**JAVASCRIP CODES**

<!DOCTYPE html>

<html>

<body>

<h1>My Web Page</h1>

<p id="demo">A Paragraph.</p>

<script type="text/javascript">

document.getElementById("demo").innerHTML="My First JavaScript";

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<h1>My First Web Page</h1>

<script type="text/javascript">

document.write("<p>My First JavaScript</p>");

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function myFunction()

{

document.getElementById("demo").innerHTML="My First JavaScript Function";

}

</script>

</head>

<body>

<h1>My Web Page</h1>

<p id="demo">A Paragraph.</p>

<button type="button" onclick="myFunction()">Try it</button>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<h1>My Web Page</h1>

<p id="demo">A Paragraph.</p>

<p id="myDIV">A DIV.</p>

<script type="text/javascript">

document.getElementById("demo").innerHTML="Hello Dolly";

document.getElementById("myDIV").innerHTML="How are you?";

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to get a "Good day" greeting if the time is less than 20:00.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x="";

var time=new Date().getHours();

if (time<20)

{

x="Good day";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo"></p>

<script type="text/javascript">

var r=Math.random();

var x=document.getElementById("demo")

if (r>0.5)

{

x.innerHTML="<a href='http://w3schools.com'>Visit W3Schools</a>";

}

else

{

x.innerHTML="<a href='http://wwf.org'>Visit WWF</a>";

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to display what day it is today.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x;

var d=new Date().getDay();

switch (d)

{

case 0:

��x="Today it's Sunday";

�� break;

case 1:

�� x="Today it's Monday";

��break;

case 2:

��x="Today it's Tuesday";

��break;

case 3:

��x="Today it's Wednesday";

��break;

case 4:

��x="Today it's Thursday";

��break;

case 5:

��x="Today it's Friday";

��break;

case 6:

�� x="Today it's Saturday";

��break;

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function myFunction()

{

alert("Hello! I am an alert box!");

}

</script>

</head>

<body>

<input type="button" onclick="myFunction()" value="Show alert box" />

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to display a confirm box.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x;

var r=confirm("Press a button!");

if (r==true)

{

x="You pressed OK!";

}

else

{

x="You pressed Cancel!";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to demonstrate the prompt box.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x;

var name=prompt("Please enter your name","Harry Potter");

if (name!=null)

{

x="Hello " + name + "! How are you today?";

document.getElementById("demo").innerHTML=x;

}

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to demonstrate line-breaks in a popup box.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

alert("Hello\nHow are you?");

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function myFunction()

{

alert("Hello World!");

}

</script>

</head>

<body>

<button onclick="myFunction()">Try it</button>

<p>By clicking the button above, a function will be called. The function will alert a message.</p>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to call a function with arguments</p>

<button onclick="myFunction('Harry Potter','Wizard')">Try it</button>

<script type="text/javascript">

function myFunction(name,job)

{

alert("Welcome " + name + ", the " + job);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>This example calls a function which perfoms a calculation, and returns the result:</p>

<p id="demo"></p>

<script type="text/javascript">

function myFunction(a,b)

{

return a\*b;

}

document.getElementById("demo").innerHTML=myFunction(4,3);

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to loop through a block of code five times.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x="",i;

for (i=0;i<5;i++)

{

x=x + "The number is " + i + "<br />";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to loop from 1 to 6, to make HTML headings.</p>

<button onclick="myFunction()">Try it</button>

<div id="demo"></div>

<script type="text/javascript">

function myFunction()

{

var x="",i;

for (i=1; i<=6; i++)

{

x=x + "<h" + i + ">Heading " + i + "</h" + i + ">";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to do a loop with a break.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x="",i=0;

for (i=0;i<10;i++)

{

if (i==3)

{

break;

}

x=x + "The number is " + i + "<br />";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to do a loop which will skip the step where i=3.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x="",i=0;

for (i=0;i<10;i++)

{

if (i==3)

{

continue;

}

x=x + "The number is " + i + "<br />";

}

document.getElementById("demo").innerHTML=x;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to loop through the properties of an object named "person".</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

function myFunction()

{

var x;

var txt="";

var person={fname:"John",lname:"Doe",age:25};

for (x in person)

{

txt=txt + person[x];

