

AN INTRODUCTION TO WEB PROGRAMMING

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Java
Script
A



CONTENTS

- Fundamental programming constructs:
 - Variable,
 - Arithmetic operators,
 - Assignment operator,
 - Input and output,
 - Arrays,
 - Loops,
 - Conditions,
 - Modules (Functions),
 - Structures, classes and objects,
 - Events and event-handling
 - Files and Databases

JAVA VS. JAVA-SCRIPT

- **Java**

- Java is an Object Oriented Programming (OOP) language created by James Gosling of Sun Microsystems.
- Java is a stand alone language and runs on a virtual machine.
- Java is compiled in a byte-code (an intermediate machine language) and produces a stand-alone executable.
- Object-oriented: (Encapsulation, inheritance, polymorphism)
- Strongly typed language.

- **Java-Script**

- JavaScript is a scripting language that was created by the fine people at Netscape and was originally known as LiveScript.
- JavaScript must be part of a HTML document and runs within a browser.
- JavaScript is interpreted line-by-line by the browser.
- Object-based: Code uses built-in, extensible objects, but no classes or inheritance.
- Dynamically typed language

Lean More:

<http://en.wikipedia.org/wiki/JavaScript>

<http://sislands.com/coin70/week1/javajs.htm>

WHAT IS JAVA SCRIPT?

- Java script is a scripting language which is typically used to **enhance the functionality and appearance** of web pages.
- Java script is the de facto standard for client side programming for web based applications.
- Java scripts are executed by the browser, however some browsers (specifically Microsoft IE) disable this capability. Therefore, if you use IE, you need to enable the execution of java script in your browser.

JAVA SCRIPT

- The java script example creates a simple function for displaying the date, and connects it to the event handler of a button.

Example:

```
<!DOCTYPE html>
<html>
<head>
<script>
function displayDate()
{
document.getElementById("placeholder").innerHTML=Date();
}
</script>
</head>
<body>

<h1>My First JavaScript</h1>
<p id="placeholder">the date will appear here...</p>

<button type="button" onclick="displayDate()">Display
Date</button>

</body>
</html>
```

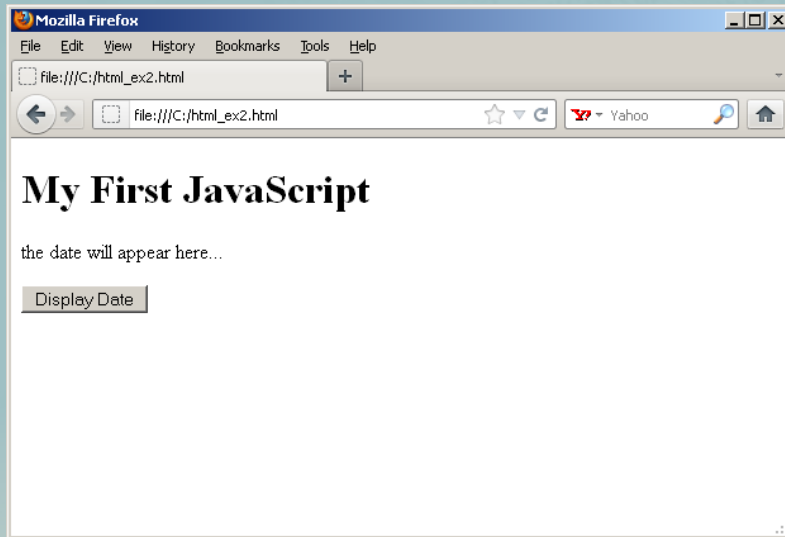
Java Script

*Called when the
button is clicked*

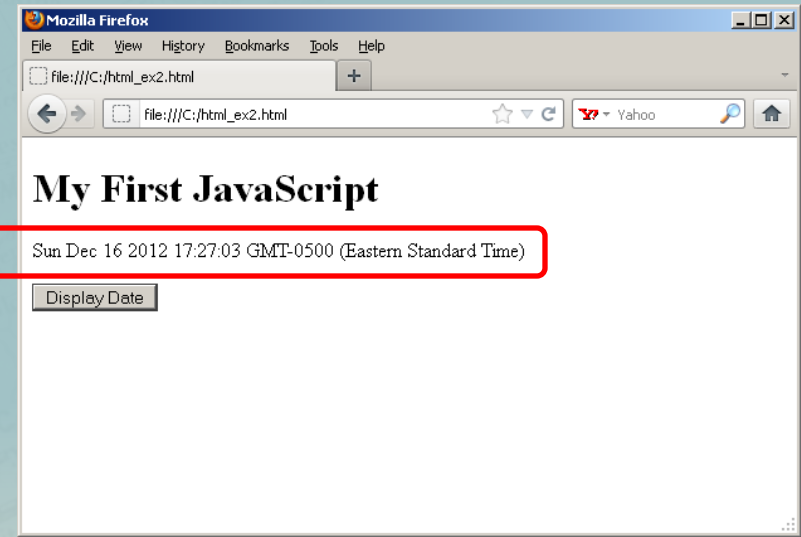
Event
Handler

OUTPUT

- Before Click



- After Click



JAVASCRIPT AND ITS RELATION WITH DOM VS. BOM

• Document Object Model (DOM)

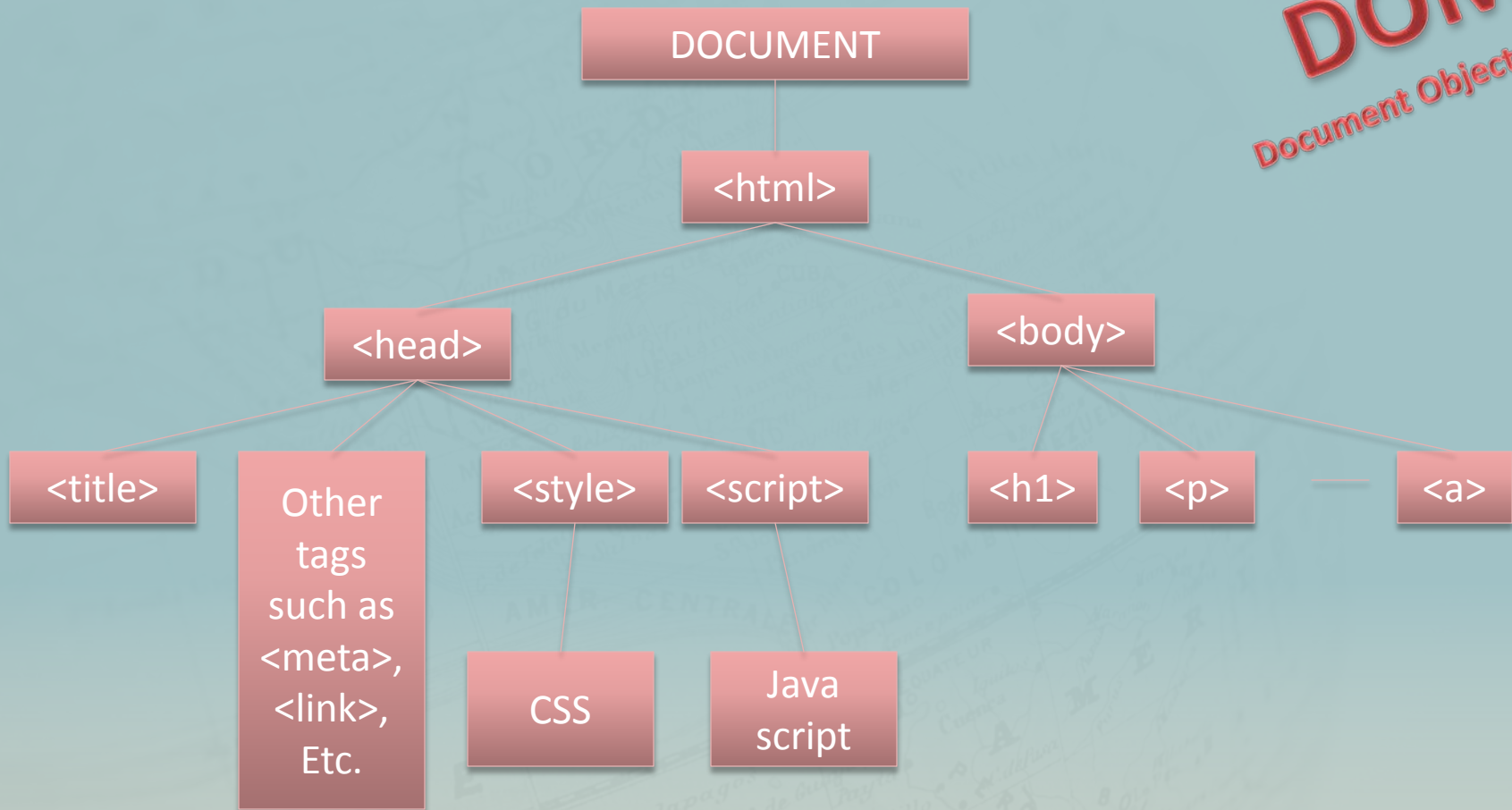
- The Document Object Model (DOM) is an application programming interface (API) for HTML as well as XML.
- The DOM organizes the entire web page as a document composed of a hierarchy of nodes like a tree structure and using the DOM API, nodes can be removed, added, and replaced.
- DOM allows the developer to manipulate the document.

• Browser Object Model (BOM)

- Browsers feature a Browser Object Model (BOM) that allows access and manipulation of the browser window. For example (browser history, location, navigator, and screen)
- Because no standards exist for the BOM, each browser has its own implementation.
- BOM allows the developer to manipulate the browser window.

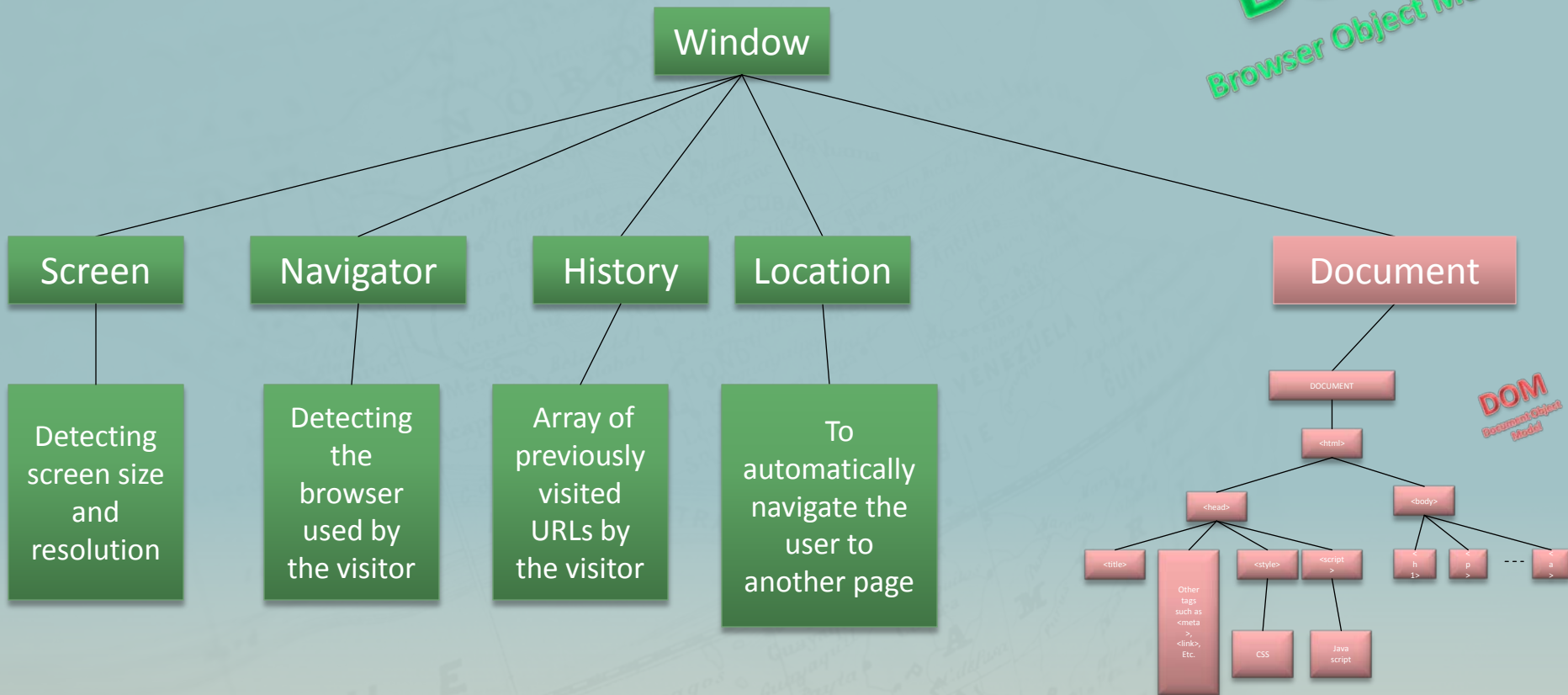
THE STRUCTURE OF AN HTML DOCUMENT

DOM
Document Object Model



THE STRUCTURE OF BROWSER OBJECT

BOM
Browser Object Model



DOM
Document Object Model

<http://www.javascriptkit.com/jsref/window.shtml>



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Java
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B



JAVA-SCRIPT SYNTAX

- Both Java and JavaScript syntax are based on the C and C++ language so it is easy to learn the basics.

