

Javascript Timer Exercise

1. What is the difference between the following 2 statements?

```
setTimeout(booyah, 2000);
```

```
setTimeout(booyah(), 2000);
```

setTimeout(booyah, 2000); It waits for 2000 ms before loading the function.

setTimeout(booyah(), 2000); It calls the function immediately, rather than waiting for the specified time.

2. What do the following 2 alerts display (answer without running the code)?

```
var myfunc = function(a, x) {
```

```
    return a * x; };
```

```
var x = myfunc(2, 3);
```

```
var y = myfunc; alert(x);
```

```
alert(y(2,3));
```

it alerts 6 twice

3. Write functions booyah1 and booyah2 so that in both cases below, an alert box comes up after 2 seconds that says "BOOYAH!"

```
setTimeout(booyah1, 2000);
```

```
setTimeout(booyah2(), 2000);
```

```
function booyah1() {
```

```
    //It gets executes after waiting 2000 milliseconds
```

```
    alert("BOOYAH");
```

```
}
```

```
function booyah2() {
```

```
    //It gets immediately executes as soon as the function is invoked.
```

```
    alert("BOOYAH");
```

```
}
```

4. What is "Unobtrusive Javascript"? What is the practical application of Unobtrusive Javascript (and the reasons for using it)?

The method of separating Behavior from Content and Presentation in web designing then such Javascript is called unobtrusive Javascript.

The practical application of using Unobtrusive Javascript is:

- 1- Usability: An unobtrusive DOM script does not draw the attention of the user - visitors use it without thinking about it.
- 2- Graceful degradation: Unobtrusive DOM scripts never generate error messages, in any browser, even when they fail. If features cannot be presented properly, they silently disappear.
- 3- Accessibility: If any script fails, the page still delivers its core functions and information via the markup, stylesheets and/or server-side scripting.
- 4- Separation: For the benefit of other and future web developers, all JavaScript code is maintained separately, without impacting other files of script, markup or code.