

JavaScript - w3school

Monday, June 16, 2014 12:59 PM

THE INTRO CODE:

1. [w3schools](http://w3schools.com)

BLANK HTML PAGE

```
<html>
<head>
  <title>Learning Javascript</title>
</head>
<body>
  <p>Hello World!
</body>
</html>
```

IN-LINE JAVASCRIPT

```
<script type="text/javascript">
  // Your script goes here.
</script>
```

EXTERNAL JAVASCRIPT

```
<script type="text/javascript" src="common.js">/script>
```

OBSERVATII:

- ✓ Javascript is case sensitive.
- ✓ HTML5 is not case sensitive
- ✓ Scripts can be placed in the <body> or in the <head> section of HTML, and/or in both.



Event Description

- onAbort An image failed to load.
- onBeforeUnload The user is navigating away from a page.
- onBlur A form field lost the focus (User moved to another field)
- onChange The contents of a field has changed.
- onClick User clicked on this item.
- onDbClick User double-clicked on this item.
- onError An error occurred while loading an image.
- onFocus User just moved into this form element.
- onKeyDown A key was pressed.
- onKeyPress A key was pressed OR released.
- onKeyUp A key was released.
- onLoad This object (iframe, image, script) finished loading.
- onMouseDown A mouse button was pressed.
- onMouseMove The mouse moved.
- onMouseOut A mouse moved off of this element.
- onMouseOver The mouse moved over this element.
- onMouseUp The mouse button was released.
- onReset A form reset button was pressed.
- onResize The window or frame was resized.
- onSelect Text has been selected.
- onSubmit A form's Submit button has been pressed.
- onUnload The user is navigating away from a page.

http://www.w3schools.com/isref/dom_obj_event.asp

REFAC!!DOAR ESENTIALUL

EXEMPLE

HTML	JAVASCRIPT	OUTPUT1	OUTPUT2
	document.writeln("Hello World!");	Hello World!	
	alert("Hello World!");	Hello World! - browser alert box	
<button type="button" onclick="myFunction()">Click Me!</button> <p id="demo"></p>	function myFunction() { document.getElementById("demo").innerHTML = "Hello JavaScript!"; }		 Hello JavaScript!
	function changeImage() { var image = document.getElementById("myImage"); if (image.src.match("bulbon")) { image.src = "pic_bulboff.gif"; else { image.src = "pic_bulbon.gif"; }		
<input id="numb" type="text"> <button type="button" onclick="myFunction()">Click Me!</button> <p id="demo"></p>	function myFunction() { var val = document.getElementById("numb").value; var elem = document.getElementById("demo"); if ((val.trim() == "") isNaN(val)) { elem.innerHTML = "Not a Number"; } else { elem.innerHTML = "Input OK"; } }	<input type="text"/> Click Me! Decupare ecran realizată la: 16/6/2014 3:20 PM	<input type="text" value="4"/> Click Me! Input OK Decupare ecran realizată la: 16/6/2014 3:20 PM
<p id="demo">JavaScript modifica textul!</p> <button type="button" onclick="myFunction()">Click Me!</button>	function myFunction() { var x = document.getElementById("demo"); x.style.fontSize = "25px"; x.style.color = "red"; }	JavaScript modifica textul! Click Me!	JavaScript modifica textul! Click Me!
	<script> document.write(Date()); </script>	Mon Jun 16 2014 15:26:50 GMT+0300 (GTB Daylight Time)	
<button type="button" onclick="myFunction()">Try it!</button>	function myFunction() { document.write(Date()); }	Try it	Mon Jun 16 2014 15:29:51 GMT+0300
<p id="demo">A Paragraph.</p> <div id="myDiv">An HTML div.</div>	document.getElementById("demo").innerHTML = "Hello Dolly"; document.getElementById("myDiv").innerHTML = "How are you?";	Hello Dolly. How are you?	
<p id="demo"></p>	var x = 5; var y = 6; document.getElementById("demo").innerHTML = x + y;	11	
<button onclick="myFunction()">Try it!</button> <p id="demo"></p>	function myFunction() { var carName = "Volvo"; document.getElementById("demo").innerHTML = carName; }	Try it	Try it Volvo
<p id="demo"></p>	var cars = ["Saab","Volvo","BMW"]; document.getElementById("demo").innerHTML = cars[0];	Saab	
<p id="demo"></p>	var person = { firstName : "John", lastName : "Doe", age : 50, eyeColor : "blue" }; document.getElementById("demo").innerHTML = person.lastName + " is " + person.age + " years old.";	Doe is 50 years old. //JavaScript Objects	
<button onclick="myFunction()">Try it!</button> <p id="demo"></p>	function myFunction() { document.getElementById("demo").innerHTML = typeof ("john") + " " + typeof (3.14) + " " + typeof (false) + " " + typeof ([1,2,3,4]) + " " +	Try it	string number boolean

