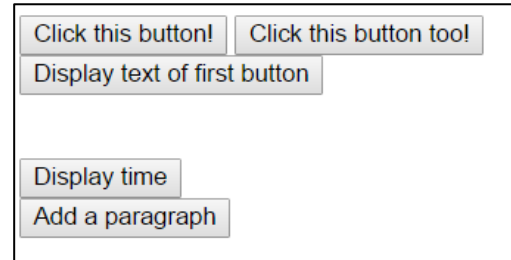


**Assignment 6: JavaScript Play**

Introduction: Play with JavaScript as described in class on March 3.

Narrative: I focused on HTML buttons and custom JavaScript functions that can be fired when those buttons are clicked on. I created five different buttons that each changed some element on webpage in a very simple way. The webpage can be found at <http://ncscholl.onucs.org/HW6/index.php>.



The first two buttons contain text that requests the user to click on them. Upon either button being clicked, that button's will change to "Clicked!" The first one uses a custom function, `clickButton()`, to change its inner HTML, whereas the second button changes the text without the use of a button by simply performing the action in the same HTML line. Both function identically.

The third button demonstrates the ability of a function to get HTML from other elements on the page. Upon being clicked, it prints out the text of the first button in a paragraph underneath itself. This is accomplished by having a blank paragraph underneath the button to start, but after clicking the button, it fires another custom function, `displayButtonText()`, which gets the `innerHTML` value of the button through use of a `getElementById` function. It then sets the `innerHTML` of the paragraph element to be equal to that text.

The fourth button on the page uses a predefined function, `Date()`, in addition to another custom function, `displayDate()`. When clicked, the text of the button changes to "Current time: " followed by the date and time at which the button was clicked. The `Date()` function returns the current date and time, and the `displayDate()` function takes that returned value and changes the button element's `innerHTML` to that value, thus displaying the current date and time.

The fifth and final button experiments with adding text. This button has another custom function, which I called `addText()`. This function simply changes the paragraph text beneath it to "This paragraph is now displayed" with another `getElementById` function.



Reflection: Due to ongoing issues with my browser's cache and CSS files, I didn't use any CSS styling in this program. It certainly shows the ugliness of websites when they don't have any appealing formatting. The actual JavaScript was somewhat difficult to understand, but it does seem to bear resemblance to Java, despite the two being unrelated. For example, the dot-notation, such as the line `document.getElementById(...).innerHTML` is a very Java-like line.

Like the others, this was a useful assignment. I was able to learn some basic tools that JavaScript is capable of utilizing, and a few examples of how those methods could be manipulated to create interactive websites.

## Index.php

```
<!DOCTYPE html>
<!--
To change this license header, choose License Headers in Project Properties.
To change this template file, choose Tools | Templates
and open the template in the editor.
-->
<html>
  <head>
    <meta charset="UTF-8">
    <title>JavaScript Play</title>

  </head>
  <body>
    <button id="test" onclick="clickbutton()">Click this button!</button>

    <button onclick="this.innerHTML = 'Clicked!'">Click this button
too!</button>

    <br><button id="displayButton" onclick="displayButtonText()">Display
text of first button</button>
    <br><p id="output"></p>

    <br><button id="time" onclick="displayDate()">Display time</button>

    <br><button id="add" onclick="addText()">Add a paragraph</button>

    <br><p id="text"></p>

    <script>
      function clickbutton() {
        var element = document.getElementById("test");
        element.innerHTML = "Clicked!";
      }

      function displayDate() {
        document.getElementById("time").innerHTML = "Current date and
time: " + Date();
      }

      function addText() {
        document.getElementById("text").innerHTML = "This paragraph
is now displayed";
      }
    </script>
  </body>
</html>
```

```
        function displayButtonText() {  
            var x = document.getElementById("test").innerHTML;  
            document.getElementById("output").innerHTML = "Button text: "  
+ x;  
        }  
    </script>  
</body>  
</html>
```