VARIABLES

- Variables in JavaScript are dynamically typed.
- Their type is determined only after they are assigned a value.
- Example:

```
var myName;           // No data type yet. (undefined)
var myNumber;
```

```
myName = "Cyrus";    // variable type will become string
myNumber = 5;        // variable type will become int
```

```
myNumber = 5.6;      // change the type int to float
myName = 4;          // change the type from string to int.
```

VARIABLES

```
C:\wamp\www\A340\02_HTML_HEAD_Script_5.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
02_HTML_HEAD_Script_5.html 02_HTML_HEAD_Script_5a.html
1 <!DOCTYPE html>
2 <!-- 02_HTML_HEAD_Script_5.html
3 variables
4
5 -->
6 <html>
7 <head>
8 <script type="text/javascript">
9
10     var myName;
11     var myNumber;
12     document.writeln("myName = " + myName + "<br />");
13     document.writeln("myNumber = " + myNumber + "<br />");
14
15     myName = "Cyrus";
16     myNumber = 5;
17     document.writeln("myName = " + myName + "<br />");
18     document.writeln("myNumber = " + myNumber + "<br />");
19
20     myName = 4;
21     myNumber = 5.6;
22     document.writeln("myName = " + myName + "<br />");
23     document.writeln("myNumber = " + myNumber + "<br />");
24
25 </script>
26 </head>
27 <body>
28
29 </body>
30 </html>
31
length : 618 lines : 31 Ln : 21 Col : 20 Sel : 0 Dos\Windows ANSI INS
```

```
Mozilla Firefox
File Edit View History Bookmarks Tools Help
file:///C:/wamp/www/...L_HEAD_Script_5.html
file:///C:/wan
Yahoo
myName = undefined
myNumber = undefined
myName = Cyrus
myNumber = 5
myName = 4
myNumber = 5.6
```

ARITHMETIC OPERATORS

- Same as C/C++ operators

+, -, *, /, %, ++, --

OTHER OPERATORS

- Bitwise http://www.javascriptkit.com/jsref/bitwise_operators.shtml
&, |, ^, ~, >>, <<
- Comparison http://www.javascriptkit.com/jsref/comparison_operators.shtml
==, !=, <, >, <=, >=
- Logical http://www.javascriptkit.com/jsref/other_operators.shtml
&&, ||, !
- Other: http://www.javascriptkit.com/jsref/other_operators.shtml
typeof, new, delete

typeof

```
C:\wamp\www\A340\02_HTML_HEAD_Script_5a.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
O2_HTML_HEAD_Script_5a.html O2_HTML_HEAD_Script_5a.html
7 <head>
8 <script type="text/javascript">
9
10 var myName;
11 var myNumber;
12 document.writeln("myName = " + myName + "<br />");
13 document.writeln("myNumber = " + myNumber + "<br />");
14 document.writeln("typeof myName = " + typeof(myName) + "<br />");
15 document.writeln("typeof myNumber = " + typeof(myNumber) + "<hr />");
16
17
18 myName = "Cyrus";
19 myNumber = 5;
20 document.writeln("myName = " + myName + "<br />");
21 document.writeln("myNumber = " + myNumber + "<br />");
22 document.writeln("typeof myName = " + typeof(myName) + "<br />");
23 document.writeln("typeof myNumber = " + typeof(myNumber) + "<hr />");
24
25
26 myName = 4;
27 myNumber = 5.6;
28 document.writeln("myName = " + myName + "<br />");
29 document.writeln("myNumber = " + myNumber + "<br />");
30 document.writeln("typeof myName = " + typeof(myName) + "<br />");
31 document.writeln("typeof myNumber = " + typeof(myNumber) + "<hr />");
32
33 </script>
34 </head>
35 <body>
36
37 </body>
38 </html>
length: 1041 lines: 39 Ln: 31 Col: 73 Sel: 0 Dos\Windows ANSI INS
```

```
Mozilla Firefox
File Edit View History Bookmarks Tools Help
file:///C:/wamp/www/..._HEAD_Script_5a.html +
file:///C:/war ☆ ↻ Yahoo!
myName = undefined
myNumber = undefined
typeof myName =undefined
typeof myNumber =undefined


---


myName = Cyrus
myNumber = 5
typeof myName =string
typeof myNumber =number


---


myName = 4
myNumber = 5.6
typeof myName =number
typeof myNumber =number
```


OUTPUT

- Output methods in JavaScript apply to the DOM's DOCUMENT object.

- Example:

```
document.write("hello");
```

```
document.writeln("hello");
```

Remember however, document is part of a window (or BOM object)

```
myWin=window.open(""); //open blank window and write to it
myWin.document.open(); //open document stream
myWin.document.write("Hello");
myWin.document.close();
```

INPUT

- Input methods in JavaScript apply to the BOM's WINDOW object.

- Example:

```
window.prompt(msg, [input]);
```

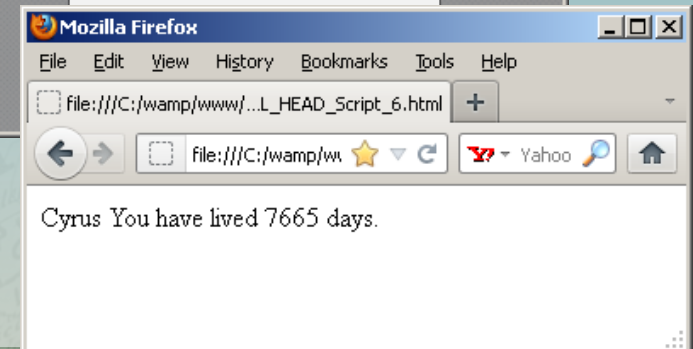
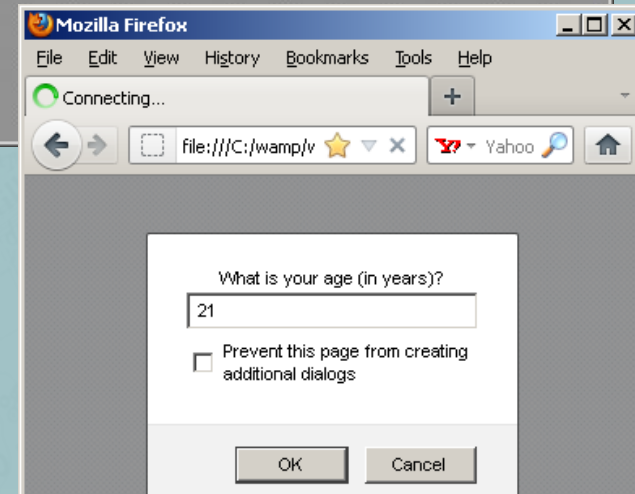
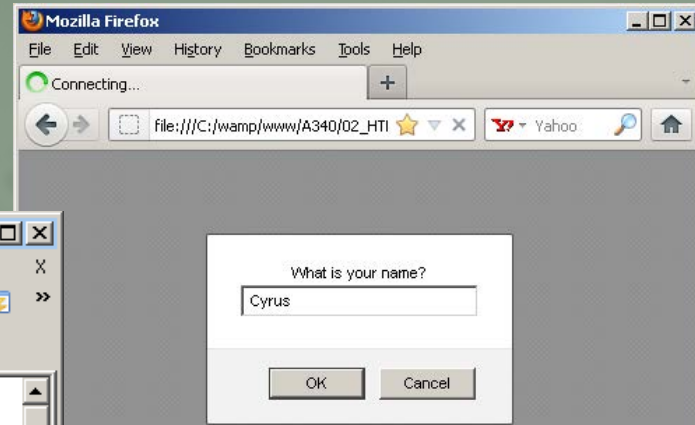
```
var myName;
```

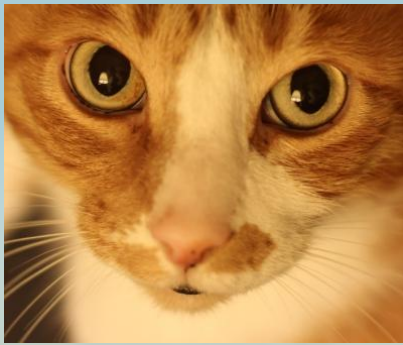
```
myName = window.prompt("please enter your name")
```

- Displays a Prompt dialog box with a message. Optional "input" argument allows you to specify the default input (response) that gets entered into the dialog box.
- Prompt will return the string the user has entered.

INPUT

```
C:\wamp\www\A340\02_HTML_HEAD_Script_6.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
O2_HTML_HEAD_Script_6.html
1 <!DOCTYPE html>
2 <!-- O2_HTML_HEAD_Script_5.html
3
4 Input and Oupptut
5
6 -->
7 <html>
8 <head>
9 <script type="text/javascript">
10
11     var myName ;
12     var myAge ;
13
14     myName = window.prompt("What is your name?");
15     myAge = window.prompt("What is your age (in years)?");
16
17     var daysLived = parseInt(myAge) * 365;
18     document.writeln(myName);
19     document.writeln("You have lived " + daysLived +
20         " days.");
21
22 </script>
23 </head>
24 <body>
25
26 </body>
27 </html>
28
length : 460 | Ln : 19 Col : 43 Sel : 0 Dos\Windows ANSI INS
```





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C



ARRAY

- Can be allocated statically or dynamically.

Dynamic arrays:

```
var mySchedule = new Array([size]);  
mySchedule[0] = "CSCI-A 340";  
mySchedule[1] = "MATH-M 215";
```

Literal arrays:

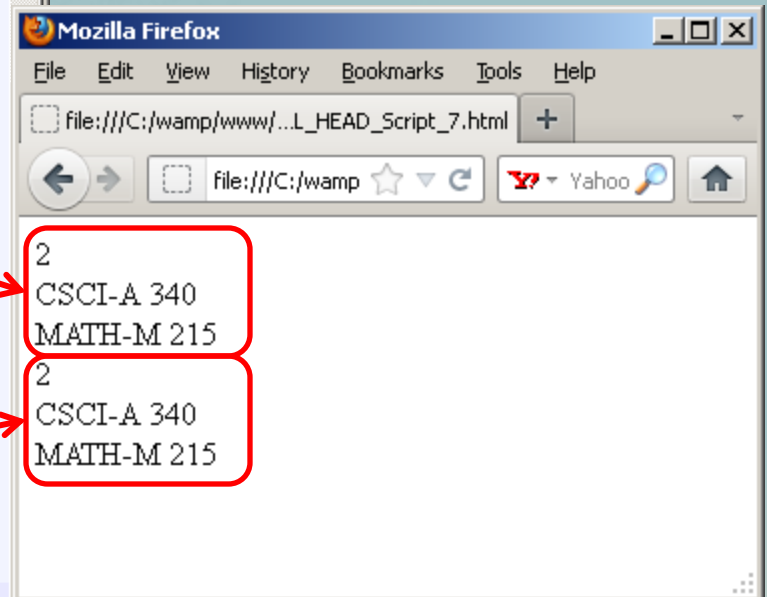
```
var mySchedule = ["CSCI-A 340", "MATH-M 215"];
```

Array properties:

```
mySchedule.length
```

ARRAY

```
C:\wamp\www\A340\02_HTML_HEAD_Script_7.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
02_HTML_HEAD_Script_6.html 02_HTML_HEAD_Script_7.html
10
11 //Dynamic arrays:
12 var mySchedule = new Array();
13 mySchedule[0] = "CSCI-A 340";
14 mySchedule[1] = "MATH-M 215";
15
16
17 //Array properties:
18 document.write(mySchedule.length);
19 document.write("<br>");
20
21 for(var i=0; i< mySchedule.length; i++)
22 {
23     document.write(mySchedule[i] + "<br />");
24 }
25
26 //Literal arrays:
27 var mySchedule2 = ["CSCI-A 340", "MATH-M 215"];
28 document.write(mySchedule2.length);
29 document.write("<br>");
30
31 for(var i=0; i< mySchedule2.length; i++)
32 {
33     document.writeln(mySchedule2[i] + "<br />");
34 }
35
36 </script>
37 </head>
38 <body>
39
40 </body>
```



OPERATION ON ARRAYS

- **Array.sort([SortFunction])**

- By default the function `sort()`, sorts the arrays alphabetically and in ascending order.

