

Day 5 - HTML Form

Forms

```
<input  
  name="define_your_input_name"  
  type="define_your_input_type"  
>
```

Here is the list of the type

button | checkbox | file | hidden | image | password | radio | reset | submit | text

<http://www.sitepoint.com/web-foundations/form-elements/>

HTML5 Form Elements

```
<input type="date" name="birthday">
```

HTML5 Form Elements

- Color
- Date
- datetime-local
- Email
- Month
- week
- Number
- Range
- Search
- Tel
- Time
- url

HTML5 Form Elements

- **disabled** -- Specifies that an input field should be disabled
- **max** -- Specifies the maximum value for an input field
- **maxlength** -- Specifies the maximum number of character for an input field
- **min** -- Specifies the minimum value for an input field
- **readonly** -- Specifies that an input field is read only (cannot be changed)
- **value** -- Specifies the default value for an input field

Bootstrap Way

<http://getbootstrap.com/css/#forms>

Easy, right? Read more!

Exercise: Create a Sign-up Form

1. Ask your users to fill out your form to apply to join the community
2. The form should collect their name, username, password, and email
3. Ask them to introduce themselves using a `<textarea>` element
4. Ask them to fill in a "get to know you" survey using dropdown menus, checkboxes, radio buttons, and various other form elements
5. Use Formspree (<http://formspree.io>) to have form responses emailed to you

Day 5 - JS Variable

Javascript

JavaScript is a programming language used to make web pages interactive. It runs on your visitor's computer and doesn't require constant downloads from your website.

HTML → static

JavaScript → dynamic

The Number data type

> 2 + 3

> 3 * 5 + 4

> 3 * (5 + 4)

> -300 * 2.57

> 25 % 6

> 10 / 2

The String data type

```
> "Hello, how are you?"
```

```
> Hello, how are you?
```

```
> 'Just fine,' + ' ' + 'thank you'
```

Alerting, Logging, and Prompting, oh my!

```
> alert("Jello, whirled")
```

```
> prompt("How are you feeling today?")
```

Console Log

Ok, though illustrative, alerts are annoying. That's why they're not often used. It is more usual to use the console to output information.

```
console.log("Where is this message  
displayed?")
```

Variables

In programming, it can be extremely useful to store values **for later use**. Variables are identifiers (labels, nametags) used to **set and retrieve stored values**. They are called variables because **you can change what value they hold** based on user input, the current program state, etc.

Variables

```
> var x
```

```
> x = 1
```

```
> x + 4
```

```
> x = 5
```

```
> var y = 2
```

```
> x + y + 7
```

```
> y = x + 7
```

Variables

What is the value of **first at the end** of this sequence?

```
> var first, second  
> first = "hello"  
> second = "goodbye"  
> first = second  
> second = "wait, you've forgotten your hat!"
```


Exercise

1. Create a new HTML document, correctly set up with `html`, `head`, and `body` tags
2. Add a script tag directly before the closing body tag.
3. Inside of a script tag, alert visitors that your site is extremely awesome and should thus be enjoyed with caution.
4. Prompt the user for their name
5. Greet them by name using another alert

Manipulating the DOM

```
> document.querySelector('h1').textContent = "I'm on the page!";  
> document.querySelector('h1').innerHTML = "<p>halo</p>";
```