

# Introduction to Programming

Class 28, 6 April 2017



**SYNC**

**Sit where you like.**

## WARM UP

**Complete simple quickMenu challenge.  
Available unit4 cloud9**

**If you complete this, move onto your next Unit 4 task.**

# Introduction to Programming

## Class 28, 6 April 2017

```
function changeColor(clr) {  
    document.body.style.backgroundColor = clr;  
}
```

```
// This program demonstrates radio buttons and drop down menus

function menuChanged() {
    // Get the menu color and change the title
    var menuElement = document.getElementById("color_menu");
    var selectedColor = menuElement.value;
    changeColor(selectedColor);

    // Select the corresponding radio button
    if(selectedColor == "blue") {
        document.getElementById("blue_radio").checked = true;
    } else if(selectedColor == "red") {
        document.getElementById("red_radio").checked = true;
    } else if(selectedColor == "green") {
        document.getElementById("green_radio").checked = true;
    }
}
```

```
function radioClicked() {  
    var selectedColor;  
  
    // Figure out which radio is selected  
    if (document.getElementById("blue_radio").checked) {  
        selectedColor = "blue";  
    } else if (document.getElementById("red_radio").checked) {  
        selectedColor = "red";  
    } else if (document.getElementById("green_radio").checked) {  
        selectedColor = "green";  
    }  
    // Set the title color  
    changeColor(selectedColor);  
  
    // Set the menu to the corresponding color  
    var menuElement = document.getElementById("color_menu");  
    menuElement.value = selectedColor;  
}
```

**DO**

**Work on the next Unit 4 task.**

**ALERT**

**Unit 4 Assessment on Thursday, 20 April.**