- **//Sort Alphabetically and ascending:**

```
var myArray=["Bob","Bully","Amy"];  
myArray.sort(); //Array now becomes ["Amy", "Bob", "Bully"];
```

- **//Sort Alphabetically and descending:**

```
var myarray=["Bob","Bully","Amy"];  
myArray.sort();  
myArray.reverse(); //Array now becomes ["Bully", "Bob", "Amy"]
```

- To sort the array numerically, need to compare the relationship between "a" to "b", with a return value of <0 indicating to sort ascending, and >0 to sort descending

- **//Sort numerically and ascending:**

```
var myArray=[25, 8, 7, 41];  
myArray.sort(function(a,b){return a - b}); //Array now becomes [7, 8, 25, 41]
```

- **//Sort numerically and descending:**

```
var myArray=[25, 8, 7, 41];  
myArray.sort(function(a,b){return b - a}); //Array now becomes [41, 25, 8, 7]
```

<http://www.javascriptkit.com/jsref/arrays.shtml#e2>

OPERATIONS ON AN ARRAY:

- **Sorting an Array (Bubble Sort)**

```
Private Sub BubbleSort(ByRef TheArray() As Integer)
```

```
    Dim Pass, Index, Hold As Integer
```

```
    For Pass = 1 To TheArray.GetUpperBound(0)
```

```
        For Index = 0 To TheArray.GetUpperBound(0) - 1
```

```
            If (TheArray(Index) > TheArray(Index + 1) )Then
```

```
                Hold = TheArray(Index)  
                TheArray(Index) = TheArray(Index + 1)  
                TheArray(Index + 1) = Hold
```



Swap

```
            End If
```

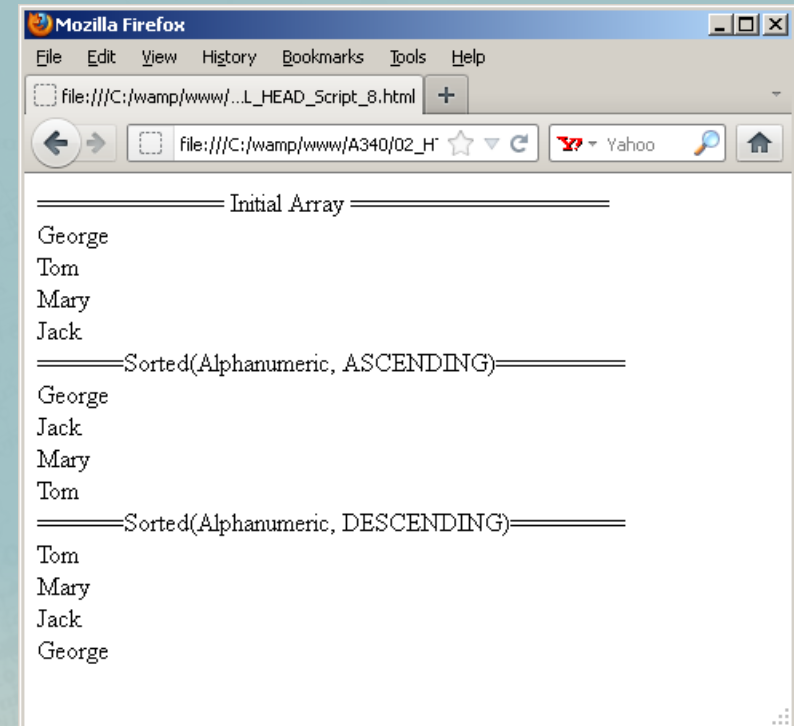
```
        Next Index
```

```
    Next Pass
```

```
End Sub
```


SORTING (ALPHANUMERIC)

```
1 <!DOCTYPE html>
2 <!-- 02_HTML_HEAD_Script_8.html
3 Array Operations
4 Alphanumeric Sort()
5 Reverse()
6 -->
7 <html>
8 <head>
9 <script type="text/javascript">
10
11 document.writeln("===== Initial Array ===== <br>");
12 var myArray = ["George", "Tom", "Mary", "Jack"];
13
14 for(var i=0; i< myArray.length; i++)
15 {
16     document.writeln(myArray[i]);
17     document.write("<br>");
18 }
19
20 document.writeln("=====Sorted(Alphanumeric, ASCENDING)===== <br>");
21 myArray.sort();
22 for(var i=0; i< myArray.length; i++)
23 {
24     document.writeln(myArray[i]);
25     document.write("<br>");
26 }
27
28 document.writeln("=====Sorted(Alphanumeric, DESCENDING)===== <br>");
29 myArray.reverse();
30 for(var i=0; i< myArray.length; i++)
31 {
32     document.writeln(myArray[i]);
33     document.write("<br>");
34 }
35
36 </script>
37 </head>
38 <body>
39
40 </body>
41 </html>
42
```



SORTING (NUMERIC)

```
11 <script type="text/javascript">
12 // -----
13 // Note:
14 // The following two functions are used by the array.sort() function
15 // to allow for numeric sorting.
16 function ASCENDING (a,b) {return a-b}
17 function DESCENDING (a,b) {return b-a}
18 // -----
19 var myArray = [11,4,44,2,434,65,8,1,99,-2];
20
21 document.writeln("===== Initial Array ===== <br>");
22 for(var i=0; i< myArray.length; i++)
23 {
24     document.writeln(myArray[i]);
25     document.write("<br>");
26 }
27
28 document.writeln("=====Sorted(Numeric, ASCENDING)===== <br>");
29 myArray.sort(ASCENDING);
30 for(var i=0; i< myArray.length; i++)
31 {
32     document.writeln(myArray[i]);
33     document.write("<br>");
34 }
35
36 document.writeln("=====Sorted(Numeric, DESCENDING)===== <br>");
37 myArray.sort(DESCENDING);
38 for(var i=0; i< myArray.length; i++)
39 {
40     document.writeln(myArray[i]);
41     document.write("<br>");
42 }
43
44 </script>
```

```
Initial Array
11
4
44
2
434
65
8
1
99
-2

Sorted(Numeric, ASCENDING)
-2
1
2
4
8
11
44
65
99
434

Sorted(Numeric, DESCENDING)
434
99
65
44
11
8
4
2
1
-2
```

OPERATION ON ARRAYS

Array. Concat()

- Concatenates either a single elements or another array of elements with the existing array, and returns the new array.

```
var fruits=["Apple", "Oranges"];  
var meat=["Pork", "Chicken"];
```

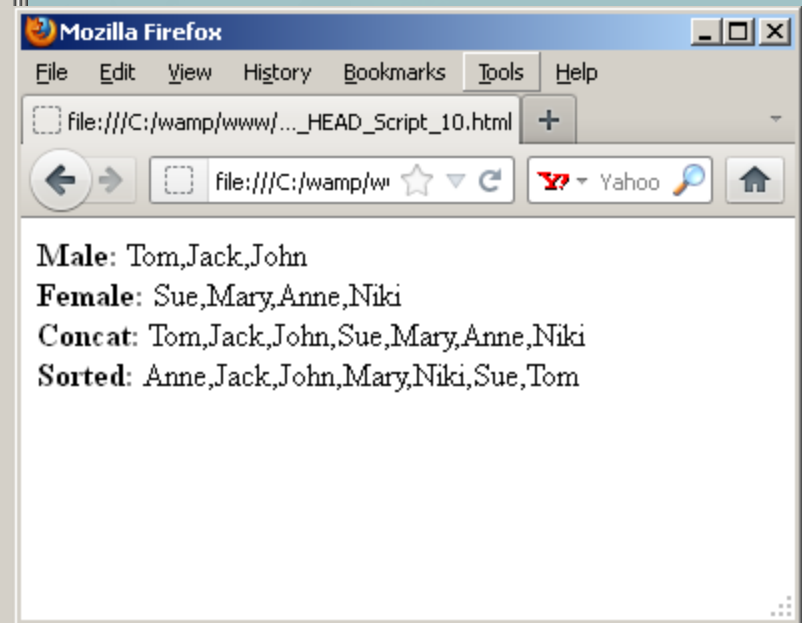
```
var dinner=fruits.concat(meat);  
//creates ["Apple", "Oranges", "Pork", "Chicken"]. fruits and meat arrays not changed.
```

```
var snack=fruits.concat("Grapes", ["Cookies", "Milk"]);  
//creates ["Apple", "Oranges", "Grapes", "Cookies", "Milk"] fruits array not changed.
```

<http://www.javascriptkit.com/jsref/arrays.shtml#e2>

CONCATENATION

```
C:\wamp\www\A340\02_HTML_HEAD_Script_10.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
O2_HTML_HEAD_Script_10.html
1 <!DOCTYPE html>
2 <!-- O2_HTML_HEAD_Script_10.html
3
4 Array Operations
5 Concatenation
6 Concatenates either a single elements or another array of
7 elements with the existing array, and returns the new array.
8
9 -->
10 <html>
11 <head>
12 <script type="text/javascript">
13
14     var male=["Tom", "Jack", "John"];
15     var female=["Sue", "Mary", "Anne"];
16
17     female = female.concat("Niki"); //Concat Niki to females
18     var myClass =male.concat(female); //Concatenate the two arrays
19
20     // var myClass = [];
21     // myClass = myClass.concat (male);
22     // myClass = myClass.concat (female, "Niki");
23
24     document.writeln("<b>Male: </b>" + male + "<br>");
25     document.writeln("<b>Female: </b>" +female + "<br>");
26     document.writeln("<b>Concat: </b>" + myClass + "<br>");
27
28     myClass.sort();
29     document.writeln("<b>Sorted: </b>" + myClass + "<br>");
30
31
32 </script>
33 </head>
34 <body>
35
36 </body>
37 </html>
38
length : 882 lines : 38 Ln : 9 Col : 1 Sel : 0 Dos\Windows ANSI INS
```



OPERATION ON ARRAYS

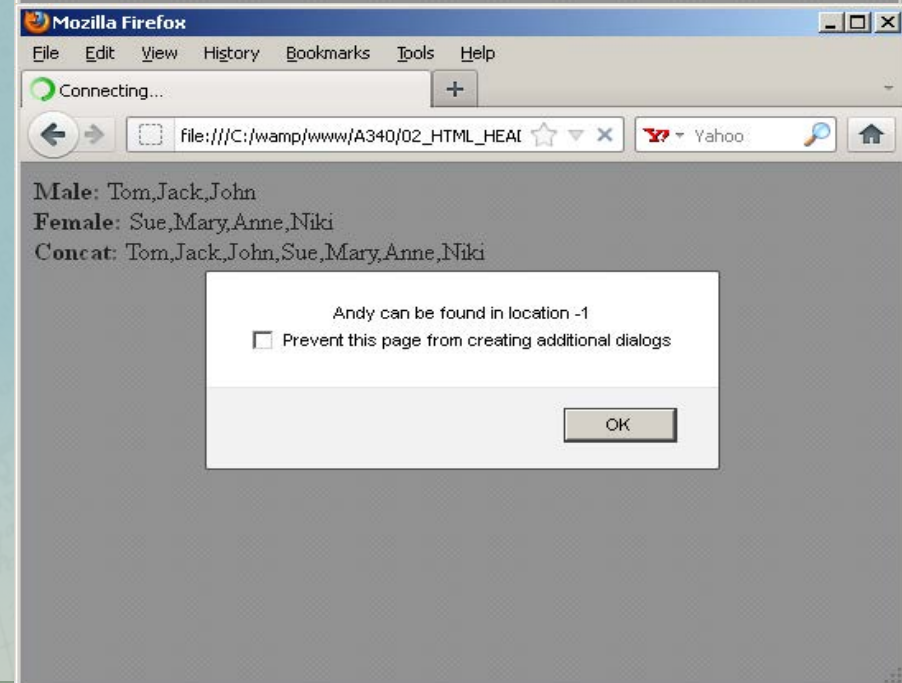
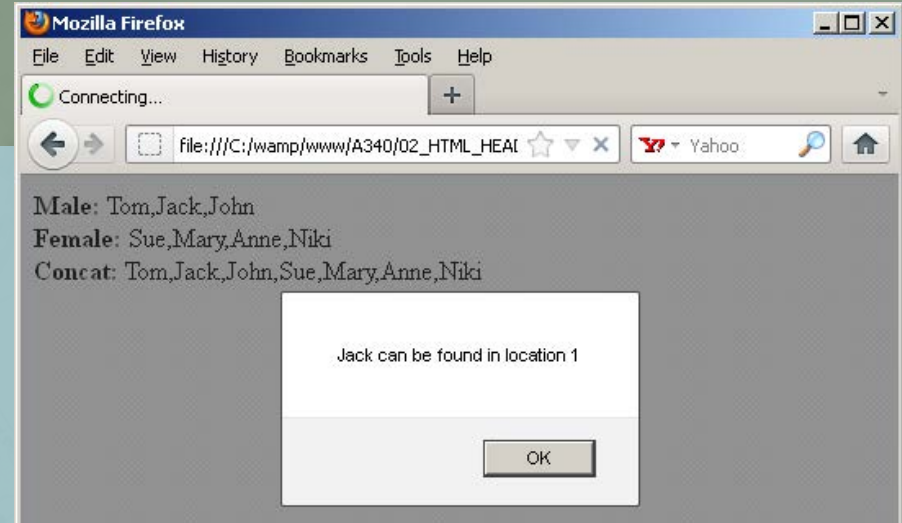
Array.indexOf(targetElement)

