

INT222 - Internet Fundamentals

Week 10: Date Object, Event and
JS Form Validation
(Ver 1.1)

Agenda

- JS built-in Object - Date
- DOM Event and Event Handler
- Form Validation

Date Object

- Enables basic storage and retrieval of dates and times.
- Creates a Date object with current date and time:

```
var myDate = new Date();
```

- date string:

```
alert("The date is " + myDate);
```

Will show the date string:

The date is Mon Mar 10 2014 09:02:37 GMT-0400 (Eastern Standard Time)

The get... Methods of Date Object

➤ getMonth() method

- Returns number of **0** through **11**
 - ▶ Represent month of **January** through **December** correspondingly
- e.g.

```
var myMonth = (new Date()).getMonth();
alert(myMonth); // The myMonth is 6 which is, July
```

➤ getDate() method

- returns number of 1 31
- e.g.

```
var myDay = (new Date()).getDate();
alert(myDay ); //
```

The get... Methods of Date Object

➤ **getDay()** method

- returns number of **0** for **Sunday**, **1** for **Monday**, ...
- e.g.

```
var myDayOfWeek = (new Date()).getDay();
alert(myDayOfWeek );
```

➤ **getFullYear()** method

- returns a 4 digit year
- e.g.

```
var myYear = (new Date()). getFullYear();
alert(myYear ); // 2014
```

The get... Methods of Date Object

- `getHours()` method
 - returns a number of 0 to 23
- `getMinutes()` method
 - returns a number of 0 to 59
- `getSeconds()` method
 - returns a number of 0 to 59
- e.g.

```
var myDate = new Date();
var myHour = myDate.getHours();
var myMinutes = myDate.getMinutes();
var mySeconds = myDate.getSeconds();
alert(myHour + ":" + myMinutes + ":" + mySeconds); // 10:9:35
```

The get... Methods of Date Object

➤ getMilliseconds() method

- Gets the milliseconds of a Date, 0 to 999. .
- e.g.

```
var myMillSec = (new Date()).getMilliseconds();
alert(myMillSec );
```

Resource & Reference

- Unix (epoch) time:
 - http://www.w3schools.com/jsref/jsref_gettime.asp
- JS Date Constructor
 - https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date
- JS Date set... Methods

Events

- An event occurs when a user clicks on a link or a button in a form
- In general everything that happens in a browser may be called an event.
- Every element on a web page has certain events which can trigger a JavaScript function.
- JavaScript needs a way of detecting user actions so that it knows when to react. It also needs to know which functions to execute.

Common Events

- Events triggered by user actions.
 - e.g.
 - When a user clicks the mouse
 - When a user strokes a key
 - When the mouse moves over an element
 - When an input field is changed
 - When an HTML form is submitted
- Events that are not directly caused by the user.
 - e.g.
 - When a web page has finished loading
 - When an image has been loaded
- Events category
 - Mouse events, keyboard events, HTML frame/object events, HTML form events, user interface events, touch events, ...

Event Handlers

- Event Handlers are used to manipulate documents.
- An event handler is used in order to execute a script when an event occurs.
- The event handler has a prefix "on" followed by the event name.
- For example, the event handler for the click event is onclick.

Event Handlers

- Event handlers are divided into:
 - **Interactive event handler**
An interactive event handler depends on the user doing something to a document such as moving a cursor over an object.
 - **Non-interactive event handler**
A non-interactive event handler execute automatically depending on events such as onload.

Event Handler Examples

- Using event handlers to change the elements of a document by

- writing a **line of code** in the value of the event handler

```
<input type="button" name="MyButton" value="New Button!"  
      onclick="window.open('mywindow.html', 'MyWin')"/>
```

- writing the script as a **function** in the head section of the document and then calling the function from the event handler (refer to the given examples).

```
<input type='checkbox' name='system_type' value='4'  
      onclick='commonSense()' /> Unix
```

Creating Event Handler

- To create an event handler for an HTML tag:
 - add the event handler attribute to the tag.
 - write the JavaScript code in quotation marks as the attribute value..

Creating Event Handler

- The general syntax is

```
<htmltag eventHandler="JavaScript Code">
```

- where htmltag is an HTML tag/element
- eventHandler is the name of the event handler
- JavaScript Code is a set of JavaScript statements.
- The JavaScript statement(s) are executed when the event occurs - such as the user clicks on a link or a button.

Creating Event Handler

➤ Notes:

- The event handlers in HTML must be enclosed in quotation marks
- Alternate double quotation marks with single quotation marks:

➤ e.g.

```
<input type="button" name="MyButton" value="New Button!"  
      onclick="alert('some text')" />
```

➤ You can also use \' or \" to achieve the same result.

```
<input type="button" name="MyButton" value="New Button!"  
      onclick="alert(\"some text\")" />
```

Using the HTML DOM

- To create a event handler to an element, you can assign the event handler to the element **as an attribute** in HTML

```
<button onclick="displayDate()">Try it</button>
```

- The HTML DOM allows you to assign the event handler to the element using JavaScript

```
<script>
  document.getElementById("myBtn").onclick=function(){displayDate()};
  // document.getElementById("myBtn").onclick=displayDate; //the same

  function displayDate() {
    document.getElementById("demo").innerHTML = Date();
  }
</script>
```

Event Handler Examples

➤ **onchange:**

occurs when the content of a field changes.

