

Web Stepp by Stepp
Self-Check Questions Chapter 9

1. What is unobtrusive JavaScript? Why is it poor style to use obtrusive JavaScript and what are the key changes one makes to cause JavaScript code to become unobtrusive?

It is a way of writing Javascript separating behavior from HTML: It is very poorly style to use obstructive JavaScript because the page load time and cache support are worse. Also, it is simpler and easier to upload all the code in separate HTML, CSS, or JavaScript files.

2. What are the six global JavaScript DOM objects, and what does each one represent?

Document: current HTML page and its content

History: list of pages the user has visited

Location: URL of the current HTML page

Navigator: info about the web browser you are using

Screen: info about the screen area occupied by the browser

Window: the browser window

3. What is a “user agent” string? Why is it poor form to examine browser names and user agent strings in JavaScript code and use their values to govern a program’s behavior or features?

User agent is a type of string that helps use identify the browser that is being used. It is poor to examine for browser names in JavaScript because there are certain browsers that do not support JavaScript. Internet Explorer is an example of a browser that does not support JavaScript.

4. Review the Hangman’s code in Chapter 8. Describe the specific changes that must be made to the Hangman’s JavaScript code from the previous chapter’s case study in order to make it use unobtrusive code.

I would say that the function that updates the hangman image or word clue to the current game state is not needed in the JavaScript code because it may be defined in the HTML page. What we want to achieve it to include separation of functionality in a web page from structure and presentation. In this case, this function UpdatePage() could be developed in HTML, as images can be updated in HTML.

5. What is an anonymous function, and how can it be useful in JavaScript code?

An anonymous function is a function without a giving name that can be stored as a variable, attached as an event handler, etc. The anonymous function is useful because it doe not need to be stored in a separate file

6. Suppose a page has the following HTML code containing four buttons representing football scoring options. When each button is clicked, the appropriate number of points is added to the player’s total score. Describe a way to write the JavaScript code for this page, avoiding redundancy by using the “this” keyword.

```
<button id="touchdown">6 points (touchdown)</button>  
<button id="fieldgoal">3 points (fieldgoal)</button>
```

```
<button id="safety">2 points (safety/2-point conversion)</button>
<button id="extrapoint">1 points (extrapoint)</button>

<input id="total" type="text" value="0" />
```

To start with the function, I would set all the variables first. After That I thought it may be a good idea to divide each button into an if statement, that way when the appropriate points are added to the player's score it would be much easier.

```
function score() {
  this.touchdown = touchdown;
  this.fieldgoal = fieldgoal;
  this.safety = safety;
  this.extraPoint = extraPoint;

  if (touchdown == 6){
    document.getElementById("touchdown").innerHTML = touchdown;
  }
  if (fieldgoal == 3){
    document.getElementById("fieldgoal").innerHTML = fieldgoal;
  }
  if (safety == 2){
    document.getElementById("safety").innerHTML = safety;
  }
  if (extraPoint == 1){
    document.getElementById("extrapoint").innerHTML = extraPoint;
  }
}
```