- Returns the first index in which targetElement (value) is found within an array, or -1 if nothing is found.
- ```
var fruits=["Apple", "Oranges", "Pork", "Chicken"];
alert(fruits.indexOf("Pork")); //alerts 2
```

<http://www.javascriptkit.com/jsref/arrays.shtml#e2>

# INDEX OF

```
1 <!DOCTYPE html>
2 <!-- 02_HTML_HEAD_Script_11.html
3
4 Array Operations
5 Array.indexOf(targetElement)
6
7 Returns the first index in which targetElement (value) is found within an
8 array, or -1 if nothing is found.
9
10 -->
11 <html>
12 <head>
13 <script type="text/javascript">
14
15 var male=["Tom", "Jack", "John"];
16 var female=["Sue", "Mary", "Anne"];
17
18 female = female.concat("Niki"); //Concat Niki to females
19 var myClass =male.concat(female); //Concatenate the two arrays
20
21 document.writeln("Male: " + male + "
");
22 document.writeln("Female: " +female + "
");
23 document.writeln("Concat: " + myClass + "
");
24
25 alert("Jack can be found in location " + myClass.indexOf("Jack"));
26 alert("Andy can be found in location " + myClass.indexOf("Andy"));
27
28 </script>
```



# OPERATION ON ARRAYS

## **Array. Join([separator])**

- Converts each element within the array to a string, and joins them into one large string. Pass in an optional separator as argument to be used to separate each array element. If none is passed, the default comma (,) is used:

## **Array. Map(mappingfunction())**

- Returns a new array based on the return value of testfunction() on each of the array elements. Original array is not changed. Use it to transform the values of all elements within an array using some logic and derive the results as a new array.

## **Array.push(value);**

- Adds the argument values to the end of the array, and modifies the original array with the new additions. Returns the new length of the array.

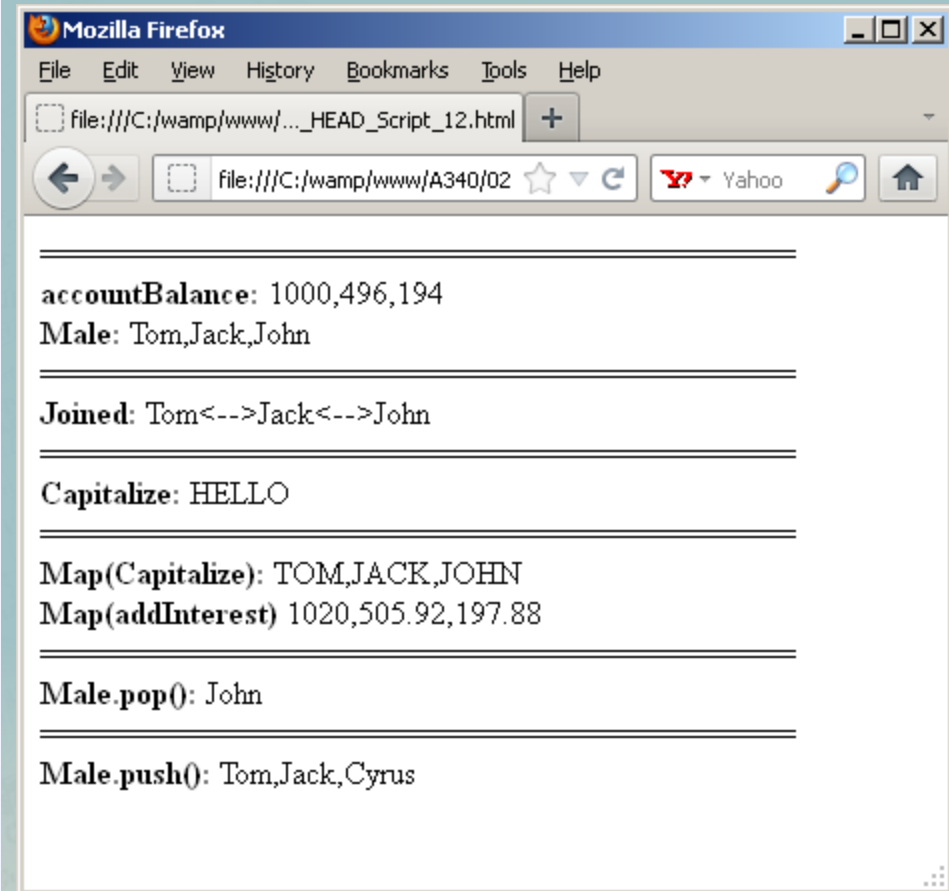
## **Array.pop();**

- Deletes the last element within array and returns the deleted element. Original array is modified.

<http://www.javascriptkit.com/jsref/arrays.shtml#e2>

# OTHER ARRAY OPERATIONS

```
14 <script type="text/javascript">
15 function capitalize(theString)
16 {
17 return (theString.toUpperCase());
18 }
19
20 function addInterest(element) {
21 return (element*1.02);
22 }
23
24 var accountBalance=[1000, 496, 194];
25 var male=["Tom", "Jack", "John"];
26
27 document.writeln("=====
");
28 document.writeln("accountBalance: " + accountBalance + "
");
29 document.writeln("Male: " + male + "
");
30
31 // Test join()
32 document.writeln("=====
");
33 varjoined = male.join("<-->");
34 document.writeln("Joined: " +joined + "
");
35
36 // Test Capitalize
37 document.writeln("=====
");
38 document.writeln("Capitalize: " + capitalize("hello") + "
");
39
40 // Test map()
41 document.writeln("=====
");
42 var capitalized = male.map(capitalize);
43 document.writeln("Map(Capitalize): " + capitalized + "
");
44
45 var balancePlusInterest = accountBalance.map(addInterest);
46 document.writeln(" Map(addInterest) " +balancePlusInterest +
47 "
");
48
49 // Test pop()
50 document.writeln("=====
");
51 var poppedElement = male.pop();
52 document.writeln("Male.pop(): " + poppedElement + "
");
53
54 // Test push()
55 document.writeln("=====
");
56 male.push("Cyrus");
57 document.writeln("Male.push(): " + male + "
");
58 </script>
```





# ASSOCIATIVE ARRAYS

- Associative array is an array that uses a “string” (instead of a number) as the index to the elements of an array.

- **Example:**

```
var testScore = []; // Create an empty array
```

```
testScore["Bob"] = 89;
testScore["Mary"] = 95;
```

```
document.write(testScore["Bob"]);
```

```
// The array.length will print a zero because apparently
// the length only counts the array with numeric index!!
document.write(testScore.length + "
");
```

```
// To examine the elements of the array
for(var student in testScore)
{
 document.write(student + " : ");
 document.write(testScore[student] + "
");
}
```



# AN INTRODUCTION TO WEB PROGRAMMING

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Script  
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# LOOPS

- **While Loop**

```
var number=0;
while (number<5){
 document.write(number+"
");
 number++;
}
```

- **Do-While Loop**

```
var number=0;
do{
 document.write(number+"
");
 number++;
}
while (number<5) ;
```

- **For Loop**

```
for (var i=0; i<3; i++){
 document.write("This text is repeated three times
");
}
```

- **For -in Loop**

```
var userprofile={name:'George', age:30, sex:'male', getage:function(){return this.age}};

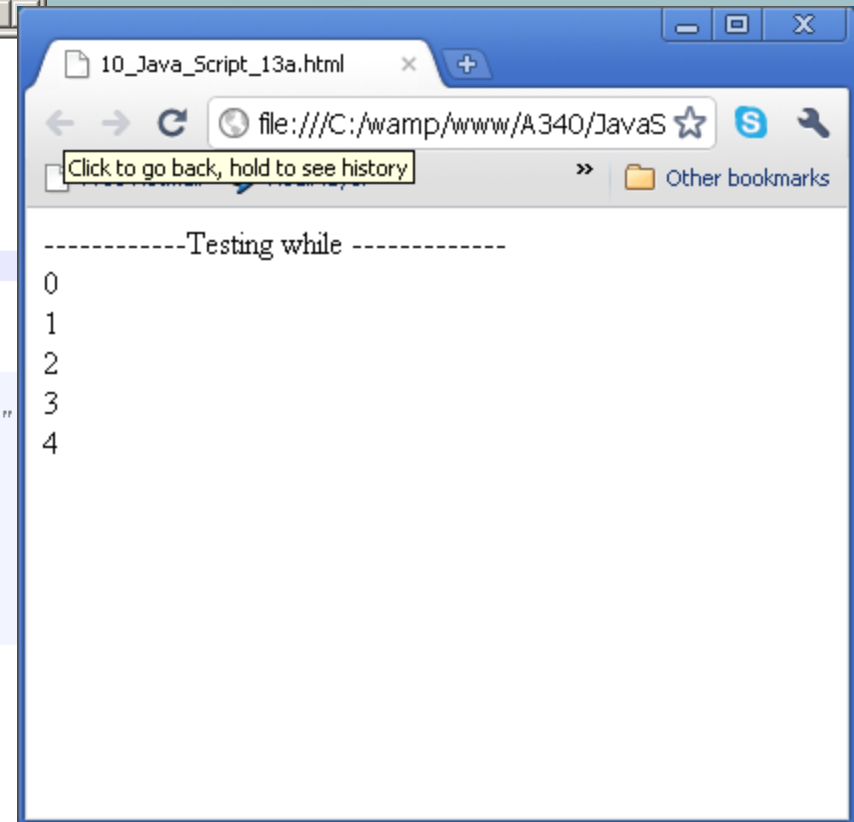
for (var attr in userprofile){
 document.write("" +attr+": "+userprofile[attr]+"
");
}
```

