**# 5\_Basic Instructions for JAVA-script**

**Created by : Yogendra Patil**

**PhD, University of Alabama**

\* LHS – Left Hand Side, M – Middle, RHS – Right Hand Side.

\* T – Top, C – Center, B – Bottom.

////\*\*\*\*\* Useful to make your webpage more interactive \*\*\*\*///

<html>

<head>

</head>

<body>

<!-- In order to use JAVA script you use a tag called <script>-->

<script type="text/javascript"> ////tags for java script, in order to tell your web-browser

<!-- \*

document.write("hey now brown cow!!");

//-->

</script>

</body>

</html>

\*\*\* In order to the older browser to use this

Commenting is same as in JAVA e.g. // or multiple lines /\* \*/

Each instruction is statement!!

<script type="text/javascript">

Var x; //var is the key word for variable assignment, takes

var tuna=”Tuna” // for string variable

var tuna = "John said, \"boy I love bessey\""; // use of escape char \” \”

document.write(“string1 ”+string2+” string3”);//concatenation of string

///\*\*\*\*\* In order to make a function use keyword “function” followed by its name \*\*\*//

function apples(x,y){

document.write("I love "+x+" and "+y + "<br />"+2333); // “<br />” takes to next line!!!

}

///\*\*\*function to return value, use keyword “return value\_string\_or\_ int” \*\*\*\*//

function addNos(a,b){

var c = a+b;

return c;

}

document.write(addNos(3,6));

////\*\*\*IF-Else \*\*\*\*////

var v1 = 34;var v2 = 35;

if(v1 == v2){

document.write("Yes it works !!!")

}

else{

document.write("You are in else!!");

}

/////\*\*\* How to use case statements \*\*//

var girl = "natalie";

switch(girl){

*case*"natalie":

document.write("U must like garden state");

*break*;

*case*"ashley":

document.write("U must like twilight est!!");

*break*;

*default*:

document.write("U must in break!!!");

}

/////\*\*\*\* How to write for loop \*\*\*\*////

for(x = 0; x < 10;x++){

document.write("I love paoihfha asjfasdf <br />");

}

/////\*\*\*\*\* while Loop \*\*\*\*\*//

var x = 1;

while(x<10){

document.write(x+" How are you!!!<br/>");

x++;

}

//////\*\*\*\*\*do-while \*\*\*\*////

var x = 35;

do{

document.write(x + "Alooo <br/>");

x++;

}while(x<=20); ////Runs at least once even if the condition is false…

////\*\*\*\*\* Object Oriented Programming \*\*\*\*\*\*///

Object has its own properties and methods;

Use ‘dot’ separator to enter the object property.

For example,

var tuna = "Hey Im a Tuna fish";

document.write(tuna.length);

In case of method, ‘document’ (webpage) is a object that uses method ‘write’.

document.write(“hey now brown cow”);

///\*\*\*\*Object Initializer is lot faster than object constructor function \*\*\*\*////

bucky = {name:"Bucky Roberts",age:24}; //object initializer

////\*\*\*\* Watch Tutorial 27 \*\*\*\*///

////\*\*\*\* Create an Array (Arrays are Objects!!!) \*\*\*\*\*/////

var people = new Array("Bucky","Tommy","Sarah","Hanna","Mikey");

OR

var things = new Array(3);

people.length = 5;//to get total elements in array

people.concat(another\_array);///This will concatenate arrays!!

////Join array elements Pop out array elements ////

var movies = new Array("Avatar", "John Von", "Vanilla Sky","Fight Club");

var string1 = movies.join(" - ");//to use - instead of ,

movies.pop();//pops outs-removes last element

document.write(movies[3]+"<br />");

////\*\*\*\* Array methods \*\*\*\*///

var bp = new Array("Head", "Shoulder", "knees","toes");

bp.reverse();

bp.push("tongue","liver");

bp.sort();

var string1 = bp.join();

document.write(string1);

////\*\*\*\* Very Good 🡪 Prompy Box \*\*\*\*\*/////

var pie = prompt("Enter Your Name","enter text here");//Build In method

///\*\*\*\*\* Set Interval – function runs

</script>

<body>

/// \*\*\*\* Event Handlers (just like MATLAB GUI handles!!) \*\*\*\*\*\*////

Its possible to make it outside <script> tags!!! Can be placed anywhere !!!

They are used in <form> buttons, to control their properties. You need to remember the keywords.

