

GETTING TO KNOW JAVASCRIPT



PROF. DAVID ROSSITER

AFTER THIS PRESENTATION

- You'll be able to write simple JavaScript
- You'll be able to use variables and some simple functions

JAVASCRIPT FUNCTIONS WE WILL LOOK AT

```
alert()
  prompt()
  confirm()
```

WHERE TO PUT JAVASCRIPT?

- JavaScript code can go almost anywhere
- However, there is a common pattern

<!DOCTYPE html> <html> <head> ... load JavaScript libraries here ... </head> <body> ... your JavaScript code typically goes at the end of body ... </body> </html>

JAVASCRIPT IN THE SAME FILE

```
<script>
function surprise() {
   alert("Hello!");
}
</script>
```

JAVASCRIPT IN ANOTHER FILE

```
<script src="mycode.js"></script>
```

In mycode.js:

```
function surprise() {
   alert("Hello!");
}
```

SIMPLE INTERACTION

- There are 3 JavaScript popups:
 - o alert()
 - confirm()
 - o prompt()

SHOW A MESSAGE - ALERT()

alert() shows text to the user e.g.

```
alert("Welcome!");
```

ALERT()



Click here to open the file

MAKING A DECISION - CONFIRM()

 confirm() displays a popup box with a message, along with an OK and a Cancel button

CONFIRM()



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CONFIRM()

VARIABLES

- A variable is like a box
- You can make a variable and put something in it e.g

```
var totalCost = 7000;
```

- Later, you can take it out of the box and use it
- You can change what is stored in the box any time

SIMPLE TEXT INPUT - PROMPT()

For getting input from the user, you can use prompt(), e.g:

```
var user_name; // Create a variable
user_name=prompt("What is your name?");
```

- You don't have to create a variable before you use it
- However, it is good habit to get into

PROMPT()

		×
What is your name?		
	OW	
	ОК	Cancel

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PROMPT()

NOTE: document.write() is used here for simplicity, and is not recommended for writing HTML and Single Page Applications. Week 3 will introduce you to a better a pproach using". innerHTML ".