# WHILE LOOP

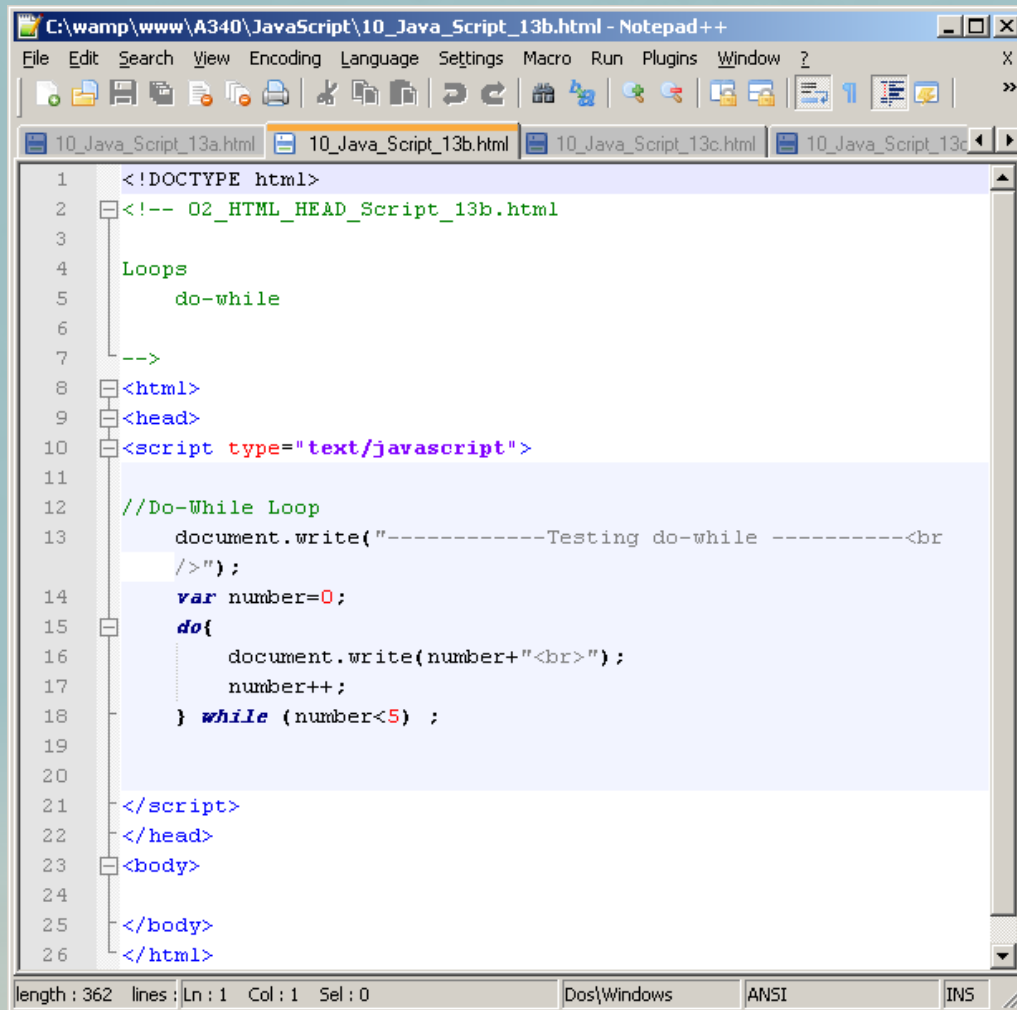
```
C:\wamp\www\A340\JavaScript\10_Java_Script_13a.html - Notepad++
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
10_Java_Script_13a.html 10_Java_Script_13b.html 10_Java_Script_13c.html 10_Java_Script_13c

1 <!DOCTYPE html>
2 <!-- 02_HTML_HEAD_Script_13a.html
3
4 Loops
5 while
6
7 -->
8 <html>
9 <head>
10 <script type="text/javascript">
11
12 //While Loop
13 document.write("-----Testing while -----
"
14);
15 var number=0;
16 while (number<5){
17 document.write(number+"
");
18 number++;
19 }
20 </script>
21 </head>
22 <body>
23
24 </body>
25 </html>
26

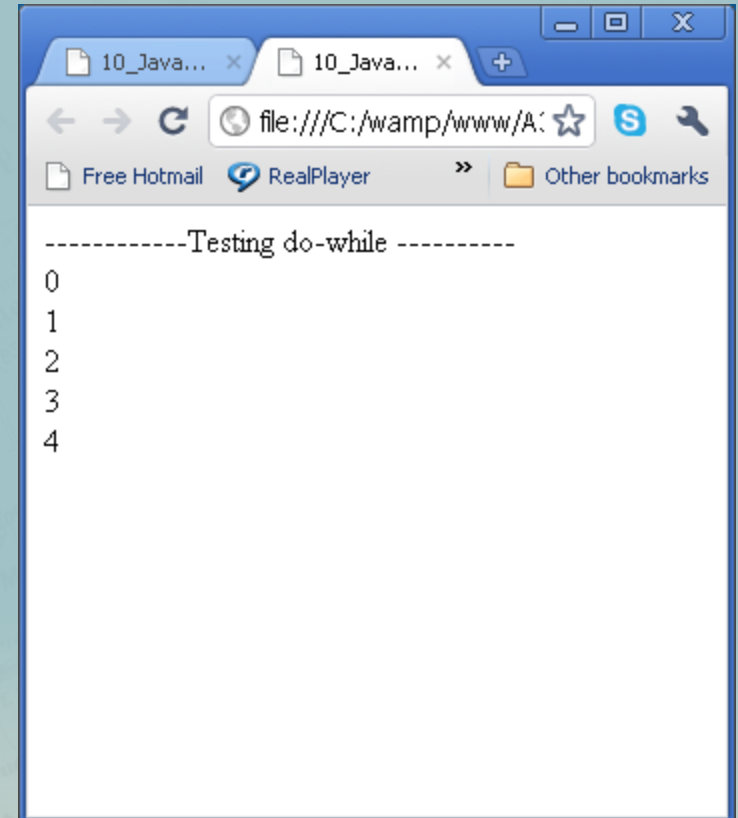
length : 347 lines : Ln : 8 Col : 7 Sel : 0 Dos\Windows ANSI INS
```



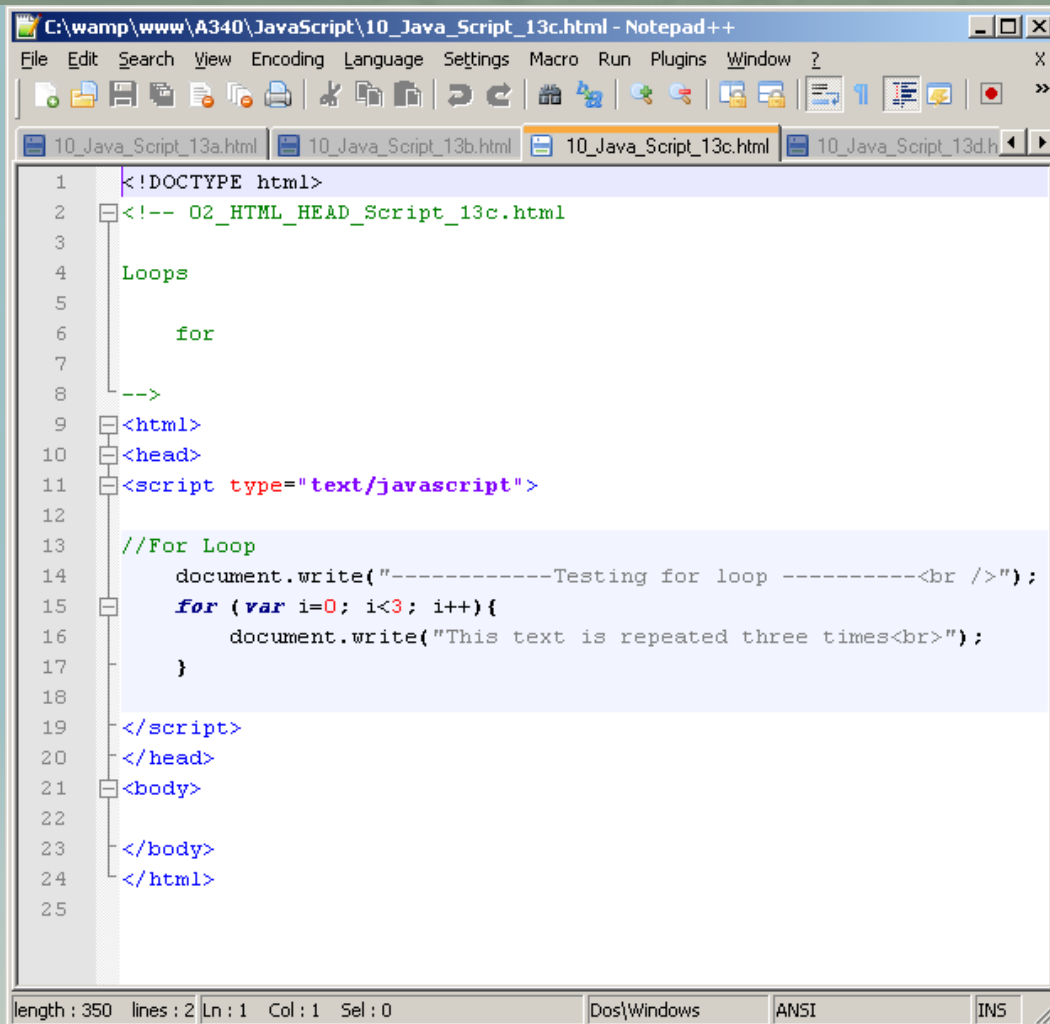
# DO-WHILE LOOP



```
1 <!DOCTYPE html>
2 <!-- O2_HTML_HEAD_Script_13b.html
3
4 Loops
5 do-while
6
7 -->
8 <html>
9 <head>
10 <script type="text/javascript">
11
12 //Do-While Loop
13 document.write("-----Testing do-while -----<br
14 />");
15 var number=0;
16 do{
17 document.write(number+"
");
18 number++;
19 } while (number<5) ;
20
21 </script>
22 </head>
23 <body>
24
25 </body>
26 </html>
```

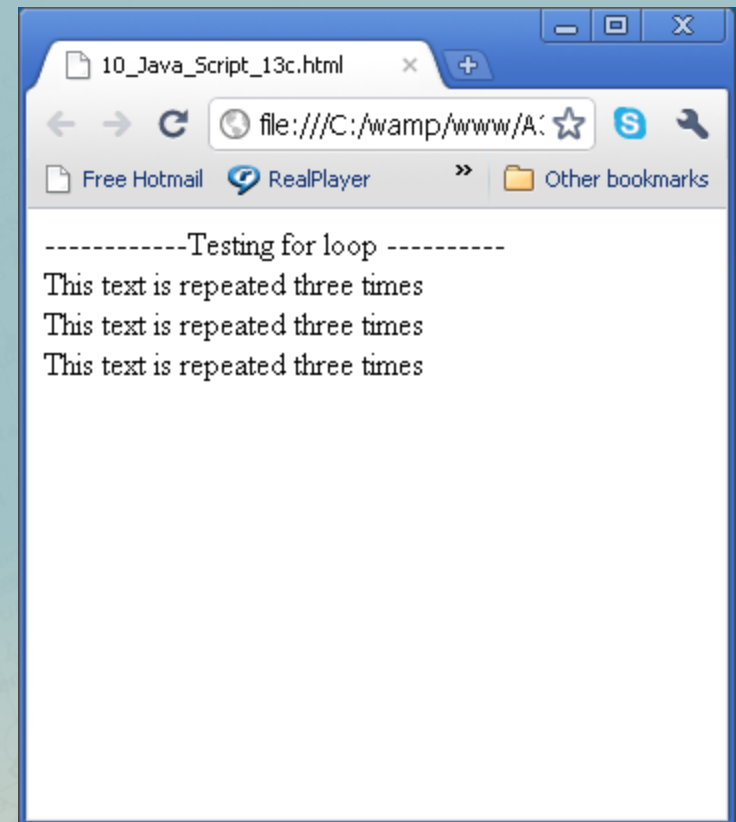


# FOR LOOP



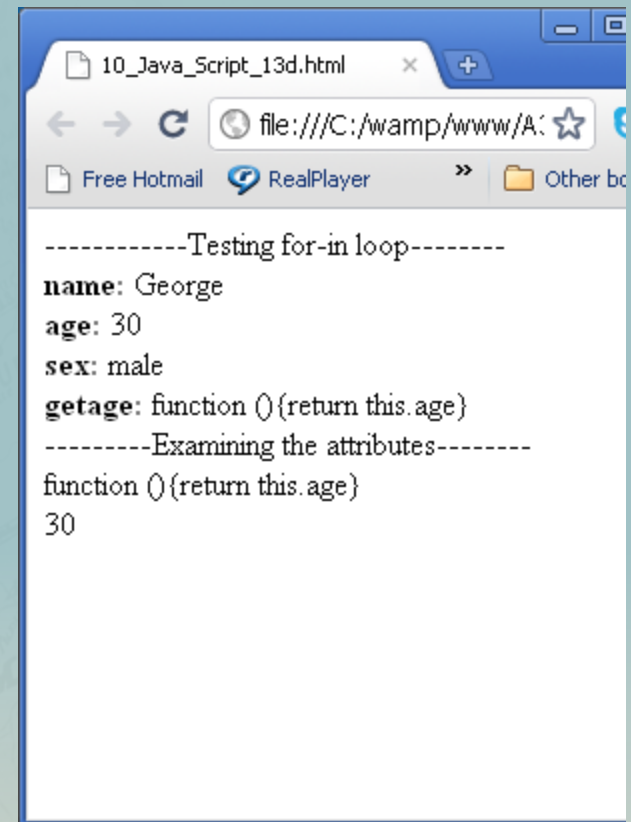
```
1 <!DOCTYPE html>
2 <!-- 02_HTML_HEAD_Script_13c.html
3
4 Loops
5
6 for
7
8 -->
9 <html>
10 <head>
11 <script type="text/javascript">
12
13 //For Loop
14 document.write("-----Testing for loop -----
");
15 for (var i=0; i<3; i++){
16 document.write("This text is repeated three times
");
17 }
18
19 </script>
20 </head>
21 <body>
22
23 </body>
24 </html>
25
```

