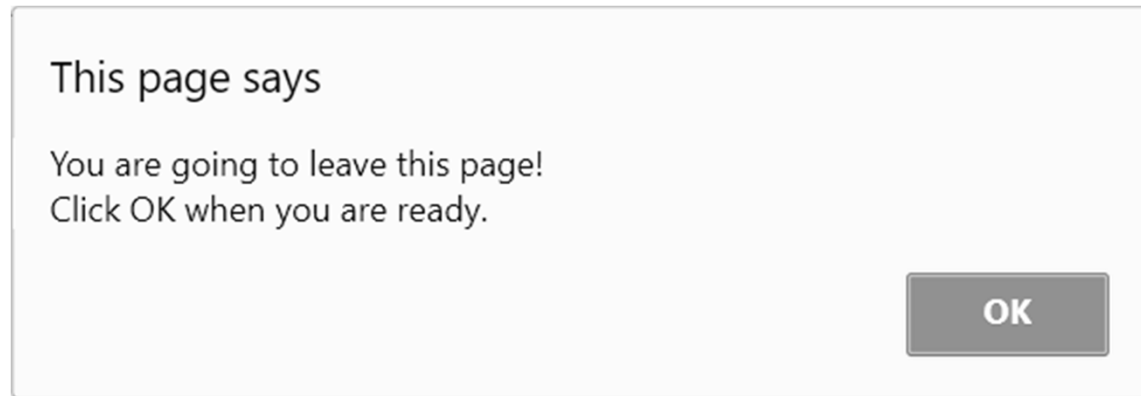
*Run show() when  
the page is  
completely loaded*

# A Click Event Example

- In this example, when you click on the hyperlink, the click event runs `warning()`
- The function then shows an alert before the browser goes to the linked page

```
<script>  
function warning() {  
    alert("You are...");  
}  
</script>
```

```
...  
<a onclick="warning()"   
    href="https://cse.hkust.edu.hk">CSE Department</a>
```



*Run warning() when  
the link is clicked*

# Making Random Numbers

- `Math.random()` gives you a random number from 0 to 1 but excluding 1, i.e.  $[0, 1)$
- You can easily make a random integer within a range by combining `Math.random()` and `parseInt()`, i.e.:

```
// Make a random number between 1 and 10  
let mynumber =  
    Math.random(Math.random() * 10) + 1
```

# A Quick Note About Debugging

- The Chrome developer tools have many useful debugging tools
  - You can set breakpoints, pause execution, watch expressions and so on
- You can also use `alert()` for a quick look in your code
- Perhaps a better way is to use `console.log()`
- It outputs content in the console window, which regular users of web page won't see it