JAVASCRIPT examples
getting script engine info, & hello world

Java game application:

```java
import javax.script.ScriptEngine;
import javax.script.ScriptEngineFactory;
import javax.script.ScriptEngineManager;
import javax.script.ScriptException;
import java.io.*;
import java.util.*;

public class MyGame
{
    public static void main(String[] args)
    {
        MyGame m = new MyGame();

        ScriptEngineManager factory = new ScriptEngineManager();
        String scriptFileName = "hello.js";

        // get a list of the script engines on this platform
        List<ScriptEngineFactory> list = factory.getEngineFactories();

        System.out.println("Script Engine Factories found:");
        for (ScriptEngineFactory f : list)
        {   System.out.println("  Name = " + f.getEngineName()
                        + "  language = " + f.getLanguageName()
                        + "  extensions = " + f.getExtensions());
        }

        // get the JavaScript engine
        ScriptEngine jsEngine = factory.getEngineByName("js");

        // run the script
        m.executeScript(jsEngine, scriptFileName);
    }

    private void executeScript(ScriptEngine engine, String scriptFileName)
    {
        try
        {   FileReader fileReader = new FileReader(scriptFileName);
            engine.eval(fileReader);   //execute the script statements in the file
            fileReader.close();
        }
        catch (FileNotFoundException e1)
        {   System.out.println(scriptFileName + " not found " + e1); }
        catch (IOException e2)
        {   System.out.println("IO problem with " + scriptFileName + e2); }
        catch (ScriptException e3)
        {   System.out.println("ScriptException in " + scriptFileName + e3); }
        catch (NullPointerException e4)
        {   System.out.println ("Null ptr exception in " + scriptFileName + e4); }
    }
```

TAGE not used in this example

"hello.js" (javascript file)

```javascript
print("hello world!");
```