

Intro

- **JavaScript is premier client-side scripting language used in Web development**
 - **Note especially**
 - Client side
 - Focus on web development
 - Scripting
- **Part of the client-side ‘triangle’ consisting of (X)HTML, CSS and of course JavaScript**
 - **Manipulation of mark-up and style via the *document object model* or DOM**

First Look at JavaScript - Helloworld

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
    "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>JavaScript Hello World</title>
<meta http-equiv="content-type" content="text/html;
    charset=ISO-8859-1" />
</head>
<body>
<h1>First JavaScript</h1>
<hr />
<script type="text/javascript">
    document.write("Hello World from JavaScript!");
</script>
</body>
</html>
```

Helloworld Deconstructed

- **<script>** tag used to delimit the script code from the HTML
 - The script tag causes the browser's JavaScript interpreter to be invoked, the script run and any output produced
 - The browser is considered the “host” environment
 - There are other hosts for JavaScript and its variants
- The demo also shows how the script can write back out to the document in this case using the **document.write()** method

Helloworld Deconstructed

- The interplay between (X)HTML and JavaScript can be tricky at first

```
<script type="text/javascript">  
// Careful on tag and script intermixture  
<strong>  
    document.write("Hello World from JavaScript!");  
</strong>  
</script>
```

- Instead you would do

```
<script type="text/javascript">  
    document.write("<strong>Hello World from      JavaScript!</strong>");  
</script>
```

- or even

```
<strong>  
<script type="text/javascript">  
    document.write("Hello World from JavaScript! ");  
</script>  
</strong>
```

The <script> tag

- The <script> tag (<script> ... </script>) in all major browsers interprets contents as JavaScript unless one of the following occurs:
 - Inclusion of language attribute
 - <script language="VBS"> ... </script>
 - Inclusion of type attribute
 - <script type="text/javascript"> ... </script>
 - The **type** attribute is W3C recommended, **language** more common and in many ways more useful
- *Note: A <meta> tag can also be used to set the script language document wide or even by a Web server.*
 - **<meta http-equiv="Content-Script-Type" content="text/javascript" />**

Using the <script> Tag

- You can use as many **<script>** tags as you like in both the **<head>** and **<body>** and they are executed sequentially.
- ```
<h1>Ready start</h1>
<script language="Javascript" type="text/javascript">
 alert("First Script Ran");
</script>
<h2>Running...</h2>
<script language="Javascript" type="text/javascript">
 alert("Second Script Ran");
</script>
<h2>Keep running</h2>
<script language="Javascript" type="text/javascript">
 alert("Third Script Ran");
</script>
</h1>Stop!</h1>
</body>
```

# <script> Tag in the <head>

- Given top-down read (and execution) often script is found in the <head> of an (X)HTML document

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
 "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>JavaScript in the Head</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1" />
<script type="text/javascript">
 function alertTest() {
 alert("Danger! Danger! JavaScript Ahead");
 }
</script>
</head>
<body>
<h2>Script in the Head</h2>
<hr />
<script type="text/javascript">
 alertTest();
</script>
</body>
</html>
```

# Script masking and <noscript>

- Script Hiding using HTML and JavaScript comments
  - `<script type="text/javascript">`  
    `<!--`  
    put your JavaScript here  
    `//-->`  
    `</script>`
  - Avoids printing script onscreen in non-script aware browsers
- **<noscript>** Element
  - Useful to provide alternative rendering in browsers that have script off or don't support script
  - `<noscript>`  
    **Either your browser does not support JavaScript or it  
    is currently disabled.**  
    `</noscript>`
  - Next example shows a great way to keep non-JavaScript aware users out of your site