}

document.getElementById("demo").innerHTML=txt;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function displayDate()

{

document.getElementById("demo").innerHTML=Date();

}

</script>

</head>

<body>

<h1>My First Web Page</h1>

<p id="demo">This is a paragraph.</p>

<button type="button" onclick="displayDate()">Display Date</button>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function displayDate()

{

document.getElementById("demo").innerHTML=Date();

}

</script>

</head>

<body>

<h1>My First Web Page</h1>

<p id="demo">This is a paragraph.</p>

<button type="button" onclick="displayDate()">Display Date</button>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function writeText(txt)

{

document.getElementById("desc").innerHTML=txt;

}

</script>

</head>

<body>

<img src ="planets.gif" width ="145" height ="126" alt="Planets" usemap="#planetmap" />

<map name="planetmap">

<area shape ="rect" coords ="0,0,82,126"

onmouseover="writeText('The Sun and the gas giant planets like Jupiter are by far the largest objects in our Solar System.')"

href ="sun.htm" target ="\_blank" alt="Sun" />

<area shape ="circle" coords ="90,58,3"

onmouseover="writeText('The planet Mercury is very difficult to study from the Earth because it is always so close to the Sun.')"

href ="mercur.htm" target ="\_blank" alt="Mercury" />

<area shape ="circle" coords ="124,58,8"

onmouseover="writeText('Until the 1960s, Venus was often considered a twin sister to the Earth because Venus is the nearest planet to us, and because the two planets seem to share many characteristics.')"

href ="venus.htm" target ="\_blank" alt="Venus" />

</map>

<p id="desc">Mouse over the sun and the planets and see the different descriptions.</p>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

var txt="";

function message()

{

try

{

adddlert("Welcome guest!");

}

catch(err)

{

txt="There was an error on this page.\n\n";

txt+="Error description: " + err.message + "\n\n";

txt+="Click OK to continue.\n\n";

alert(txt);

}

}

</script>

</head>

<body>

<input type="button" value="View message" onclick="message()" />

</body>

</html>

var txt="";

function message()

{

try

{

adddlert("Welcome guest!");

}

catch(err)

{

txt="There was an error on this page.\n\n";

txt+="Click OK to continue viewing this page,\n";

txt+="or Cancel to return to the home page.\n\n";

if(!confirm(txt))

{

document.location.href="http://www.w3schools.com/";

}

}

}

</script>

</head>

<body>

<input type="button" value="View message" onclick="message()" />

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

var x=prompt("Enter a number between 5 and 10:","");

try

{

if(x>10)

{

throw "Err1";

}

else if(x<5)

{

throw "Err2";

}

else if(isNaN(x))

{

throw "Err3";

}

}

catch(err)

{

if(err=="Err1")

{

document.write("Error! The value is too high.");

}

if(err=="Err2")

{

document.write("Error! The value is too low.");

}

if(err=="Err3")

{

document.write("Error! The value is not a number.");

}

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//Returning the length of a string

var txt = "Hello World!";

document.write(txt.length);

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//style strings

var txt = "Hello World!";

document.write("<p>Big: " + txt.big() + "</p>");

document.write("<p>Small: " + txt.small() + "</p>");

document.write("<p>Bold: " + txt.bold() + "</p>");

document.write("<p>Italic: " + txt.italics() + "</p>");

document.write("<p>Fixed: " + txt.fixed() + "</p>");

document.write("<p>Strike: " + txt.strike() + "</p>");

document.write("<p>Fontcolor: " + txt.fontcolor("green") + "</p>");

document.write("<p>Fontsize: " + txt.fontsize(6) + "</p>");

document.write("<p>Subscript: " + txt.sub() + "</p>");

document.write("<p>Superscript: " + txt.sup() + "</p>");

document.write("<p>Link: " + txt.link("http://www.w3schools.com") + "</p>");

document.write("<p>Blink: " + txt.blink() + " (does not work in IE, Chrome, or Safari)</p>");

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//How to convert a string to lowercase or uppercase letters.

var txt="Hello World!";

document.write(txt.toLowerCase() + "<br />");

document.write(txt.toUpperCase());

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//How to search for a specified value within a string.