length : 350 lines : 2 Ln : 1 Col : 1 Sel : 0



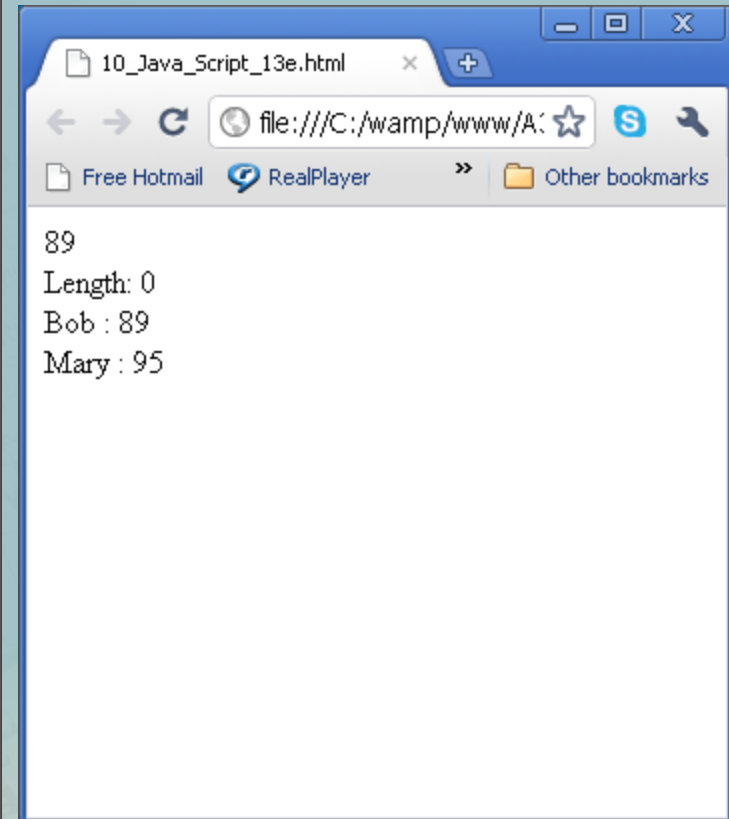
# FOR-IN LOOP

```
3
4 Loops
5 for-in
6
7 -->
8 <html>
9 <head>
10 <script type="text/javascript">
11
12
13 //For-in Loop
14 document.write("-----Testing for-in loop-----
");
15 var userprofile= {name:'George' ,
16 age:30,
17 sex:'male',
18 getage:function(){return this.age}
19 };
20 for (var attr in userprofile){
21 document.write("" +attr+": " +
22 userprofile[attr] +
23 "
");
24
25 }
26
27 document.write("-----Examining the attributes-----
");
28 document.write(userprofile.getage + "
"); // display the element
29 document.write(userprofile.getage() + "
"); // execute the element
30
31 </script>
32 </head>
33 <body>
34
35 </body>
```



# ASSOCIATIVE ARRAYS AND FOR-IN LOOP

```
4 Use of for-in loops and Associative Arrays
5
6 -->
7 <html>
8 <head>
9 <script type="text/javascript">
10
11
12 var testScore = []; // Create an empty array
13
14 testScore["Bob"] = 89;
15 testScore["Mary"] = 95;
16
17 document.write(testScore["Bob"]);
18
19 // The array.length will print a zero because apparently
20 // the length only counts the array with numeric index!!
21 document.write(testScore.length + "
");
22
23
24 // To examine the elements of the array
25 for(var student in testScore)
26 {
27 document.write(student + " : ");
28 document.write(testScore[student] + "
");
29 }
30
31
32 </script>
33 </head>
34 <body>
35
36 </body>
```





# CONDITIONAL

- Same as C and C++

- If Statement

```
if (expression)
 statement1;
else if (expression2)
 statement2;
else
 statement3;
```

- Switch Statement

```
switch (expression){
 case label1:
 statement1
 break
 case label2:
 statement2
 break
 default: statement3;
}
```

# MODULES

- JavaScript has several built-in objects. Each of these objects have several **built-in Functions**:

## Built-in Objects:

- Array
- Boolean
- Date
- Math
- Number
- String
- RegExp
- Global

## Some Built-in Functions:

- alert();
- confirm();
- prompt();
  
- parseInt(x);
- parseFloat(x);
  
- Math.max(x,y);
- Math.min(x,y);
- Math.pow();
- Math.random();
  
- Date();
- toString()
- charAt()
- toLowerCase()
- toUpperCase()
  
- escape(), unescape()

# MODULES

- **User-defined Functions:**

```
function getArea(w, h)
{
 var area = w*h;
 return area;
}
```

```
document.writeln(getArea(3,5)); //call the function
```

# MODULES

- Recursive Functions:

```
function factorial(number)
{
 if (number <=1) //base case
 return 1;
 else
 return (number * factorial(number-1));
}
```

```
alert(factorial(5)); //call the function
```

# RECURSIVE FUNCTIONS

```
O2_HTML_HEAD_Script_13.html
1 <!DOCTYPE html>
2 <!-- O2_HTML_HEAD_Script_13.html
3
4 Recursive functions
5
6 -->
7 <html>
8 <head>
9 <script type="text/javascript">
10
11
12
13 //Recursive Functions:
14 function factorial(number)
15 {
16 if (number <=1) //base case
17 return 1;
18 else
19 return (number * factorial(number-1));
20 }
21
22
23 for (var i=1; i<20; i++)
24 document.write("Factorial of " + i + " = " + factorial(i) + "
");
25
26 </script>
27 </head>
28 <body>
29
30 </body>
31 </html>
32
```

```
Mozilla Firefox
File Edit View History Bookmarks Tools He
file:///C:/wamp/www/..._HEAD_Script_13.html +
file:///C:/wamp/www/A340/O2_HTML_
Factorial of 1 =1
Factorial of 2 =2
Factorial of 3 =6
Factorial of 4 =24
Factorial of 5 =120
Factorial of 6 =720
Factorial of 7 =5040
Factorial of 8 =40320
Factorial of 9 =362880
Factorial of 10 =3628800
Factorial of 11 =39916800
Factorial of 12 =479001600
Factorial of 13 =6227020800
Factorial of 14 =87178291200
Factorial of 15 =1307674368000
Factorial of 16 =20922789888000
Factorial of 17 =355687428096000
Factorial of 18 =6402373705728000
Factorial of 19 =121645100408832000
```



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# JAVASCRIPT AND ITS RELATION WITH DOM VS. BOM

## • Document Object Model (DOM)

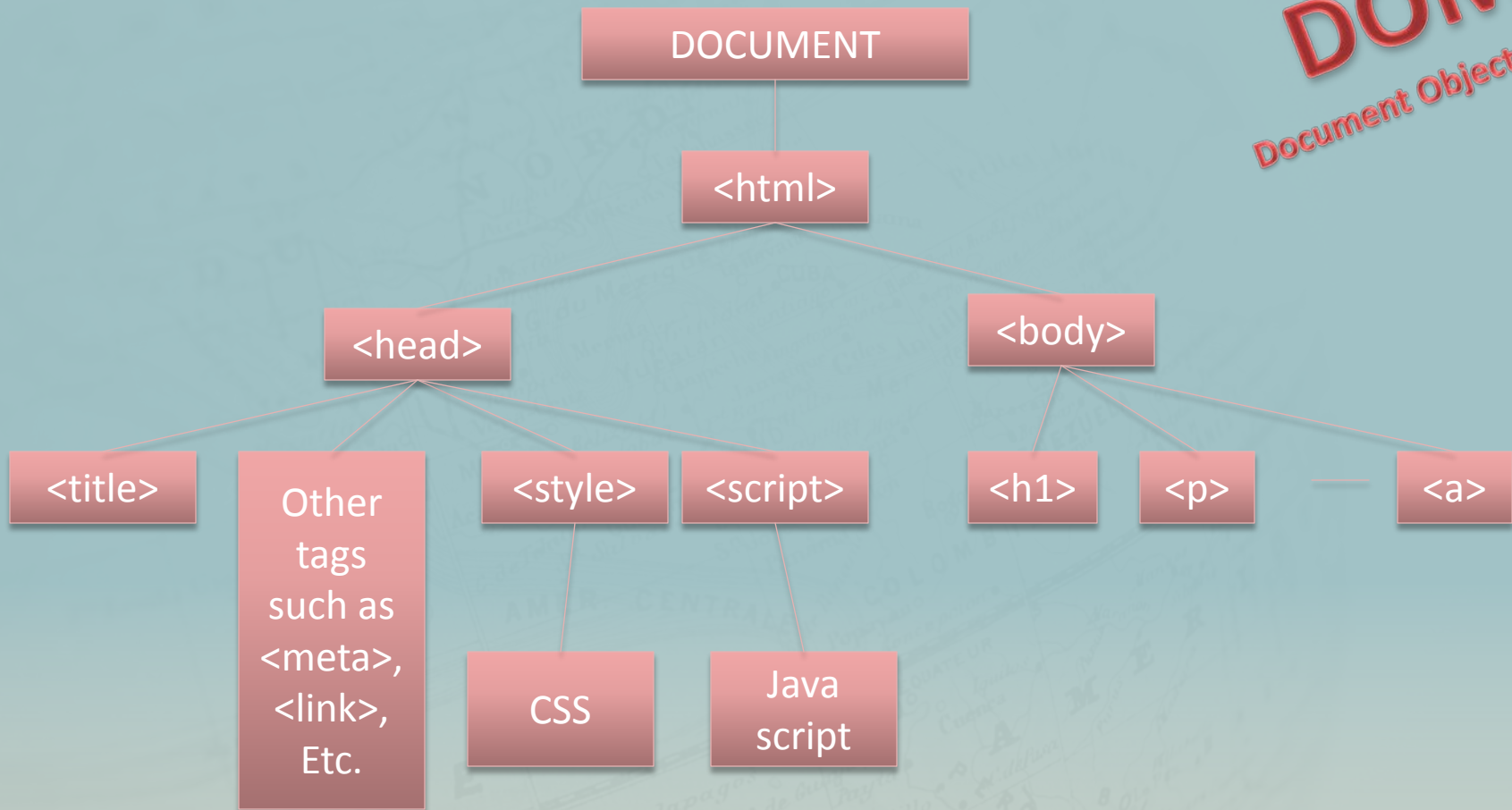
- The Document Object Model (DOM) is an application programming interface (API) for HTML as well as XML.
- The DOM organizes the entire web page as a document composed of a hierarchy of nodes like a tree structure and using the DOM API, nodes can be removed, added, and replaced.
- DOM allows the developer to manipulate the document.

## • Browser Object Model (BOM)

- Browsers feature a Browser Object Model (BOM) that allows access and manipulation of the browser window. For example (browser history, location, navigator, and screen)
- Because no standards exist for the BOM, each browser has its own implementation.
- BOM allows the developer to manipulate the browser window.

