

In this lesson we are going to learn three built-in JavaScript methods. These methods are *alert*, *prompt* and *console.log*.

The first method that we are going to learn is *alert*.

Alert is kind of obnoxious, of what it does is it pops up a message to the user.

The syntax looks like following

```
alert()
```

Inside the brackets we pass in something of which we want to alert the user.

```
alert("Hello there!!!");
```

When we hit enter, we get a pop up on our screen which says, "Hello there!!!"

We can also use a number

```
alert(198209821309);
```

And the pop up shows us the number. We can also do math in there and it will pop up the result.

```
alert(198*345)
```

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The next method is like alert, but it is less inclusive, it is called *console.log*. And what this will do is print something to the JavaScript console. It looks like *console.log* with brackets and we put something in the brackets to print.

```
console.log("hello from the console!")
```

➔ Hello from the console

The last one we are going to use is called *prompt*. *Prompt* is very different from the last two because it takes input from the user. So, it prompts with brackets and inside the brackets we give something to the user to be prompted with like

```
prompt("what is your name?")
```

And then it pops up with "What is your name?" in the pop-up window with a field and we can put our name, but it does not do anything with it because it is not storing the value. We can assign the prompt with a variable and when the user puts in his/her name, the name gets stored in the variable.

```
var username = prompt("What is your name?")
```

Rusty

username

➔ Rusty