var str="Hello world!";

document.write(str.match("world") + "<br />");

document.write(str.match("World") + "<br />");

document.write(str.match("worlld") + "<br />");

document.write(str.match("world!"));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to replace "Microsoft" with "W3Schools" in the paragraph below:</p>

<p id="demo">Visit Microsoft!</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

//How to replace a specified value with another value in a string.

function myFunction()

{

var str=document.getElementById("demo").innerHTML;

var n=str.replace("Microsoft","W3Schools");

document.getElementById("demo").innerHTML=n;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to locate where in the string a specified value occurs.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

/\*How to return the position of the first found occurrence of a specified value in a string.\*/

function myFunction()

{

var str="Hello world, welcome to the universe.";

var n=str.indexOf("welcome");

document.getElementById("demo").innerHTML=n;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//return date and time

var d=new Date();

document.write(d);

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display the full year of todays date.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

var x = document.getElementById("demo");

x.innerHTML=d.getFullYear();

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display the number of milliseconds since midnight, January 1, 1970.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

var x = document.getElementById("demo");

x.innerHTML=d.getTime();

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display a date after changing the year, month, and day of month.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

d.setFullYear(2020,10,3);

var x = document.getElementById("demo");

x.innerHTML=d;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display a date after changing the year, month, and day of month.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

d.setFullYear(2020,10,3);

var x = document.getElementById("demo");

x.innerHTML=d;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display the UTC date and time as a string.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

var x = document.getElementById("demo");

x.innerHTML=d.toUTCString();

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display todays day of the week.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var d = new Date();

var weekday=new Array(7);

weekday[0]="Sunday";

weekday[1]="Monday";

weekday[2]="Tuesday";

weekday[3]="Wednesday";

weekday[4]="Thursday";

weekday[5]="Friday";

weekday[6]="Saturday";

var x = document.getElementById("demo");

x.innerHTML=weekday[d.getDay()];

}

</script>

</body>

</html>

var s=today.getSeconds();

// add a zero in front of numbers<10

//displaying a clock

m=checkTime(m);

s=checkTime(s);

document.getElementById('txt').innerHTML=h+":"+m+":"+s;

t=setTimeout('startTime()',500);

}

function checkTime(i)

{

if (i<10)

{

i="0" + i;

}

return i;

}

</script>

</head>

<body onload="startTime()">

<div id="txt"></div>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//create an array

var i;

var mycars = new Array();

mycars[0] = "Saab";

mycars[1] = "Volvo";

mycars[2] = "BMW";

for (i=0;i<mycars.length;i++)

{

document.write(mycars[i] + "<br />");

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to join three arrays.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var hege = ["Cecilie", "Lone"];

var stale = ["Emil", "Tobias", "Linus"];

var kai = ["Robin"];

var children = hege.concat(stale,kai);

var x=document.getElementById("demo");

x.innerHTML=children;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//join three arrays

var parents = ["Jani", "Tove"];

var brothers = ["Stale", "Kai Jim", "Borge"];

var children = ["Cecilie", "Lone"];

var family = parents.concat(brothers, children);

document.write(family);

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to join the array elements into a string.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Apple", "Mango"];

var x=document.getElementById("demo");

x.innerHTML=fruits.join();

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to remove the last array element.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

var fruits = ["Banana", "Orange", "Apple", "Mango"];

function myFunction()

{

fruits.pop();

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to add a new element to the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

var fruits = ["Banana", "Orange", "Apple", "Mango"];

function myFunction()

{

fruits.push("Kiwi")

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to reverse the order of the elements in the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

var fruits = ["Banana", "Orange", "Apple", "Mango"];

function myFunction()

{

fruits.reverse();

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to remove the first element of the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

var fruits = ["Banana", "Orange", "Apple", "Mango"];

function myFunction()

{

fruits.shift();

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to extract the second and the third elements from the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Lemon", "Apple", "Mango"];

var citrus = fruits.slice(1,3);

var x=document.getElementById("demo");

x.innerHTML=citrus;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to sort the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Apple", "Mango"];

fruits.sort();

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to sort the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var points = [40,100,1,5,25,10];

points.sort(function(a,b){return a-b});

var x=document.getElementById("demo");

x.innerHTML=points;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to sort the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var points = [40,100,1,5,25,10];

points.sort(function(a,b){return b-a});

var x=document.getElementById("demo");

x.innerHTML=points;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to add elements to the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Apple", "Mango"];

fruits.splice(2,0,"Lemon","Kiwi");

