

Javascript Exercises

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

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

Ans: In the first statement, the function *booyah* executes after 2000 milliseconds.

In the second statement, the function *booyah* is executed immediately without waiting for 2000 milliseconds.

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));
```

Ans: Both alert displays same output 6.

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);
```

Ans:

```
function booyah1(){  
  alert("BOOYAH!");  
}
```

```
function booyah2(){  
  setTimeout(booyah1, 2000);  
}
```

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

Ans:

It is the way of writing JavaScript code in which we properly separate Document content, presentation and Script content which allow us to make clear distinction between them.

Practical application:

With the use of unobtrusive JavaScript, even if there is error in JavaScript code, user is not blocked from the website as JavaScript code is not embedded into HTML.

Example:

HTML

```
<button id='btn' onclick="changeText();">Click me!</button>
```

```
<input id="output" type="text" value="replace me" />
```

JS

```
function changeText() {  
    let textbox = document.getElementById("output");  
    textbox.value = "Hello, world!";  
}
```

Reasons:

1. Easy to update or upgrade the code.
2. Makes webpage stable, even if there is error in JavaScript code.
3. If any feature is not supported by the browser, then the code should silently turn off that feature instead of throwing an error message.