

## JAVASCRIPT Homework Assignment

1	<b>Main purpose:</b> Alert Box
	<b>Additional challenge:</b> Use the document.write method to display the text instead of alert. Also, include HTML tags to bold and change font.

```
//This code creates a function that displays an alert box.
//The function is invoked when the document is loaded.
<SCRIPT language="JavaScript">
    function hello() {
        alert("Thank God it's Friday")
    }
</SCRIPT>

//Invoke the function when the page loads
<body onLoad="hello()" ;>
```

2	<b>Main purpose:</b> Date Last Modified
	<b>Additional challenge:</b>

```
//This goes in body of your document
<SCRIPT language="JavaScript">
document.write("This page was last changed on:" + document.lastModified);
</SCRIPT>
```

3	<b>Main purpose:</b> Print the current page
	<b>Additional challenge:</b> Pretend that file fig1301.htm is a “printer friendly” page. Modify your code to print it.

```
<form>
<input type="button" value="Print this page" onClick="window.print()">
</form>
```

4	<b>Main purpose:</b> Status bar displays a constant message
	<b>Additional challenge:</b> see below

```
<script type="text/javascript">
function newstatus()
{
window.status="Buy my product"
}
</script>

<body onload="newstatus()">
//Your additional challenge is to make it change on mouseover.
//The return(true) is needed to update the status bar.

<a href="#" onMouseOver="(window.status='Some information here'); return
true" onMouseOut="(window.status=' '); return true";>Click Here</a>
```

5	<b>Main purpose:</b> Pop-up Window
	<b>Additional challenge:</b> Add a status bar and scrollbar: status=1,scroll=1

```
//First create a file. Type something like "SALE, 50% off". Save as
advertisement.htm.
<SCRIPT LANGUAGE="JAVASCRIPT">
function openit(){
window.open("advertisement.htm","ad", "width=400,height=200");
}
</SCRIPT>

// modify the BODY tag to call this function.
<body onLoad="openit();">
```

6	<b>Main purpose:</b> If Statement
	<b>Additional challenge:</b>

```
//Create a confirmation box that allows a user to choose between two sites.
<SCRIPT language="JavaScript">
    function pleasestay()      {
        var goThere=confirm("Are you sure you want to leave my fabulous site
to go to heaven knows where?");
        if(goThere == true) {
            window.location="http://www.lost.com"
        }else {
            history.go(-1);
        } }
</SCRIPT>
//Call the function with an onClick event.
<form>
<input type="button" value="Leaving so soon?" onClick="pleasestay();">
</form>
```

7	<b>Main purpose:</b> Rollover image
	<b>Additional challenge:</b> Add a third button

```
/*This preloads images first. Put in head area
The first line creates a new Image object, and saves a reference to that
object as the variable blueButton. The second line sets up the source as
bluebut.gif. */

<script language="javascript">
    blueButton=new Image;
    blueButton.src="bluebut.gif";
    redButton=new Image;
    redButton.src="redbut.gif";
</script>
//put in body
<a href="#"
    onMouseOver="document.abutton.src = redButton.src;"
    onMouseOut="document.abutton.src=blueButton.src;">
 </a>
```

8	<b>Main purpose:</b> Banner
	<b>Additional challenge:</b> Use your own images

```

<script language="javascript">
//indicates a maximum of 4 elements. The variable name is imgArray.
    imgArray = new Array(4);

/*creates a new Image object. Sets array to 0.
Assigns the source as lions.gif */
    imgArray[0] = new Image;
    imgArray[0].src = "lions.gif";
    imgArray[1] = new Image;
    imgArray[1].src = "tigers.gif";
    imgArray[2] = new Image;
    imgArray[2].src = "bears.gif";
    imgArray[3] = new Image;
    imgArray[3].src = "ohmy.gif";
//the variable index is necessary to access the various elements.
    index = 0;
    function select() {
        index = Math.floor(Math.random() * 4);
        document.banner.src = imgArray[index].src;
        setTimeout("select()", 1000);
        return;
    }
</script>

//put this in body
<body onload="select()">