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to convert the array into a String.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Apple", "Mango"];

fruits.toString();

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to add elements to the array.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

var fruits = ["Banana", "Orange", "Apple", "Mango"];

fruits.unshift("Lemon","Pineapple");

var x=document.getElementById("demo");

x.innerHTML=fruits;

}

</script>

<p><b>Note:</b> The unshift() method does not work properly in Internet Explorer 8 and earlier, the values will be inserted, but the return value will be <em>undefined</em>.</p>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//check boolen value

var b1=new Boolean(0);

var b2=new Boolean(1);

var b3=new Boolean("");

var b4=new Boolean(null);

var b5=new Boolean(NaN);

var b6=new Boolean("false");

document.write("0 is boolean "+ b1 +"<br />");

document.write("1 is boolean "+ b2 +"<br />");

document.write("An empty string is boolean "+ b3 + "<br />");

document.write("null is boolean "+ b4+ "<br />");

document.write("NaN is boolean "+ b5 +"<br />");

document.write("The string 'false' is boolean "+ b6 +"<br />");

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to round the number 2.5 to it's nearest integer.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

document.getElementById("demo").innerHTML=Math.round(2.5);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to display a random number.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

document.getElementById("demo").innerHTML=Math.random();

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to return the highest number of 5 and 10.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

document.getElementById("demo").innerHTML=Math.max(5,10);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p id="demo">Click the button to return the lowest number of 5 and 10.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

document.getElementById("demo").innerHTML=Math.min(5,10);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<!Do a case-insensitive search for "w3schools" in a string:>

<script type="text/javascript">

var str = "Visit W3Schools";

var patt1 = /w3schools/i;

document.write(str.match(patt1));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//Do a global search for "is":

var str="Is this all there is?";

var patt1=/is/g;

document.write(str.match(patt1));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//Do a global, case-insensitive search for "is":

var str="Is this all there is?";

var patt1=/is/gi;

document.write(str.match(patt1));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//The following example searches a string for the character "e":

// result is true

var patt1=new RegExp("e");

document.write(patt1.test("The best things in life are free"));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//The following example searches a string for the character "e":

// the result is e

var patt1=new RegExp("e");

document.write(patt1.exec("The best things in life are free"));

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<div id="example"></div>

<script type="text/javascript">

//The Navigator object contains all information about the visitor's browser:

txt = "<p>Browser CodeName: " + navigator.appCodeName + "</p>";

txt+= "<p>Browser Name: " + navigator.appName + "</p>";

txt+= "<p>Browser Version: " + navigator.appVersion + "</p>";

txt+= "<p>Cookies Enabled: " + navigator.cookieEnabled + "</p>";

txt+= "<p>Platform: " + navigator.platform + "</p>";

txt+= "<p>User-agent header: " + navigator.userAgent + "</p>";

document.getElementById("example").innerHTML=txt;

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

//This example runs the checkCookie() function when the page loads.

function getCookie(c\_name)

{

var i,x,y,ARRcookies=document.cookie.split(";");

for (i=0;i<ARRcookies.length;i++)

{

x=ARRcookies[i].substr(0,ARRcookies[i].indexOf("="));

y=ARRcookies[i].substr(ARRcookies[i].indexOf("=")+1);

x=x.replace(/^\s+|\s+$/g,"");

if (x==c\_name)

{

return unescape(y);

}

}

}

function setCookie(c\_name,value,exdays)

{

var exdate=new Date();

exdate.setDate(exdate.getDate() + exdays);

var c\_value=escape(value) + ((exdays==null) ? "" : "; expires="+exdate.toUTCString());

document.cookie=c\_name + "=" + c\_value;

}

function checkCookie()

{

var username=getCookie("username");

if (username!=null && username!="")

{

alert("Welcome again " + username);

}

else

{

username=prompt("Please enter your name:","");

if (username!=null && username!="")

{

setCookie("username",username,365);

}

}

}

</script>

</head>

<body onload="checkCookie()">

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function validateForm()

{

var x=document.forms["myForm"]["fname"].value;

if (x==null || x=="")

{

alert("First name must be filled out");

return false;

