JavaScript has a similar flexibility with quotes and variable names as Python, it accepts both single and double quotes. Python can also trigger code if an event occurs using conditionals, however, the syntax of executing these statements in JavaScript is different than Python. One example where the syntax is different is when needing to define a function, instead of **def**, it is **function**. I also find that JavaScript uses methods like python. However, users must use **var** before assigning variables (whereas in Python, users can assign variables without creating a variable instance). Also, to add a new statement to a script, you must add a ‘;’ to the end of each statement. Overall, the keywords used, like **function, for, try, continue, etc.** are similar in principle to Python’s.

You may want to use window.alert() depending on the type of message with functionality you want to give the user. You would type your message to the user within the method. I believe you may also want functionality to have the user be able to confirm or deny the message (from the tutorial, there was only an ‘OK’ option. All of this code would be wrapped in the ‘script’ tag.