A. window object

methods.

1. alert (str): displays an alert D.B. containing the string argument

as text.

2. setInterval (function,time)

causes the function to be repetatively called

at regular time intervals in milliseconds.

3. clearInterval (name)

clears a setInterval() call where the argument, name,

represents a certain setInterval() call.

4. confirm(str):displays a confirm D.B. containing the string argument

as text. you need either OK(confirm) or cancel.

returns a boolean value.

5. prompt (str,str)

displays a prompt D.B. containing the first argument

string as an instruction on what to enter.

The second argument is the default to be returned

in case the user does not enter a string.

properties.

1. closed contains a boolean value corresponding to whether or not

the window is closed.

2. document an object itself

3. history an object itself

4. location contains the URL of the document currently displayed

in the window.

can be changed to cause a new document to be displayed.

B. document object: a property of the window object

methods:

1. write (str) writes the string to the HTML document rather than

to the window itself.

properties:

1. linkColor contains the color of unvisited links

2. alinkColor contains the color of active link.

3. vlinkColor contains the color of visited links.

4. bgColor contains the color of background

5. fgColor contains the color of foreground

6. Form an object itself

7. Image[] an object itself

8. lastModified contains the date the document was last changed.

C. history: a property of the window object

methods:

1. back() Causes the same effect as hitting the back button of

the browser.

2. forward() causes the same effect as hitting the foreward button

3. go(-num) causes the window to display a document back in its

history list.

property:

1. length contains a number representing the number of documents

that have previously been loaded into the window.

D. Form

methods:

1. submit() submit the form to the specified CGI program.

2. reset() resets the form's elements to their original states

property:

1. elements[] an object itself

E. Image[] a property of the document object.

This array is automatically created to index all of

images that have been marked up with the HTML IMG tags.

A new image can be constructed with the Image()

constructor to preload it.

properties:

1. src contains the image's source URL

2. border contains the image's border setting in pixels

3. height contains the image's height in pixels

4. width contains the image's width in pixels

5. name can be set with the NAME attribute of the HTML IMG tag.

can be declared when a new image is constructed with

Image() constructor.

F. Array New arrays can be created with the Array() constructor.

Ex: var list\_1 = new Array(100); // 100-elements

var list\_2 = new Array (10,20, "what"); // 3-elements

list\_3 = Array [10,20, "what"]; // same as list\_2

A two-dimensional array is an array of arrays, each

one-dimensional

methods

1. list\_2.sort() results in ["10", "20", "what"]

2. list\_2.join() results in "10, 20, what"

3. list\_2.reverse results in ["what", 20, 10]

4. list\_2.slice(1) results in [20, "what"]

5. list\_2.push("next") results in [10, 20, "what", "next"]

6. list\_2.pop results in "what"

property

1. length

G. Date New Date objects can be created with Date() constructor

as in: var d=new Date();

methods

1. getDate() returns the day of the month (1-31)

2. getDay() returns the day of the week (1-7)

3. getHours() returns the hours (0-23)

4. getMonth (1-12)

5. getSeconds() (0-59)

6. getYear() returns the year.

H. elements[] This object is a property of a Form object that

contains. It is created automatically when the

HTML document is loaded that contains a Form

element.

Various properties for each Form element type

1. button: name

value

2. checkbox checked (boolean)

name

value

3. radio button checked (boolean)

name

value

4. reset name

value

5. select (pull-down menu)

name

options[]

selectedIndex

value

6. text name

value

7. Text Area name

value

I. options[] This object is a property of SELECT menu.

It indexes all of a pull-down menu options.

Each option has the following properties

1. index The index number of a particular option

2. text contains the text string that appears on

the menu for that option

3. value can carry a hidden value for that option.

J. Math A new Math object does not have to be created

to call upon the properties or methods

methods

1. random() returns a floating-point number 0.0 - 0.999999

takes no argument.

2. pow(base,expo) raises the given base to the power of the second

argument.

3. max(num1,num2)

4. min(num1,num2)

5. round(num) returns its argument rounded to the nearest integer.

6. floor(num) returns greatest integer less than its argument

7. ceil(num) returns the least integer greater than its argu.

8. abs(num) returns the absolute value

9. exp(num) returns e to the power of the argument

properties

1. E the base of natural log

2. PI the ratio of a circle's circumsference to its

diameter

K. String This object is created automatically for each string.

It is not a property of any object.

methods

1. charAt(ind) returns the character in the string at given ind

2. charCodeAt(ind) returns the ASCII number for the character at

specified index of the string.

3. indexOf(char) returns the first index of the given character

returns -1 if no such character

4. lastIndexOf(char)

returns the last index at which the char is found.

-1 is returned if not found.

5. substring(ind)

returns a substring starting from the given index.

6. toLowerCase()

7. toUpperCase()

L. Global This is not a property of any object.

Nor does it have to be referenced to call its methods

We simply call the methods by name

methods

1. parseInt(str,num)

returns the string converted to an integer in the

base given by the second argument.

If the second argument is omitted, the default is 10.

2. parseFloat(str) returns the string converted to a floating-

point number. (decimal)