}

}

</script>

</head>

<body>

<form name="myForm" action="demo\_form.asp" onsubmit="return validateForm()" method="post">

First name: <input type="text" name="fname">

<input type="submit" value="Submit">

</form>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function validateForm()

{

var x=document.forms["myForm"]["email"].value;

var atpos=x.indexOf("@");

var dotpos=x.lastIndexOf(".");

if (atpos<1 || dotpos<atpos+2 || dotpos+2>=x.length)

{

alert("Not a valid e-mail address");

return false;

}

}

</script>

</head>

<body>

<form name="myForm" action="demo\_form.asp" onsubmit="return validateForm();" method="post">

Email: <input type="text" name="email">

<input type="submit" value="Submit">

</form>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to wait 3 seconds, then alert "Hello".</p>

<p>After clicking away the alert box, an new alert box will appear in 3 seconds. This goes on forever...</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

setInterval(function(){alert("Hello")},3000);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to display the current time.</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

//This example will display the current time. The setInterval() method is used to execute the function once every 1 second, just like a digital watch.//

function myFunction()

{

setInterval(function(){myTimer()},1000);

}

function myTimer()

{

var d=new Date();

var t=d.toLocaleTimeString();

document.getElementById("demo").innerHTML=t;

}

</script>

<p id="demo"></p>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the first button to display the current time, and the second button to stop the time.</p>

<button onclick="myFunction()">Try it</button>

<button onclick="myStopFunction()">Stop time</button>

<script type="text/javascript">

var myVar;

function myFunction()

{

myVar=setInterval(function(){myTimer()},1000);

}

function myTimer()

{

var d=new Date();

var t=d.toLocaleTimeString();

document.getElementById("demo").innerHTML=t;

}

function myStopFunction()

{

clearInterval(myVar);

}

</script>

<p id="demo"></p>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the button to wait 3 seconds, then alert "Hello".</p>

<button onclick="myFunction()">Try it</button>

<script type="text/javascript">

function myFunction()

{

setTimeout(function(){alert("Hello")},3000);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<p>Click the first button alert "Hello" after waiting 3 seconds.</p>

<p>Click the second button to prevent the first function to execute. (You must click it before the 3 seconds are up.)</p>

<button onclick="myFunction()">Try it</button>

<button onclick="myStopFunction()">Stop the alert</button>

<script type="text/javascript">

var myVar;

function myFunction()

{

myVar=setTimeout(function(){alert("Hello")},3000);

}

function myStopFunction()

{

clearTimeout(myVar);

}

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function timedText()

{

var t1=setTimeout("document.getElementById('txt').value='2 seconds!'",2000);

var t2=setTimeout("document.getElementById('txt').value='4 seconds!'",4000);

var t3=setTimeout("document.getElementById('txt').value='6 seconds!'",6000);

}

</script>

</head>

<body>

<form>

<input type="button" value="Display timed text!" onclick="timedText()" />

<input type="text" id="txt" />

</form>

<p>Click on the button above. The input field will tell you when two, four, and six seconds have passed.</p>

</body>

</html>

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

// A clock created with a timing event

function startTime()

{

var today=new Date();

var h=today.getHours();

var m=today.getMinutes();

var s=today.getSeconds();

// add a zero in front of numbers<10

m=checkTime(m);

s=checkTime(s);

document.getElementById('txt').innerHTML=h+":"+m+":"+s;

t=setTimeout('startTime()',500);

}

function checkTime(i)

{

if (i<10)

{

i="0" + i;

}

return i;

}

</script>

</head>

<body onload="startTime()">

<div id="txt"></div>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//create a direct instance of an object

personObj={firstname:"John",lastname:"Doe",age:50,eyecolor:"blue"}

document.write(personObj.firstname + " is " + personObj.age + " years old.");

</script>

</body>

</html>

<!DOCTYPE html>

<html>

<body>

<script type="text/javascript">

//create a template of an object

function person(firstname,lastname,age,eyecolor)

{

this.firstname=firstname;

this.lastname=lastname;

this.age=age;

this.eyecolor=eyecolor;

}

myFather=new person("John","Doe",50,"blue");

document.write(myFather.firstname + " is " + myFather.age + " years old.");

</script>

</body>

</html>