Response.Write("<script language=javascript>alert('Unable to approve.\\n Processed.');</script>");

**Call Alert from Code Behing, create a Message Box**

In Web environment you don’t have a MessageBox.Show, so we have to create one. First create a class **Alerta.cs**

using System.Web;

using System.Text;

using System.Web.UI;

public class **Alerta**

{

public static void Show(string message)

{

// Cleans the message to allow single quotation marks

string cleanMessage = message.Replace("'", "\\'");

string script = "<script type=\"text/javascript\">alert('" + cleanMessage + "');</script>";

// Gets the executing web page

Page page = HttpContext.Current.CurrentHandler as Page;

// Checks if the handler is a Page and that the script isn't allready on the Page

if (page != null && !page.ClientScript.IsClientScriptBlockRegistered("alert"))

{

page.ClientScript.RegisterClientScriptBlock(typeof(**Alerta**), "alert", script);

}

}

}

From any part of your project you can set an alert like in this example:

**Alerta**.Show("Value to High, this is a pop up message");

**LLAMAR FUNCION DE JAVA DESDE CONTROLES CODE BEHIND**

If (!Page.IsClientScriptBlockRegistered("MyScript"))

{

Page.RegisterClientScriptBlock("MyScript","<SCRIPT Language='JavaScript' src=**'JavaFile.js'**></SCRIPT>");

}

Image1.Attributes.Add("onclick","PopWindow();");

El archivo JavaFile.js tiene

function PopWindow()  
{

alert('hello world from the Javascript file');

window.open('Calendar.aspx');

}

<img runat="server" ID="Image1" alt="" src="PopUpCalendar.gif" />

= = = = = = =

<head runat="server">

<title></title>

. . . . . .

<script type="text/javascript"> function pageConfirm()

{  
 ConfirmStatus = **confirm**("Use this link?");  
  
 if (ConfirmStatus == true)

{  
  alert("You Ready?");  
  alert("Then Let\'s Go!");  
  location.href = 'http:\/\/www.dreamincode.net\/';  
  }  
 }  
 </script>

</head>

<img alt="" src="PopUpCalendar.gif" onclick="pageConfirm();" />

<a href=<http://www.dreamincode.net/>

 onMouseOver="alert('This is a Special Link.');"  
 onClick ="alert('You Ready?'); alert('Then Let\'s Go!');">

<img src="button.png"/></a>

<script type="text/javascript">  
 **myMessage** = "Hello! I'm a box!";  
</script>

<form name="testForm">  
  
<textarea name="textBox" rows="3"></textarea><br/>  
  
<input type="button" value="Press Me"

onClick="document.testForm.textBox.value = **myMessage**;"/>

<input type="reset" value="Clear the Box"/>  
  
</form>

<script type="text/javascript">  
 userResponse = prompt("Hello. How are you?","")  
 userResponse = userResponse.toLowerCase();  
  
 if (userResponse == "hi" || userResponse == "hello")

{  
  // DO SOMETHING HERE; EXAMPLE:  
  alert("Hello to you too! Welcome to the website!");  
 }  
 else if (userResponse == "") {  
  // OTHERWISE, DO SOMETHING HERE; EXAMPLE:  
  alert("Welcome to the website!");  
  }  
 else {  
  // OTHERWISE, DO SOMETHING HERE; EXAMPLE:  
  alert("I don't know what that means, but welcome to the website!");  
 }  
</script>

**Button1.Attributes.Add("onclick","alert('Hello World')");**