

PROGRAMMING LANGUAGES

SCRIPTING LANGUAGES

UNIT V

JAVA SCRIPT

CHRCAS00

```
<!DOCTYPE html>
<html>
<body>

<h2>Design 0</h2>
<p>Starting Point</p>

<p>A document.write is used for output
It will present on screen a value or result of an operation.</p>

<script>
document.write(25 + 10**2 + 8);
</script>

</body>
</html>
```

Design 0

Starting Point

A document.write is used for output It will present on screen a value or result of an operation.

CHRCAS01

```
<!DOCTYPE html>
<html>
<body>

<h2> Learning Java Script after HTML </h2>

<button type="button"
onclick="document.getElementById('firstprogram').innerHTML = Date()">
Click me to display Date and Time.</button>

<p id="firstprogram"></p>

</body>
</html>
```

Learning Java Script after HTML

Click me to display Date and Time.

After clicking here the
program's response will
be as follows

Learning Java Script after HTML

Click me to display Date and Time.

Thu May 07 2020 15:51:44 GMT-0400 (Eastern Daylight Time)



CHRCAS02

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript is used for dynamic changes</h2>

<p>JavaScript can change HTML attribute values.</p>

<p>In this case JavaScript changes the value of the src (source) attribute of an image.</p>

<button onclick="document.getElementById('myImage').src='tulpan.jpg'">TULPAN IN YELLOW</button>



<button onclick="document.getElementById('myImage').src='yellowrose.jpg'">YELLOW ROSES</button>
<button onclick="document.getElementById('myImage').src='blue_and_pink_roses.jpg'">BLUE AND PINK ROSES</button>

</body>
</html>
```

JavaScript is used for dynamic changes

JavaScript can change HTML attribute values.

In this case JavaScript changes the value of the src (source) attribute of an image.



TULPAN IN YELLOW

YELLOW ROSES

BLUE AND PINK ROSES

JavaScript is used for dynamic changes

JavaScript can change HTML attribute values.

In this case JavaScript changes the value of the src (source) attribute of an image.



TULPAN IN YELLOW

YELLOW ROSES

BLUE AND PINK ROSES

JavaScript is used for dynamic changes

JavaScript can change HTML attribute values.

In this case JavaScript changes the value of the src (source) attribute of an image.



TULPAN IN YELLOW

YELLOW ROSES

BLUE AND PINK ROSES

CHRCAS03

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript is used for dynamic changes</h2>

<p>JavaScript can change HTML attribute values.</p>

<p>In this case JavaScript changes the value of the src (source) attribute of an image.</p>

<button onclick="document.getElementById('myImage').src='lapalmita.jpg'">SHOW THE SMALL PALM</button>



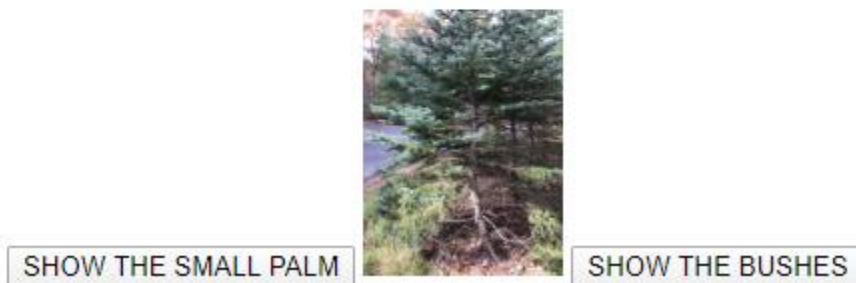
<button onclick="document.getElementById('myImage').src='bushes.jpg'">SHOW THE BUSHES</button>

</body>
</html>
```

JavaScript is used for dynamic changes

JavaScript can change HTML attribute values.

In this case JavaScript changes the value of the src (source) attribute of an image.



JavaScript is used for dynamic changes

JavaScript can change HTML attribute values.

In this case JavaScript changes the value of the src (source) attribute of an image.



CHRCAS04

```
<!DOCTYPE html>
<html>
<body>

<h3>JavaScript Features</h3>

<p id="stylechange">Like in CSS we are able to make changes to the styles </p>

<button type="button" onclick="document.getElementById('stylechange').style.fontSize='70px'">CLICK HERE TO MAKE CHANGE!!</button>

</body>
</html>
```

JavaScript Features

Like in CSS we are able to make changes to the styles

CLICK HERE TO MAKE CHANGE!!

JavaScript Features

Like in CSS we are able to make changes to the styles

CLICK HERE TO MAKE CHANGE!!

