**Instruction for JAVA script**

\* 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>