# Script masking and <noscript>

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
 "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>JavaScript Masked</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1" />
</head>
<body>
<script type="text/javascript">
<!--
 document.write("Congratulations! If you see this you have
 JavaScript.");
//-->
</script>
<noscript>
 <h1 class="errorMsg">JavaScript required</h1>
 <p>Read how to rectify this
 problem</p>
</noscript>
</body>
</html>
```

# Meta Refresh Trick with <noscript>

- Change the <head> to contain a meta refresh to automatically redirect the user to an error page if the script is off
- Copy this into every page into your site and you can improve the chances users have script on

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
 "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Needs JavaScript</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1" />
<noscript>
 <meta http-equiv="Refresh" content="0;URL=/errors/noscript.html">
</noscript>
</head>
```

- Downsides
  - Consider non-script aware bots
  - Won't validate

# Event Handlers

- **(X)HTML** defines a set of event handler attributes related to JavaScript events such as **onclick**, **onmouseover**, etc. which you can bind JavaScript statements to.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
 "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>JavaScript Events</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1" />
</head>
<body onload="alert('page loaded');">
<form action="#" method="get">
 <div id="formfields">
 <input type="button" value="press me" onclick="alert('You pressed my
 button!');" />
 </div>
</form>
<p>Yahoo!</p>
</body>
</html>
```

# Linked Scripts

- Like linked style sheets you can store JavaScript code in a separate file and reference it
  - Use a .js file
  - Contains only JavaScript
  - Store these files like images in a common directory in your site (e.g. /scripts)
  - Linked scripts can be cached and “clean up” (X)HTML documents
  - Linked scripts do have problems under some browsers

# Linked Script Example

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
 "http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Linked Script</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-
 8859-1" />
<script type="text/javascript" src="danger.js"></script>
</head>
<body>
<form action="#" method="get" id="form1">
 <div id="formfields">
 <input type="button" name="button1" id="button1"
 value="press me" onclick="alertTest();" />
 </div>
</form>
</body>
</html>
```

# Linked Script Example Contd.

- In file danger.js you would have simply

```
function alertTest()
{
 alert("Danger! Danger!");
}
```

# JavaScript Versions

Browser Version	JavaScript Version
Netscape 2.x	1.0
Netscape 3.x	1.1
Netscape 4.0 – 4.05	1.2
Netscape 4.06 – 4.7x	1.3
Netscape 6.x, 7.x, Mozilla	1.5
Internet Explorer 3.x	JScript 1.0
Internet Explorer 4.x	JScript 3.0
Internet Explorer 5.x	JScript 5.0
Internet Explorer 5.5	JScript 5.5
Internet Explorer 6.x	JScript 5.6

# JavaScript, (X)HTML, and CSS Link

- JavaScript very much relies on markup and CSS in browsers, in fact it manipulates objects that are created by the **correct** use of tags and style properties
- For example, the **document** object contains objects and collections corresponding to many of the tags in the (X)HTML document.
  - `document.forms[ ]`, `document.images[ ]`, `document.links[ ]`, etc.
  - We can always jump directly to the object using something like `document.getElementById( )` under a DOM compliant browser



# Simple Example 1 of Interplay

```
<html>
<head>
<title>Simple DOM 1</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-
 8859-1" />
<script type="text/javascript">
function showField() {
 alert(document.form1.field1.value);
}
</script>
</head>
<body>
<form action="#" method="get" id="form1" name="form1">
 <input type="text" name="field1" id="field1" />
 <input type="button" name="button1" id="button1"
 value="press me" onclick="showField();" />
</form>
</body>
</html>
```

# Simple Example 2 of Interplay

```
<html>
<head>
<title>Simple DOM 2</title>
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1" />
</head>
<body>
<p id="p1" style="color: red">Hello there</p>
<form>
 <input type="button" value="left"
 onclick="document.getElementById('p1').align='left';" />
 <input type="button" value="center"
 onclick="document.getElementById('p1').align='center';" />
 <input type="button" value="right"
 onclick="document.getElementById('p1').align='right';" />

 <input type="button" value="red"
 onclick="document.getElementById('p1').style.color='red';" />
 <input type="button" value="blue"
 onclick="document.getElementById('p1').style.color='blue';" />

 <input type="button" value="Big"
 onclick="document.getElementById('p1').style.fontSize='xx-large';" />
 <input type="button" value="Small"
 onclick="document.getElementById('p1').style.fontSize='xx-small';" />
</form></body></html>
```