# THE STRUCTURE OF AN HTML DOCUMENT

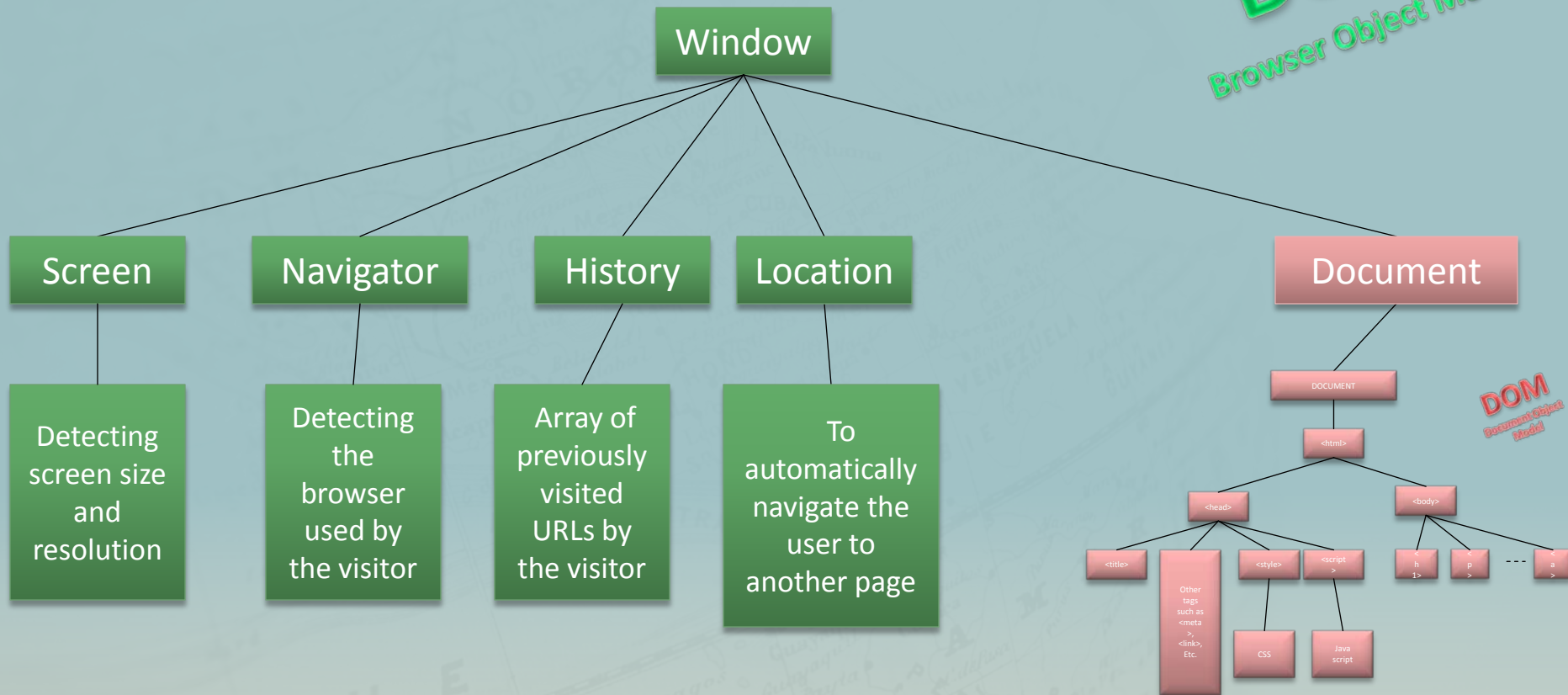
**DOM**  
Document Object Model





# THE STRUCTURE OF BROWSER OBJECT

**BOM**  
Browser Object Model



**DOM**  
Document Object Model

<http://www.javascriptkit.com/jsref/window.shtml>

# INTERACTING WITH BOM

- **Screen:** contains information about the visitor's screen.
  - (height, width, colorDepth, etc)
- **Window:** represents an open window in a browser.
  - (open, close, name, length, width, parent, screenleft, screentop, alert(), prompt(), print(), moveTo(),moveBy(), scrollBy(), scrollTo(), blur(), setTimeout(), etc)
- **Navigator:** contains information about the browser.
  - (appName, CookiesEnabled, JavaEnabled, etc)
- **History:** contains the URLs visited by the user (within a browser window).
  - (length, back(), forward(), go(), etc.)
- **Location:** contains information about the current URL.
  - (host, hostname, href, port, protocol, assign(), reload(), replace())

[http://www.w3schools.com/jsref/obj\\_window.asp](http://www.w3schools.com/jsref/obj_window.asp)

# INTERACTING WITH DOM

- The Document object is the root of a document tree. It gives us access to the document's data elements.
- Since element nodes, text nodes, attributes, comments, etc. cannot exist outside the document, the Document object contains methods to create and access these objects.
- **Properties:** doctype, documentURI, inputEncoding, xmlEncoding, anchors, forms, images, links, referrer, title, URL, domain, lastmodified, etc.
- **Methods:** open(), close(), write(), writeln(), getElementByName(), getElementById(), getElementByTagName(), renameNode(), setAttribute(), getAttribute(), removeAttribute(), etc.
- **Events:** load, unload, resize, scroll, click, dblclick, mousedown, mouseup, mouseover, mouseover, mouseout, keydown, keyup, keypress, etc.

[http://en.wikipedia.org/wiki/DOM\\_events](http://en.wikipedia.org/wiki/DOM_events)

[http://www.w3schools.com/jsref/dom\\_obj\\_node.asp](http://www.w3schools.com/jsref/dom_obj_node.asp)

# SCREEN / MONITOR OBJECT

**BOM**  
Browser Object Model

```
document.write("Total Width of the screen (including the Windows Taskbar): " + screen.width + "
");
document.write("Total Height of the screen (including the Windows Taskbar): " + screen.height + "
");
```

```
document.write("Width of the screen (excluding the Windows Taskbar): " + screen.availWidth + "
");
document.write("Height of the screen (excluding the Windows Taskbar): " + screen.availHeight + "
");
```

```
document.write("Bit depth of the color palette for displaying images: " + screen.colorDepth + "
");
```



# WINDOW /BROWSER OBJECT

**BOM**  
Browser Object Model

```
document.write("X coordinate of the window relative to the screen: " + window.screenX + "
");
document.write("Y coordinate of the window relative to the screen: " + window.screenY + "
");
document.write("Inner Width of a window's content area: " + window.innerWidth + "
");
document.write("Inner Height of a window's content area: " + window.innerHeight + "
");
document.write("Outer width of a window, including toolbars/scrollbars: " + window.outerWidth + "
");
document.write("Outer height of a window, including toolbars/scrollbars: " + window.outerHeight + "
");
document.write("Current URL: " + window.location + "
");
```



# WINDOW OBJECT (CONTINUED...)

- **To create a new Browser Window:**

- `var myWin = window.open('', '_blank', 'width=100, height=400');` //make sure the pop-up blocker is off

- **To write to that window:**

- `myWin.document.write("Hello");`

- **To position and size the window the window:**

- `myWin.moveTo(0,0);` // not consistent (works in IE)
  - `myWin.resizeTo(500,500);` // not consistent (works in IE)

- **To focus on the window:**

- `myWin.focus();` // not consistent (works in IE)

- **Creating a Timer Object: (to do something at a later time)**

- `myWin.document.write("....close in 15 seconds...");`
  - `myWin.setTimeout(function() {myWin.close()}, 15000);` // close window after 15 seconds

- **Creating a Timer Object: (to repeat something on regular intervals)**

- `myWin.setInterval(function() {displayClock(myWin)}, 1000);` // run the display clock function every second.

# WINDOW OBJECT (CONTINUED...)

- **To Scroll the Browser Window:**
  - `window.scrollTo(x,y);`



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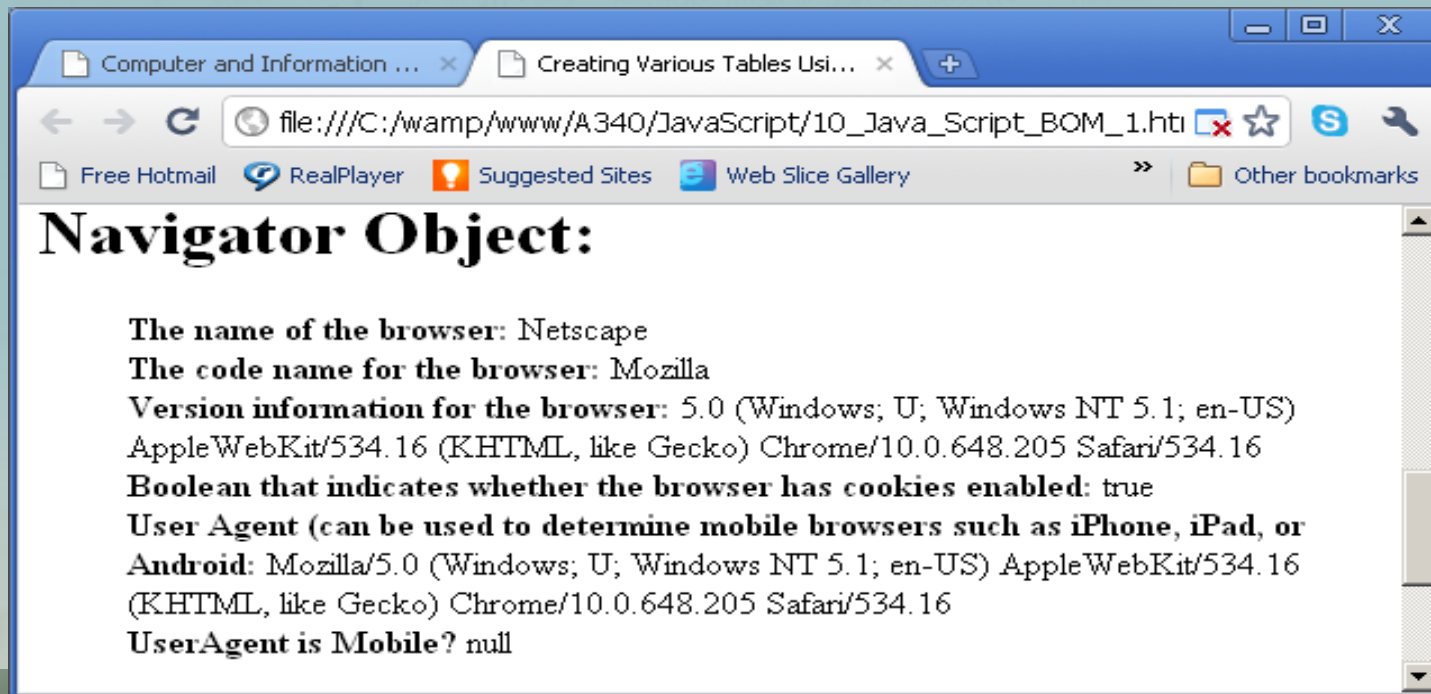


# NAVIGATOR OBJECT

**BOM**  
Browser Object Model

```
document.write("The name of the browser: " + navigator.appName + "
");
document.write("The code name for the browser: " + navigator.appCodeName + "
");
document.write("Version information for the browser: " + navigator.appVersion + "
");
document.write("Boolean that indicates whether the browser has cookies enabled: " + navigator.cookieEnabled + "
");
document.write("User Agent (can be used to determine mobile browsers such as iPhone, iPad, or Android: " +
navigator.userAgent + "
"); //returns true if user is using one of the following mobile browsers

var isMobile=navigator.userAgent.match(/(iPad)|(iPhone)|(iPod)|(android)|(webOS)/i);
document.write("UserAgent is Mobile? " + isMobile + "
");
```



# HISTORY OBJECT

**BOM**  
Browser Object Model

- To get the length:

- document.write("<b>Number of URLs in History object:</b> " + history.length + "<br />");

- To move Backward or Forward:

- history.back();
  - history.forward();

```
function goBack()
{
 window.history.go(-1);
}
function goForward()
{
 window.history.go(+1);
}
```

<body>

<input type="button" value="Go Back" onclick="goBack()">

<input type="button" value="Go Forward" onclick="goForward()"> (Forward may not do anything here since there may be no links in the forward history!)

</body>

## History Object:

Number of URLs in History object: 1

(Forward may not do anything here since there may be no links in the forward history!)