```

9	<b>Main purpose:</b> Change Background
	<b>Additional challenge:</b>

```

<SCRIPT LANGUAGE="JavaScript">
function colorscheme(bg) {
document.body.background= (bg);
}
</SCRIPT>

//This goes in the body
<FORM>
<INPUT type="button" value="coriander" nClick="colorscheme('yourfile1.jpg')">
<INPUT type="button" value="texture" onClick="colorscheme('yourfle2.gif')">
<INPUT type="button" value="paper" onClick="colorscheme('yourfile3.jpg')">
</FORM>

```

10	<b>Main purpose:</b> Change bgcolor
	<b>Additional challenge:</b>

```

//slight variation of previous code. You use href instead of button.
<a href="#" onClick="document.bgColor='silver';">Silver</a><br>
<a href="#" onClick="document.bgColor='lime';">Lime Green</a><br>
<a href="#" onClick="document.bgColor='brown';">Brown</a> <br>
<a href="#" onClick="document.bgColor='wheat';">Wheat</a> <br>

```

11	<b>Main purpose:</b> Drop-Down Menu
	<b>Additional challenge:</b>

// Type this in head.

```
<SCRIPT LANGUAGE="JavaScript">
function formHandler(){
var URL =
document.myform.newsite.options[document.myform.newsite.selectedIndex].value;
window.location.href = URL;
}
</SCRIPT>
```

```
// create a drop-down list and place it within the <BODY> section
<FORM NAME="myform">
<SELECT NAME="newsite" SIZE=1 onChange="formHandler()">
<OPTION VALUE="">What's up...
<OPTION VALUE="">-----
<OPTION VALUE="http://www.cnn.com">CNN
<OPTION VALUE="http://www.abc.com">ABC Television
<OPTION VALUE="http://www.cbs.com">CBS Television
<OPTION VALUE="http://www.charleston.net">Post & Courier
</SELECT>
</FORM>
```

12	<b>Main purpose:</b> Scrolling message
	<b>Additional challenge:</b>

```
<SCRIPT language="JavaScript">
var msg = "You may type your message right here ";
function startScroller()
{
    document.scrollForm.scrolling_message.value = msg
    msg = msg.substring(1, msg.length) + msg.substring(0, 1)

// (ex. 150=.15 seconds).
    setTimeout("startScroller()", 150)
}
</SCRIPT>
```

```
<BODY onLoad="startScroller();">
<FORM name="scrollForm" onSubmit="return false;">
<!--This is the size of the text box. -->
<INPUT type="text" name="scrolling_message" value="" size="50">
</FORM>
```

13	<b>Main purpose:</b> Detect Browser
	<b>Additional challenge:</b> Change it to ie (internet explorer)

```
<script>
if(navigator.appName=="Netscape")
{
document.write("You are a Netscape user.");
}else {
document.write("This page is best Viewed in Netscape.");
}
</script>
```

14	<b>Main purpose:</b> Detect browser and redirect URL
	<b>Additional challenge:</b> Change it to ie (internet explorer)

```
<script>
var n=navigator.appName
var ns=(n=="Netscape")
var ie=(n=="Microsoft Internet Explorer")
if (ns)
location="fakefile-netscape.htm"
else if (ie)
location=" fakefile-ie.htm"
</script>
```

15	<b>Main purpose:</b> Simple Calculation
	<b>Additional challenge:</b> Place in table to improve appearance

```
<SCRIPT LANGUAGE="JavaScript">
function calculate()
{
var price = 15;
var qty = document.data.qty.value;
document.data.thetotal.value = price * qty;
}
</SCRIPT>

//put in body
<form name="data">
Price of Widget: $15 <br>
Quantity: <input type="text" name="qty" size="12" ><br>
<input type="button" value="Calculate Cost" onclick="calculate()";><br>
Total Cost <input type="text" value=" " readonly="yes" name="thetotal"
size="12"><br>
</form>
```

16	<b>Main purpose:</b> Display greeting based on time of day.
	<b>Additional challenge:</b>

```
//put in body
<SCRIPT LANGUAGE="JavaScript">
<!-- Begin
datetoday = new Date();
timenow=datetoday.getTime();
datetoday.setTime(timenow);
thehour = datetoday.getHours();
if (thehour > 18) display = "Evening";
else if (thehour >12) display = "Afternoon";
else display = "Morning";
var greeting = ("Good " + display + "!");
document.write(greeting);
// End -->
</script>
```