CHRCAS05

```
<!DOCTYPE html>
<html>
<body>

<h1>USING JAVA SCRIPT TO CALL AN EXTERNAL FUNCTION</h1>

<p id="demo">ONCE WE CKICK ON PERFORM A CHANGE NOW THIS WILL BE SUBSTITUTED</p>

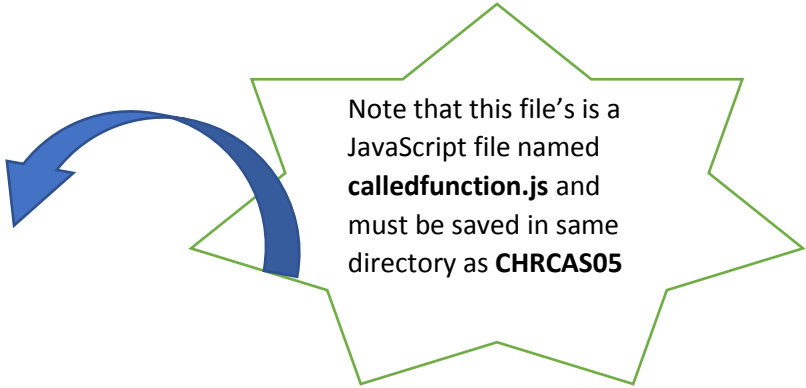
<button type="button" onclick="External()">Perform a Change Now </button>

<p>(External is stored in an external file called "calledfunction.js")</p>

<script src="calledfunction.js"></script>

</body>
</html>
```

```
function External()
{
    document.getElementById("demo").innerHTML="THIS SENTENCE CHANGES THE PREVIOUS.";
}
```



Note that this file's is a JavaScript file named **calledfunction.js** and must be saved in same directory as **CHRCAS05**

USING JAVA SCRIPT TO CALL AN EXTERNAL FUNCTION

ONCE WE CKICK ON PERFORM A CHANGE NOW THIS WILL BE SUBSTITUTED

Perform a Change Now

(External is stored in an external file called "calledfunction.js")

USING JAVA SCRIPT TO CALL AN EXTERNAL FUNCTION

THIS SENTENCE CHANGES THE PREVIOUS.

Perform a Change Now

(External is stored in an external file called "calledfunction.js")

CHRCAS06

```
<!DOCTYPE html>
<html>
<body>
```

```
<h2>JavaScript Concatenation Operator</h2>
```

```
<p>The operator "+" is used to join strings, one after the other</p>
```

```
<p id="conc"></p>
```

```
<script>
var text1 = "First Name";
var text2 = "Middle Initial";
var text3 = "Last Name";

document.getElementById("conc").innerHTML = text1 + " " + text2 + " " + text3;
</script>

</body>
</html>
```

JavaScript Concatenation Operator

The operator "+" is used to join strings, one after the other

First Name Middle Initial Last Name

CHRCAS07

```
<!DOCTYPE html>
<html>
<body>
<h1> ARITHMETIC OPERATORS </h1>
<h2>The += Operator Increasing a value </h2>

<p id="increase"></p>

<script>
var y = 99;
y += 10**2;
document.getElementById("increase").innerHTML = y;
</script>

</body>
</html>
```

ARITHMETIC OPERATORS

The += Operator Increasing a value

CHRCAS08

```
<!DOCTYPE html>
<html>
<body>

<h1> How much is the remainder? </h1>
<h2>The %= Operator "Modulus" </h2>

<h2> the number of apples left if we have 100 apples and 8 people is ... <h2>
<p id="modulus"></p>

<script>
var Number_of_Apples = 100;
Number_of_Apples %= 8;
document.getElementById("modulus").innerHTML = Number_of_Apples;
</script>

</body>
</html>
```

How much is the remainder?

The %= Operator "Modulus"

the number of apples left if we have 100 apples and 8 people is ...

CHRCAS09

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript Arrays</h2>

<p>Array indexes are zero-based, which means the first item is [0].</p>

<p id="Units_of_storage"></p>
|

<script>
var storage = ["Bit","Byte","Kilobyte", "Megabyte", "Gigabyte", "Terabyte"];
document.getElementById("Units_of_storage").innerHTML = storage[4];
</script>

</body>
</html>
```

JavaScript Arrays

Array indexes are zero-based, which means the first item is [0].

Gigabyte

CHRCAS10

Modify exercise CHRCAS09 to generate the following output extracting element “Kilobyte” from storage list.

JavaScript Arrays

Array indexes are zero-based, which means the first item is [0].

Kilobyte

