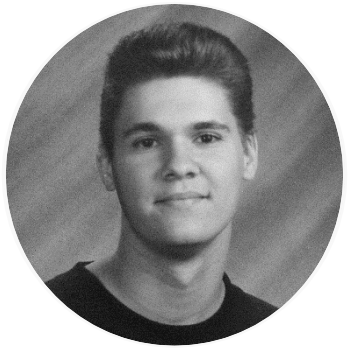
Adding Functionality with JavaScript



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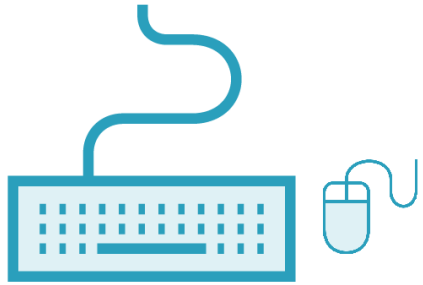
Handling Events



“When a function is called as a method of an object, its *this* is set to the object the method is called on.”

Mozilla Developer Network

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/this CC-BY-SA 2.5

“When a function is used as an event handler, its *this* is set to the element the event fired from.”

Mozilla Developer Network

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Operators/this CC-BY-SA 2.5

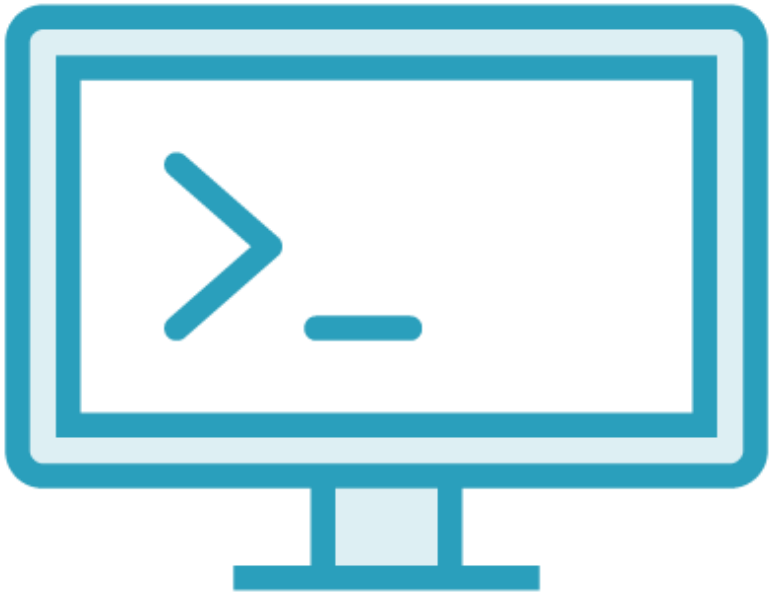
[Ctrl] + [Back Quote] Advantages:

Won’t type a character into a control

Difficult to trigger by accident

Writing Output

Processing Commands



Implement a command history

Move input text to output element

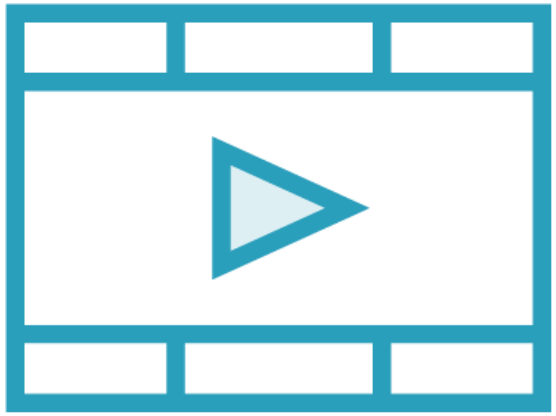
Process submitted command

Graphical Output

You Are Not Limited to Text

Images
Any image format supported by browsers.

SVG
Scalable Vector Graphics for charts or drawings.



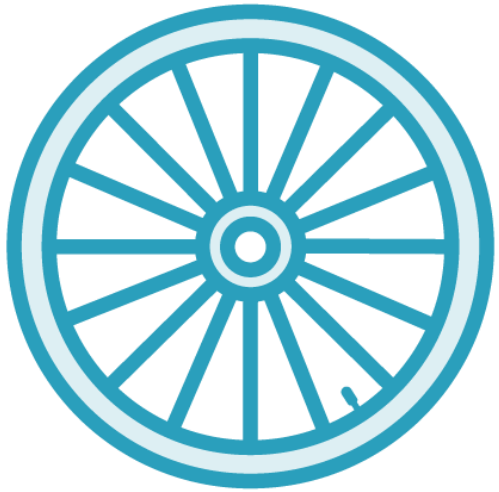
Video
Any video format playable by browsers.

Keep things simple where you can.

Sending Server Commands

Sending a Server Request

Library
3rd party library or framework.



XHR
Old school XMLHttpRequest.

Fetch
A modern XHR alternative.

Promise

An object that represents an operation that hasn't completed yet.

Summary

- Handled keyboard and mouse events
- Wrote output functions
- Implemented CLS and history
- Output rich content
- Wrote code to send commands to server
- What's next?