<form>

<input type = "button" value = "touch me" onClick = "alert('ahhh');alert('two time!!');"/>

</form>

///\*\*\* Event Handler for Link \*\*\*////

<a href="http://thenewboston.com" onMouseOver = "alert('gametime')">Hover over me!!</a> ///When you want to pop-up when the mouse is hovered over the link;

<a href="http://thenewboston.com" onMouseOut = "alert('gametime')">Hey Come back!!</a>

///Soon after the hovering is over

/// \*\*\* Event Handler for Body \*\*//

<body onLoad = "alert('Welcome your webpage is over');">

<body onUnload = "alert('Goodbye');">

</body>

**CODE 0 JAVA TEMPLATE**

<!DOCTYPE html PUBLIC "-//W3C//DD XHTML 1.0 Transitional//EN"

"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">

<html>

<head>

</head>

<body>

<script type="text/javascript">

</script>

</body>

</html>

**CODE 1 Tut1\_Intro**

<body>

<script type="text/javascript">

<!-- //this is safe way to use for old-browser

document.write("hey now brown cow!!");

document.write("I love bacon!!");

//-->

</script>

</body>

**CODE 2 Tut3\_Variables**

<body>

<script type="text/javascript">

<!--

var tuna = null;

document.write(tuna);

//-->

</script>

</body>

**CODE 3 Tut5\_VariableswithStrings**

<body>

<script type="text/javascript">

var name = "Bucky";

var age = 24;

document.write("My name is "+name+"and I'm "+age+" old");

</script>

</body>

**CODE 4 Tut6\_Functions**

<body>

<script type="text/javascript">

function funky(){

alert("Ouch!!!");

}

</script>

<form>

<input type="button" value = "touch me" onclick="funky()">

</form>

</body>

**CODE 5 Tut7\_UsingParawithFunctions**

<body>

<script type="text/javascript">

function meatball(x){

alert("I love "+x);

}

meatball("bacon");

meatball("you");

meatball("You all");

</script>

</body>

**CODE 8 Tut8\_Functions\_mult\_paras**

<body>

<script type="text/javascript">

function apples(x,y){

document.write("I love "+x+" and "+y + "<br />"+2333);

}

apples("bacon","cheese");

</script>

</body>

**CODE 9 Tut9\_Return\_Statement**

<body>

<script type="text/javascript">

function addNos(a,b){

var c = a+b;

return c;

}

document.write(addNos(3,6));

</script>

</body>

**CODE 10 Tut10\_Func\_in\_Func**

<body>

<script type="text/javascript">

function doFirst(){

document.write("I'm first Bro!!!<br />");

}

function doSecond(){

document.write("2222222!!! ");

}

function start(){

doFirst();

doSecond();

}

start();

</script>

</body>

**CODE 11 Tut11\_Glob\_Loc\_Vars**

<body>

<script type="text/javascript">

var girl = "kelsey"; //This is a global var!!

function spit(){

var girl = "Jessica <br/>";//This is local

document.write(girl);

}

spit();//Prints Jessica

document.write(girl);//Prints kelsey

</script>

</body>

**CODE 12 Tut12\_MathOps**

<body>

<script type="text/javascript">

var apples = 3 \* 4;

apples -= 3;

document.write(apples);

</script>

</body>

**CODE 14 +15 Tut14\_15\_If\_else**

<body>

<script type="text/javascript">

var v1 = 34;

var v2 = 35;

if(v1 == v2){

document.write("Yes it works !!!")

}

else{

document.write("You are in else!!");

}

</script>

</body>

**CODE 16 Tut16\_Nesting**

<body>

<script type="text/javascript">

var v1 = "Bucky";

var v2 = "Bobyy1"

if(v1=="Bucky"){

if(v2 == "Bobyy"){

document.write("Welcome "+v1+v2);

}else{

document.write("Welcome Bucky some!!!");

}

}

</script>

</body>

**CODE 17 Tut17\_ComplexConditions**

<body>

<script type="text/javascript">

var girl = "natalie";

switch(girl){

case"natalie":

document.write("U must like garden state");

break;

case"ashley":

document.write("U must like twilight est!!");

break;

default:

document.write("U must in break!!!");

}

</script>

</body>

**CODE 19 Tut19\_ForLoop**

<body>

<script type="text/javascript">

for(x = 0; x < 10;x++){

document.write("I love paoihfha asjfasdf <br />");

}

</script>

</body>

**CODE 20 Tut20\_While\_Loop**

<body>

<script type="text/javascript">

var x = 1;

while(x<10){

document.write(x+" How are you!!!<br/>");

x++;

}

</script>

</body>

**CODE 21 Tut21\_doWhile**

<body>

<script type="text/javascript">

var x = 35;

do{

document.write(x + "Alooo <br/>");

x++;

}while(x<=20);

</script>

</body>

**CODE 22 Tut22\_EventHandlers**

<body>

<form>

<input type = "button" value = "touch me" onClick = "alert('ahhh');

alert('two time!!');"/>

</form>

</body>

**CODE 23 Tut23\_OnMouseOver&onLoad**

<body onUnload="alert('Goodbye');">

qasjdasdfladfsadljbv

</body>

**CODE 24 Tut24\_25\_Objects**

<head>

<script type="text/javascript">

function obj1(name, age){ ///constructor function

this.name = name;

this.age = age;