# Basic Features Contd.

- Whitespace

- Whitespace is generally ignored in JavaScript statements and between JavaScript statements but not always consider
  - `x = x + 1` same as `x =x + 1`
  - `s = typeof x;` is same as `s=typeof x` but it not the same as `s=typeofx;` or `s= type of x;`
- Return character can cause havoc
- Given white space support by JavaScript some developers favor “crunching”

# Basic Features Contd.

- Statements
  - A script is made up of individual statements
  - JavaScript statements are terminated by returns or semi-colons (;)
  - So `x = x+1;` same as `x = x+1  
alert(x)`
  - Prefer to use semi-colons because if you reduce returns you run into problems  
`x=x+1 alert(x)` throws an error while  
`x=x+1;alert(x);` does not.

# Blocks

- To group together statements we can create a block using curly braces { }. In some sense this creates one large statement
- Blocks are used with functions as well as larger decision structures like if statements

```
function add(x,y)
{
 var result = x+y;
 return result;
}
```

```
if (x > 10)
{
 x= 0;
 y = 10;
}
```

# Variables

- Variables store data in a program
- The name of a variable should be unique well formed identifier starting with a letter and followed by letters or digits
- Variable names should not contain special characters or white space
- Variable names should be well considered
  - X versus sum
  - Some rules of programming might not follow on the Web?

# Variables Contd.

- Define a variable using the var statement
  - `var x;`
- If undefined a variable will be defined on its first use
- Variables can be assigned at declaration time
  - `var x = 5;`
- Commas can be used to define many variables at once

- `var x, y = 5, z;`

# Arrays

- Access arrays by index value

- `var myArray = new Array(4)`

- `myArray[3] = "Hello";`

- Arrays in JavaScript are 0 based given

- `var myArray2 = ["Thomas", true, 3, -47];`

- `myArray2[0]` is “Thomas”, `myArray[1]` is true and so on

- Given `new Array(4)` you have an array with an index running from 0 – 3



# Objects

- Underneath everything in JavaScript are objects.
- An object is a collection of data types as well as functions in one package
- The various data types called properties and functions called methods are accessed using a dot notation.

*objectname.propertyname*

- We have actually been using these ideas already, for example `document.write("hello")` says using the **document** object invoke the **write()** method and give it the string "hello" this results in output to the string

# Working with Objects

- There are many types of objects in JavaScript
  - Built-in objects (primarily type related)
  - Browser objects (navigator, window, etc.)
  - Document objects (forms, images, etc.)
  - User defined objects
- Given the need to use objects so often shortcuts are employed such as the with statement

```
with (document)
{
 write("This is easier");
 write("This is even easier");
}
```

- We also see the use of the short cut identifier this when objects reference themselves

# Expressions and Operators

- Make expressions using operators in JavaScript
- Basic Arithmetic
  - + (addition), - (subtraction/unary negation), / (division), \* (multiplication), % (modulus)
- Increment decrement
  - ++ (add one) -- (subtract one)
- Comparison
  - >, <, >=, <= , != (inequality), == (equality), === (type equality)
- Logical
  - && (and) || (or) ! (not)

# More Operators

- Bitwise operators (&, |, ^)
  - Not commonly used in JavaScript except maybe cookies?
- String Operator
  - + serves both as addition and string concatenation
  - `document.write("JavaScript" + " is " + " great! ");`
  - You should get familiar with this use of +
- Be aware of operator precedence
  - Use parenthesis liberally to force evaluations
  - `var x = 4 + 5 * 8` versus `x = (4+5) * 8`

# Flow Control

- Basic program execution control handled in JavaScript using the **if** statement
- **if** (*expression*)  
    *true-case*
- or
- if** (*expression*)  
        *true-case*;  
    else  
        *false-case*;  
    *case*;

```
if (x > 10)
 alert("x bigger than 10");
else
 alert("x smaller than 10");
```