# LOCATION OBJECT

```
document.write("URL of the current page: " + location.href + "
");
document.write("Show the Host: " + location.host + "
");
document.write("Show the Hostname: " + location.hostname + "
");
document.write("Show the Protocol (FILE, HTTP, HTTPS, etc): " +
 location.protocol + "
");
```

```
document.write("Show the Port number: " + location.port + "
");
```

```
document.write("Reload the current page: (Notice this should be controlled by an IF
statement or an Event handler.) " + "
");
//location.reload();
```

```
document.write("Replace the URL of the current page with another URL: " + "
");
//location.replace('http://www.iusb.edu');
```

## Location: Object:

```
URL of the current page: file:///C:/wamp/www/A340/JavaScript/10_Java_Script_BOM_1.html
Show the Host:
Show the Hostname:
Show the Protocol (FILE, HTTP, HTTPS, etc): file:
Show the Port number:
Reload the current page: (Notice this should be controlled by an IF or an Event handler.)
Replace the URL of the current page with another URL:
```



# AN INTRODUCTION TO WEB PROGRAMMING

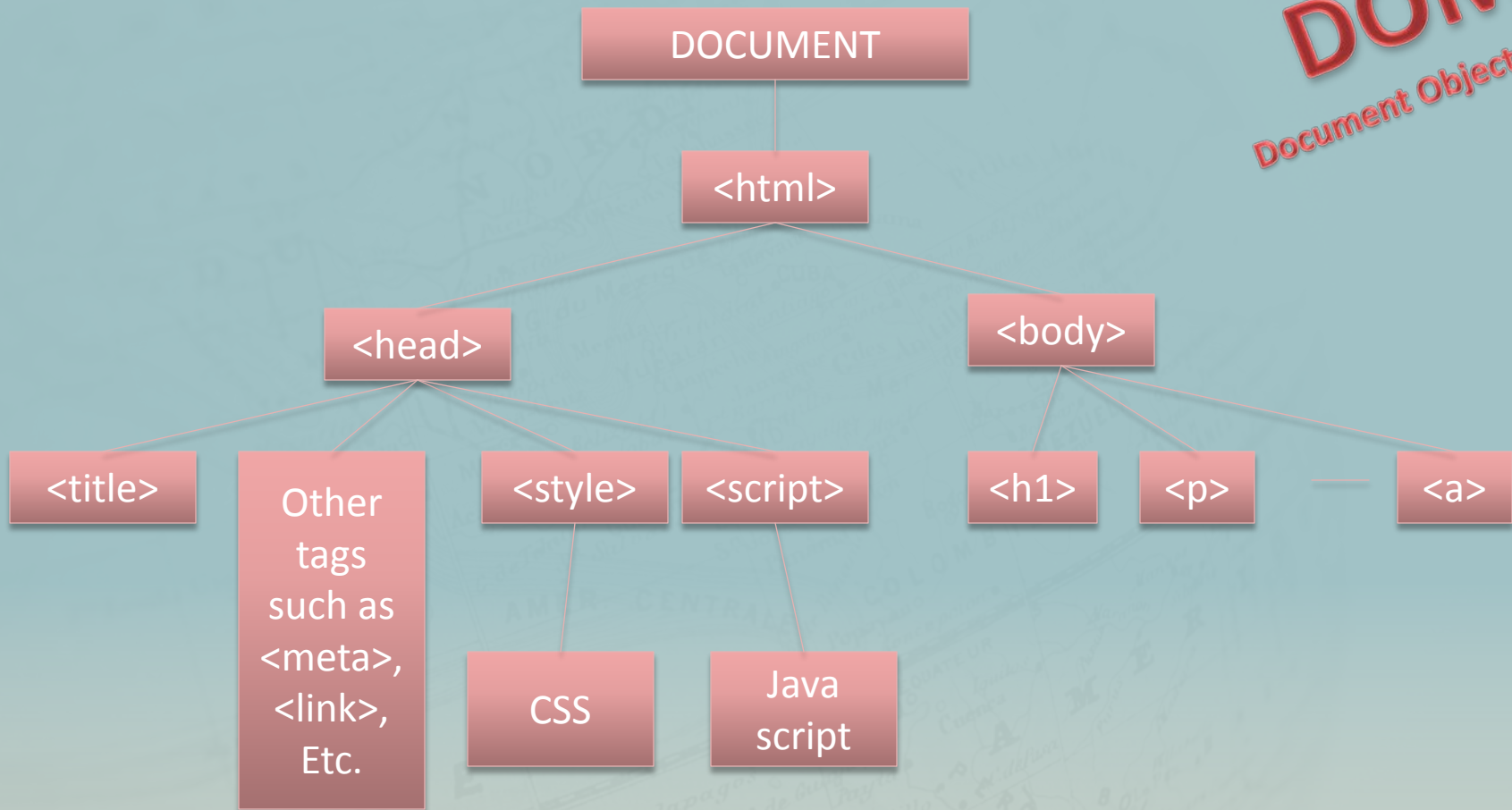
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Java  
Script  
F



# THE STRUCTURE OF AN HTML DOCUMENT

**DOM**  
Document Object Model



# INTERACTING WITH DOM

- The Document object is the root of a document tree. It gives us access to the document's data elements.
- Since element nodes, text nodes, attributes, comments, etc. cannot exist outside the document, the Document object contains methods to create and access these objects.
- **Properties:** doctype, documentURI, inputEncoding, xmlEncoding, anchors, forms, images, links, referrer, title, URL, domain, lastmodified, etc.
- **Methods:** open(), close(), write(), writeln(), getElementByName(), getElementById(), getElementByTagName(), renameNode(), setAttribute(), getAttribute(), removeAttribute(), etc.
- **Events:** load, unload, resize, scroll, click, dblclick, mousedown, mouseup, mouseover, mouseover, mouseout, keydown, keyup, keypress, etc.

[http://en.wikipedia.org/wiki/DOM\\_events](http://en.wikipedia.org/wiki/DOM_events)

[http://www.w3schools.com/jsref/dom\\_obj\\_node.asp](http://www.w3schools.com/jsref/dom_obj_node.asp)

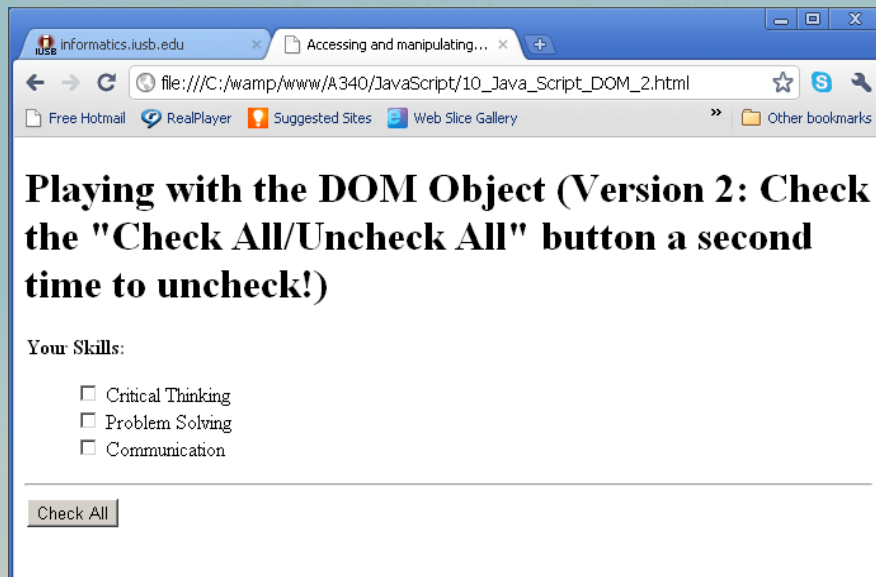
# DOM OBJECT

- `document.getElementById ()`



# DOM OBJECT

```
var checkAllBtn = document.getElementById("ckallbtn");
checkAllBtn.value = "Uncheck All";
```

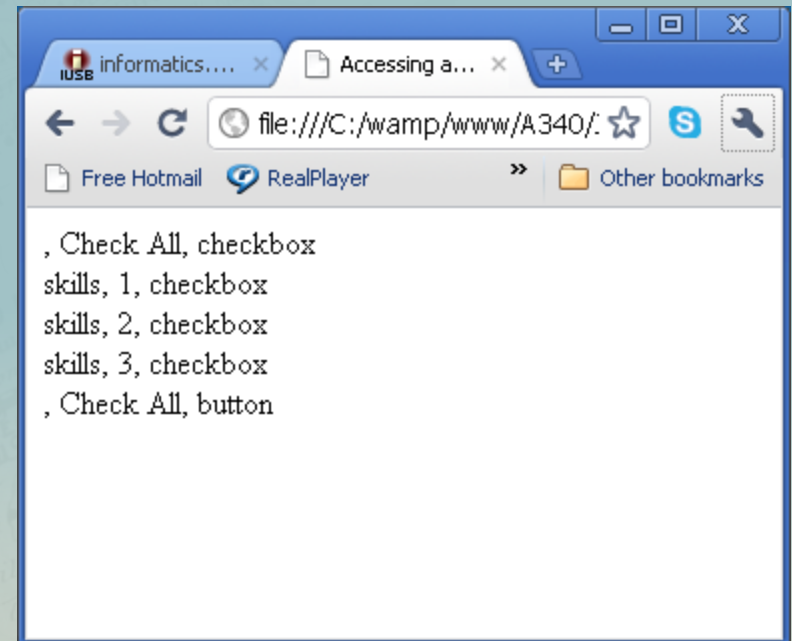
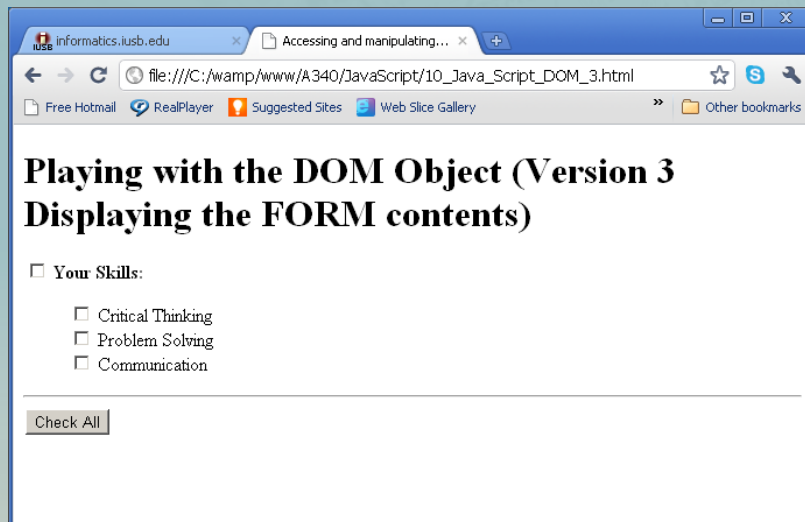




# DOM OBJECT

```
// Get the form object
var theForm = document.getElementById("form1");
```

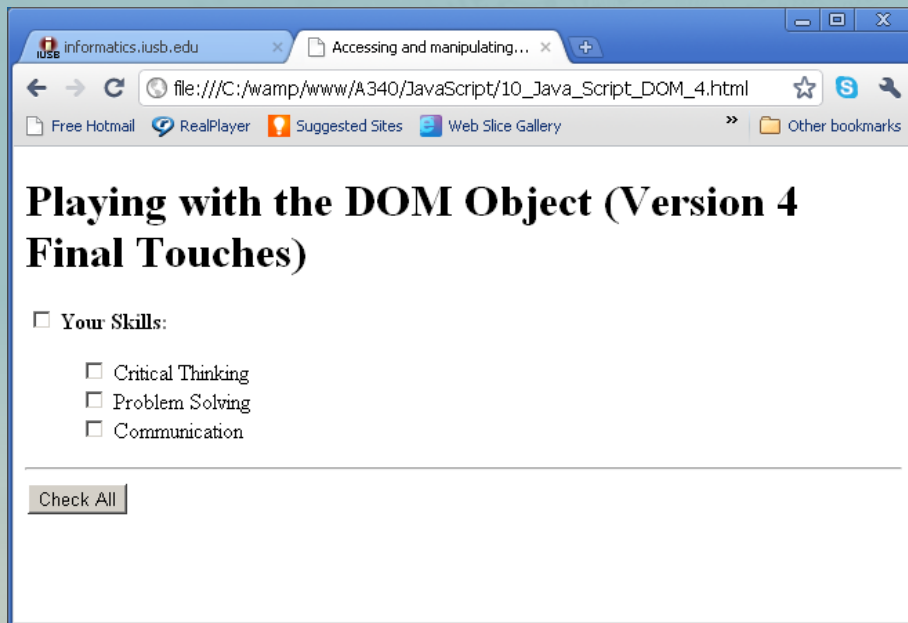
```
// Get the elements within the form
var theElements = theForm.elements;
```



# DOM OBJECT

```
// Get the form object
var theForm = document.getElementById("form1");
```

```
// Get the elements within the form
var theElements = theForm.elements;
```



# DOM OBJECT

- Two Dimensional Arrays
- Changing the internal attributes of an HTML table.
- Changing the background color, changing the format format.

The image displays three browser windows showing a 10x10 grid of numbers. Each window represents a different step in a JavaScript application:

- Step 1: Load a 2 Dimensional Array**  
**Step 2: Display Array Contents**  
The grid is displayed with a light blue background and black text.
- Step 3: Playing with the DOM Object (Dynamically changing the content of the array)**  
A control bar at the bottom contains:  
 Dynamically change the background color of the cells in the table.  
 Go through the array and identify the primes numbers in the table.

The second and third screenshots show the same grid with different styling and content changes:

- Step 2: Display Array Contents**  
The grid is displayed with a light red background and black text.
- Step 3: Playing with the DOM Object (Dynamically changing the content of the array)**  
The grid is displayed with a light red background and black text. The value '11' in the second row, eighth column has been changed from '524' to '11'. The control bar at the bottom is identical to the first screenshot.

The third screenshot shows the grid with a light red background and black text. The value '11' in the second row, eighth column has been changed from '524' to '11'. The control bar at the bottom is identical to the first screenshot.