}

var bucky = new obj1("Bucky Roberts",24);//bucky is object, created using blueprint "obj1" using constructor function

var taylor = new obj1("Taylor Swift", 20);

</script>

</head>

<body>

<script type="text/javascript">

document.write(bucky.name);

document.write(taylor.age);

</script>

</body>

**CODE 26 Tut26\_ObjectInitializer**

<head>

<script type="text/javascript">

bucky = {name:"Bucky Roberts",age:24};

taylor = {name:"Taylor Swift",age:20};

</script>

</head>

<body>

<script type="text/javascript">

document.write(bucky.name+" loves "+ taylor.name + " because she is "+taylor.age);

</script>

</body>

**CODE 27 Tut27\_AddingMethodsToObjects**

<head>

<script type="text/javascript">

function people(name, age){ ///constructor function

this.name = name;

this.age = age;

this.yearsUntillRetire = yearsLeft;//No parenthesis!!!

}

function yearsLeft(){

var numYears = 65 - this.age;

return numYears;

}

var natalie = new people("Natalie Portman",28);//natalie is object, created using blueprint "obj1" using constructor function

var bucky = new people("Bucky Roberts",24);

</script>

</head>

<body>

<script type="text/javascript">

document.write(natalie.yearsUntillRetire());///Parenthesis

document.write(bucky.yearsUntillRetire());

</script>

</body>

**CODE 28 Tut28\_29\_Arrays**

<body>

<script type="text/javascript">

var people = new Array("Bucky","Tommy","Sarah","Hanna","Mikey");//Tutorial # 28

var things = new Array(3);///Tutorial # 29

things[0] = "Jersey Shores";

things[1] = "Brian Regan";

things[2] = "thenewBoston";

document.write(people[10]);///Tutorial # 28

</script>

</body>

**CODE 31 Tut31\_Join\_Pop**

<body>

<script type="text/javascript">

var movies = new Array("Avatar", "John Von", "Vanilla Sky","Fight Club");

var string1 = movies.join(" - ");//to use - instead of ,

document.write(string1+"<br />");

document.write(movies[3]+"<br />");

movies.pop();//pops outs-removes last element

document.write(movies[3]+"<br />");

</script>

</body>

**CODE 32 Tut32\_Reverse\_Push\_Sort**

<body>

<script type="text/javascript">

var bp = new Array("Head", "Shoulder", "knees","toes");

bp.reverse();

bp.push("tongue","liver");

bp.sort();

var string1 = bp.join();

document.write(string1);

</script>

</body>

**CODE 33 Tut33\_AddArrayUsingLoop**

<body>

<script type="text/javascript">

//var pie = prompt("Enter Your Name","enter text here");//Build In method

var crap = new Array(3);

for(i = 0;i<3;i++){

crap[i] = prompt("Add something to Array!!!","enter text here");

document.write(crap[i]+"<br/>");

}//document.write("Hello "+pie);

</script>

</body>

**CODE 37 Tut37\_Date\_Objects**

<body>

<script type="text/javascript">

/\*function doSomething(){

document.write("Tuna");

}

setInterval("doSomething()",1000);//1000ms = 1sec \*/

function printTime(){

var now = new Date();//Build in

var hours = now.getHours();//Military Timing

var mins = now.getMinutes();

var sec = now.getSeconds();

document.write(hours+":"+mins+":"+sec+"<br/>");

}

setInterval("printTime()",1000);//1000ms = 1sec \*/

</script>

</body>

**CODE 38 Tut38\_AccessingForms**

<body>

<form>

Username:<input type = "text"/>

Password:<input type = "password"/>

<input type="submit" value="Submit!!">

</form>

<script type="text/javascript">

var x = document.forms[0].length;//document (i.e) your webpage has an object called form!!!which has property call length

document.write(x);//will print out the total number of form elements here 3-usrnam, passwd, submit button

</script>

</body>

**CODE 39 Tut39\_AccessingFormElements**

<body>

<form name="buckysForm">

Username:<input type = "text" name="username"/>

Password:<input type = "password" name="passwd"/>

<input type="submit" value="Submit!!">

</form>

<script type="text/javascript">

//var x = document.forms[0].elements[1].name;//OR another way

var x = document.buckysForm.username.name;////Just like C#

document.write(x);

</script>

</body>

**CODE 40 Tut40\_SimpleFormValidation**

<body>

<form name="buckysForum">

<input type = "checkbox" name="thebox"/>

<input type = "button" value="Press Me" onClick ="validator()"/>

</form>

<script type="text/javascript">

function validator(){ ///validator is onClick called function in 'form'

if(document.buckysForum.thebox.checked) ////Just like C#

alert("Yep its checked;");

else

alert("No its not checked");

}

</script>

</body>