# More on If Statements

- You can use `{ }` with **if** statements to execute program blocks rather than single statements

```
if (x > 10)
{
 alert("X is bigger than 10");
 alert("Yes it really is bigger");
}
```

- Be careful with `;`'s and **if** statements

```
if (x > 10);
 alert("I am always run!? ");
```

# Switch Statements

- **If** statements can get messy so you might consider using a **switch** statement instead
- **switch** (*condition*)  
{  
    **case** (**value**) : *statement(s)*  
        **break**;  
    ...  
    **default**: *statement(s)*;  
}
- The **switch** statement is not supported by very old JavaScript aware browsers (pre-JavaScript 1.2), but today this is not such an important issue

# Switch Example

```
var x=3;
switch (x)
{
 case 1: alert('x is 1');
 break;
 case 2: alert('x is 2');
 break;
 case 3: alert('x is 3');
 break;
 case 4: alert('x is 4');
 break;
 default: alert('x is not 1, 2, 3 or 4');
}
```



# Loops

- JavaScript supports three types of loops: **while**, **do/while**, and **for**
- Syntax of while:

**while**(*condition*)  
    *statement(s)*

- Example:

```
var x=0;
while (x < 10)
{
 document.write(x);
 document.write("
");
 x = x + 1;
}
document.write("Done");
```

# Do Loop

- The difference between loops is often when the loop condition check is made, for example

```
var x=0;
do
{
 document.write(x);
 x = x + 1;
} while (x < 10);
```

- In the case of **do** loops the loop always executes at least once since the check happens at the end of the loop

# For Loop

- The most compact loop format is the **for** loop which initializes, checks, and increments/decrements all in a single statement

```
for (x=0; x < 10; x++)
{
 document.write(x);
}
```

- With all loops we need to exercise some care to avoid infinite loops. See example

# For/In Loop

- One special form of the for loop is useful with looking at the properties of an object. This is the **for/in** loop.

```
for (var aProp in window)
{
 document.write(aProp)
 document.write("
");
}
```

- We will find this construct useful later on when looking at what we can do with a particular object we are using

# Loop Control

- We can control the execution of loops with two statements: **break** and **continue**
- **break** jumps out of a loop (one level of braces)
- **continue** returns to the loop increment

```
var x=0;
while (x < 10)
{
 x = x + 1;
 if (x == 3)
 continue;

 document.write("x = "+x);
 if (x == 5)
 break;
}
document.write("Loop done");
```

# Functions

- Functions are useful to segment code and create a set of statements that will be used over and over again The basic syntax is

```
function name(parameter list)
{
 function statement(s)
 return;
}
```

- For example

```
function add(x, y)
{
 var sum = x + y;
 return sum;
}
```

# Functions Contd.

- We can then invoke a function using the function name with ( )'s

```
var result = add(2, 3);
```

- We can also pass variable values as well as literals

```
var a = 3, b=5;
```

```
var result;
```

```
result = add(a,b);
```

- Variables are passed to function by value so you must use return to send things back.
- You can return a value or not from a function and you can have as many return statements as you like

# Input/Output in JavaScript

- Special dialog forms
  - Alert
    - `alert("Hey there JavaScript coder! ");`
  - Confirm
    - `if (confirm('Do you like cheese?'))  
    alert("Cheese lover");  
else  
    alert("Cheese hater");`
  - Prompts
    - `var theirname = prompt("What's your name? ", "");`



# Input/Output in JavaScript Contd.

- Writing to the HTML document
  - `document.write()`
  - `document.writeln()`
- Writing should be done before or as the document loads.
- In traditional JavaScript the document is static after that, though with the DOM everything is rewritable
- Since we are writing to an (X)HTML document you may write out tags and you will have to consider the white space handling rules of (X)HTML

# Comments and Formatting

- When writing JavaScript you may want to include a comment

```
- /* This is a
 multiple line
 style comment */
```

```
- // This is a single line comment
```

- You also may want to format your script for nice reading or you may want to crunch it for fast download?