

Web Programming Step by Step

Lecture 13

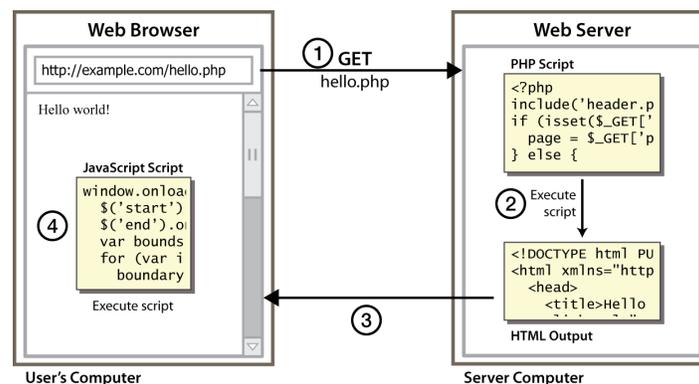
Introduction to JavaScript

Reading: 7.1 - 7.4

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Client-side scripting (7.1.1)



- **client-side script:** code runs in browser after page is sent back from server
 - often this code manipulates the page or responds to user actions

Why use client-side programming?

PHP already allows us to create dynamic web pages. Why also use client-side scripting?

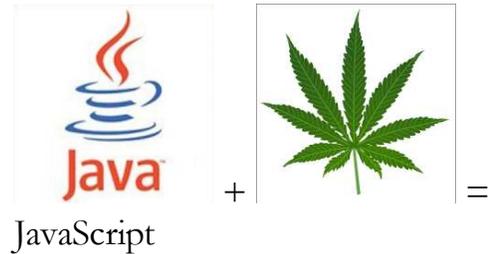
- client-side scripting (JavaScript) benefits:
 - **usability**: can modify a page without having to post back to the server (faster UI)
 - **efficiency**: can make small, quick changes to page without waiting for server
 - **event-driven**: can respond to user actions like clicks and key presses
- server-side programming (PHP) benefits:
 - **security**: has access to server's private data; client can't see source code
 - **compatibility**: not subject to browser compatibility issues
 - **power**: can write files, open connections to servers, connect to databases, ...

What is JavaScript? (7.1)

- a lightweight programming language ("scripting language")
- used to make web pages interactive
 - insert dynamic text into HTML (ex: user name)
 - react to events (ex: page load user click)
 - get information about a user's computer (ex: browser type)
 - perform calculations on user's computer (ex: form validation)
- a [web standard](#) (but not supported identically by [all browsers](#))
- NOT related to Java other than by name and some syntactic similarities

JavaScript vs. Java

- **interpreted**, not compiled
- more relaxed syntax and rules
 - fewer and "looser" data types
 - variables don't need to be declared
 - errors often silent (few exceptions)
- key construct is the **function** rather than the class
 - "first-class" functions are used in many situations
- contained within a web page and integrates with its HTML/CSS content



JavaScript vs. PHP

- similarities:
 - both are **interpreted**, not compiled
 - both are relaxed about syntax, rules, and types
 - both are case-sensitive
 - both have built-in regular expressions for powerful text processing
- differences:
 - JS is more object-oriented: `noun . verb ()` , less procedural: `verb (noun)`
 - JS focuses on user interfaces and interacting with a document; PHP is geared toward HTML output and file/form processing
 - JS code runs on the client's browser; PHP code runs on the web server



Linking to a JavaScript file: `script`

```
<script src="filename" type="text/javascript"></script>
```

HTML

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

HTML

- `script` tag should be placed in HTML page's head
- script code is stored in a separate `.js` file
- JS code can be placed directly in the HTML file's body or head (like CSS)
 - but this is bad style (should separate content, presentation, and behavior)