		typeof ((name:'John', age:34)); }	object object	
<p id="demo"></p>		function myFunction(a, b) { return a * b; } document.getElementById("demo").innerHTML = myFunction(4, 3);	12	
<p id="demo"></p>		function toCelsius(f) { return (5/9) * (f-32); } document.getElementById("demo").innerHTML = toCelsius(41);	5 //convert Fahrenheit to Celsius	
<button onclick="this.innerHTML=Date()">The time is?</button>			<input type="button" value="The time is?"/>	<input type="text" value="Mon Jun 16 2014 16:22:14 GMT+03"/>
<p id="demo"></p>		<button onclick="getElementById('demo').innerHTML=Date()">The time is?</button>	<input type="button" value="The time is?"/>	<input type="text" value="Mon Jun 16 2014 16:23:2"/>
<p id="demo"></p>		var person = { firstName: "John", lastName: "Doe", id: 5566, fullName: function () {return this.firstName + " " + this.lastName}; };	John Doe	
<p id="demo"></p>		document.getElementById("demo").innerHTML = person.fullName(); var carName1 = "Volvo"; var carName2 = "BMW"; var answer1 = "It's alright"; var answer2 = "He is called 'Johnny'"; var answer3 = "He is called 'Johnny'";	Volvo BMW It's alright He is called 'Johnny' He is called 'Johnny'	
<p id="demo"></p>		var txt="ABCDEFGHJKLMNPOQRSTUVWXYZ"; document.getElementById("demo").innerHTML = txt.length;	26	
<p id="p1">Please locate where 'locate' occurs!</p>		function myFunction() { var str = document.getElementById("p1").innerHTML; var pos = str.indexOf("locate"); }	<input type="button" value="Try it"/>	<input type="button" value="Try it"/>
<button onclick="myFunction()">Try it</button>			//pe ce pozitie se afla cuvantul locate in aceea propozitie	7
<p id="demo"></p>		document.getElementById("demo").innerHTML = pos;		
<p id="p1">Please locate where 'locate' occurs!</p>		function myFunction() { var str = document.getElementById("p1").innerHTML; var pos = str.lastIndexOf("locate"); }	<input type="button" value="Try it"/>	<input type="button" value="Try it"/>
<button onclick="myFunction()">Try it</button>			//care este ultima pozitie in care se afla cuvantul locate in acea propozitie	21
<p id="demo"></p>		document.getElementById("demo").innerHTML = pos;		
<p id="p1">Please locate where 'locate' occurs!</p>		function myFunction() { var str = document.getElementById("p1").innerHTML; var pos = str.search("locate"); }	<input type="button" value="Try it"/>	<input type="button" value="Try it"/>
<button onclick="myFunction()">Try it</button>			//pe ce pozitie se afla cuvantul locate in aceea propozitie	7
<p id="demo"></p>		document.getElementById("demo").innerHTML = pos;		
<button onclick="myFunction()">Try it</button>		function myFunction() { var str = document.getElementById("demo").innerHTML; var txt = str.replace("Microsoft", "W3Schools"); }	<input type="button" value="Try it"/>	<input type="button" value="Try it"/>
<p id="demo">Please visit Microsoft!</p>			Please visit Microsoft!	Please visit W3Schools!
<button onclick="myFunction()">Try it</button>		function myFunction() { var txt = document.getElementById("demo").innerHTML; document.getElementById("demo").innerHTML = txt.toUpperCase(); }	Hello World!	HELLO WORLD!
<p id="demo">Hello World!</p>			//Convert string to upper case: //sau invers toLowerCase()	
<button onclick="myFunction()">Try it</button>		function myFunction() { var str = "a,b,c,d,e,f,w"; var arr = str.split(","); document.getElementById("demo").innerHTML = arr[1]; }	e	
<p id="demo"></p>				
<p id="demo"></p>		var x = "John"; // x is a string var y = new String("John"); // y is an object	string object	
<button onclick="myFunction()">Try it</button>		document.getElementById("demo").innerHTML = typeof x + " " + typeof y;		
<p id="demo"></p>		function myFunction() { var x = 9999999999999999; var y = 10000000000000049; document.getElementById("demo").innerHTML = x + " " + y; }	9999999999999999 10000000000000048	
<button onclick="myFunction()">Try it</button>			//Integers are considered accurate up to 15 digits.	
<p id="demo"></p>		function myFunction() { x = 0.2 + 0.1; document.getElementById("demo").innerHTML = "0.2 + 0.1 = " + x; }	0.2 + 0.1 = 0.3000000000000004	
<button onclick="myFunction()">Try it</button>			//Floating point arithmetic is not always 100% accurate.	
<p id="demo"></p>		function myFunction() { var myNumber = 128; document.getElementById("demo").innerHTML = "128 = " + " " + myNumber + " Decimal, " + " " + myNumber.toString(16) + " Hexadecimal, " + " " + myNumber.toString(8) + " Octal, " + " " + myNumber.toString(2) + " Binary." }	128 = 128 Decimal, 80 Hexadecimal, 200 Octal, 10000000 Binary.	// The toString() method can output numbers as base 16 (hex), base 8 (octal), or base 2 (binary).
<p id="demo"></p>		var x = 123;	123 123 123	
<button onclick="myFunction()">Try it</button>		document.getElementById("demo").innerHTML = x.valueOf() + " " + (123).valueOf() + " " + (100 + 23).valueOf();		
<p id="demo"></p>		function myFunction() { document.getElementById("demo").innerHTML = Math.floor(Math.random()*10); }	//random a number 0-9	
<button onclick="myFunction()">Try it</button>		var fruits = ["Banana", "Orange", "Apple", "Mango"]; document.getElementById("demo").innerHTML = fruits;	<input type="button" value="Try it"/>	<input type="button" value="Try it"/>

<p id="demo"></p>

```
function myFunction() {  
  fruits[fruits.length] = "Lemon";  
  document.getElementById("demo").innerHTML = fruits;  
}
```

Banana,Orange,Apple,Mango

Banana, Orange,Apple,Mango,Lemon