- Applies to :
select, text, input elements
- Example:
[js_onchange.html](#)

Event Handler Examples

➤ **onclick**

- Occurs when the user has pressed and released a mouse button (or keyboard equivalent) on an element.
- Applies to:
button, document, checkbox, link, radio, reset, submit
- Example:
[js onclick.html](#)

Event Handler Examples

➤ **ondblclick**

- Occurs when the user has double-clicked a mouse button on an element.
- Applies to the following HTML tags:
document, image button elements, link
- Example:
[js-ondblclick.html](#)

Event Handler Examples

➤ **onfocus**

- Occurs when the user has given focus to an element.
- Applies to button, checkbox, file, password, radio, reset, select, submit, text, textarea, window.
- Example:
[js-onfocus.html](#)

Event Handler Examples

➤ **onload**

- Occurs when a document or other external element has **completed downloading all data into the browser**.
- Applies to image, window.
- Example:
[js-onload.html](#)

Event Handler Examples

➤ **onmouseout**

- Occurs when the user has rolled the mouse out of an element.
- Applies to image, window.
- Example:
[js-onmouseout.html](#)

Event Handler Examples

➤ **onmouseover**

- Occurs when the user has rolled the mouse on top of an element.
- Applies to image, window.
- Example:
[js-onmouseover.html](#)

Event Handler Examples

➤ **onresize**

- Occurs when the user has resized a window or object.
- Applies to window.
- Example:
[js-onresize.html](#)

Validation General Guidelines for Raw Data

The following is a list of guidelines for validating raw data. Some or all of these guidelines may apply when validating - it all depends on the application.

- Presence or Absence Test
 - The presence or absence test is used to determine if a field has been completed.
- Test to determine if a field contains
 - a numeric value
 - an alphabetic value
 - an alphabetic - Upper case
 - an alphabetic - Lower case

Validation General Guidelines for Raw Data

- Test to determine if a field is
 - Positive
 - Negative
 - Zero
- Value Test
 - The value test is used to determine if a field has a specific value or code.
- Range Test
 - The range test is used to determine if a value entered is within a specific range (inclusive or exclusive)

Validation General Guidelines for Raw Data

➤ Reasonableness Test

- The reasonableness test is used to determine if a value entered is reasonable based on other information supplied or information available to us. This test needs to be review periodically.

➤ Consistency Test MULTIPLE FIELD(s)

- The consistency Test is used to determine if a value entered is consistent with other information entered.

➤ Check Digit Test – See how it works

- The check digit test is used to determine if for example, a credit card number or a Driver license number is valid.

Form Validation Using JavaScript

JF Form Validation: input type="text"

- Simple Form validation for input type="text"
 - using `document.formName.elementName`
 - [js-validation-example-Byname/](#)
 - using `document.getElementById("elementId")` method
 - [js-validation-example-elementById/](#)
 - using `document.getElementsByName("elementName")` method
 - [js-validation-example-elementByName/](#)
 - using `document.forms[index].elements[index]` - Not recommended
 - [js-validation-example-formelementIndex/](#)
 - using the `this` key work
 - [js-validation-example-with-this/](#)
- Learning JS validation coding from these examples

JF Form Validation: `input type="checkbox"`

➤ Example

- [js-validation-checkbox/](#)

➤ Checkbox logic

- Get the number of the checkboxes using `length`
- Loop to check which one was `checked`
- To determine `which one is checked` - if any

```
document.example.system_type[i].checked == true;
```

```
    // checked
```

```
document.example.system_type[i].checked == false;
```

```
    // not checked
```

JF Form Validation: `input type="radio"`

- Example
 - [js-validation-radio/](#)
- radio logic
 - Get the number of the radio using `length`
 - Loop to check which one was `checked`
 - To determine `which one is checked` - if any
`document.example.system_type[i].checked == true;`
 // checked
 - `document.example.system_type[i].checked == false;`
 // not checked

JF Form Validation: **select** Fields

- Select with **single** option. Example:
 - [js-validation-select-single/](#)
- Select options logic
 - Get the **selectedIndex**:

```
var x = document.example.whatToDo.selectedIndex;
```
 - If **selectedIndex == -1**
 - None are selected
 - If the **selectedIndex** is NOT -1
 - ▶ `document.example.whatToDo.options[x].value;`
 - **for the value**
 - ▶ `document.example.whatToDo.options[x].text;`
 - **for the text**

Text vs Value

- For the `<select>` `<option>` elements – dropdown list

```
<select>
  <option value="This is a value">This is the text</option>
  <option value="This is another value" selected>
    This is another text
  </option>
</select>
```

- Any other form fields/controls have text attribute?

JF Form Validation: **select** Fields

- Select with **multiple** options. Example:
 - js-validation-select-multiple/
- Select options logic : ****multiple="multiple" ****
 - Get the number of the select options using **length**
`document.example.whatToDo.options.length;`
 - Loop to check which one was selected
 - To determine which one is selected

```
if (document.example.whatToDo[i].selected == true) // selected
document.example.whatToDo[i].value
document.example.whatToDo[i].text
```

JF Form Validation: **textarea** Fields

- Form validation for **textarea** elements
 - js-validation-textarea/

```
function checkForm() {  
    var textareaLength = document.example.comments.value.length;  
    var messages = "<p>No. of characters in textarea = <mark>" +  
        textareaLength + "</mark></p>";  
    if (textareaLength == 0) {  
        messages += "<p>You did not type any text in the textarea</p>";  
        showErrors(messages);  
        return false; // return false - allow for changes - form not submitted  
    }  
    else {  
        messages += "<p>You typed</p><p>" + document.example.comments.value +  
        "</p>";  
        showErrors(messages);  
        return false; // return true - form will be submitted  
    }  
} // End of function
```

Resourceful Links

- [Event - Web API Interfaces | MDN](#)
- [Onclick vs addEventListener](#)

Thank You!