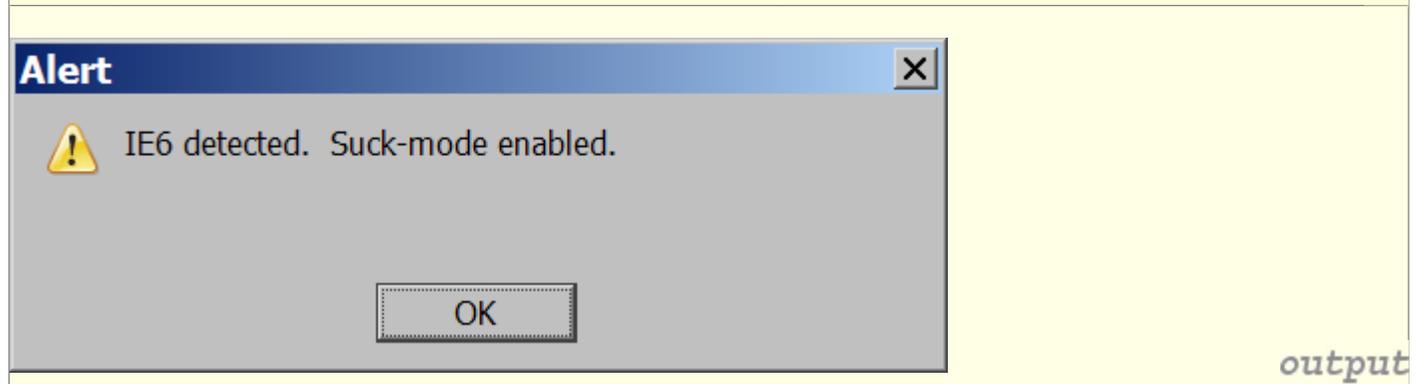
A JavaScript statement: `alert`

```
alert("message");
```

JS

```
alert("IE6 detected. Suck-mode enabled.");
```

JS



- a JS command that pops up a dialog box with a message

Variables and types (7.2.1, 7.2.3)

```
var name = expression;
```

JS

```
var clientName = "Connie Client";  
var age = 32;  
var weight = 127.4;
```

JS

- variables are declared with the `var` keyword (case sensitive)
- types are not specified, but JS does have types ("loosely typed")
 - Number, Boolean, String, Array, Object, Function, Null, Undefined
 - can find out a variable's type by calling `typeof`

Number type (7.2.2)

```
var enrollment = 99;  
var medianGrade = 2.8;  
var credits = 5 + 4 + (2 * 3);
```

JS

- integers and real numbers are the same type (no `int` vs. `double`)
- same operators: `+` `-` `*` `/` `%` `++` `--` `=` `+=` `-=` `*=` `/=` `%=`
- similar [precedence](#) to Java
- many operators auto-convert types: `"2" * 3` is 6

Comments (same as Java) (7.2.4)

```
// single-line comment
```

```
/* multi-line comment */
```

JS

- identical to Java's comment syntax
- recall: 4 comment syntaxes
 - HTML: `<!-- comment -->`
 - CSS/JS/PHP: `/* comment */`
 - Java/JS/PHP: `// comment`
 - PHP: `# comment`

String type (7.2.7)

```
var s = "Connie Client";  
var fName = s.substring(0, s.indexOf(" ")); // "Connie"  
var len = s.length; // 13  
var s2 = 'Melvin Merchant';
```

JS

- methods: `charAt`, `charCodeAt`, `fromCharCode`, `indexOf`, `lastIndexOf`, `replace`, `split`, `substring`, `toLowerCase`, `toUpperCase`
 - `charAt` returns a one-letter String (there is no char type)
- `length` property (not a method as in Java)
- Strings can be specified with `"` or `'`
- concatenation with `+`:
 - `1 + 1` is 2, but `"1" + 1` is "11"

More about String

- escape sequences behave as in Java: `\' \\" \& \n \t \\`
- converting between numbers and Strings:

```
var count = 10;
var s1 = "" + count;           // "10"
var s2 = count + " bananas, ah ah ah!"; // "10 bananas, ah ah ah!"
var n1 = parseInt("42 is the answer"); // 42
var n2 = parseFloat("booyah");       // NaN
```

JS

- accessing the letters of a String:

```
var firstLetter = s[0];           // fails in IE
var firstLetter = s.charAt(0);    // does work in IE
var lastLetter = s.charAt(s.length - 1);
```

JS

for loop (same as Java) (7.2.8)

```
for (initialization; condition; update) {
  statements;
}
```

JS

```
var sum = 0;
for (var i = 0; i < 100; i++) {
  sum = sum + i;
}
```

JS

```
var s1 = "hello";
var s2 = "";
for (var i = 0; i < s1.length; i++) {
  s2 += s1.charAt(i) + s1.charAt(i);
}
// s2 stores "hheelllloo"
```

JS

Math object (7.2.9)

```
var rand1to10 = Math.floor(Math.random() * 10 + 1);  
var three = Math.floor(Math.PI);
```

JS

- methods: `abs`, `ceil`, `cos`, `floor`, `log`, `max`, `min`, `pow`, `random`, `round`, `sin`, `sqrt`, `tan`
- properties: `E`, `PI`

Special values: null and undefined (7.2.10)

```
var ned = null;  
var benson = 9;  
  
// at this point in the code,  
//   ned is null  
//   benson's 9  
//   caroline is undefined
```

JS

- `undefined` : has not been declared, does not exist
- `null` : exists, but was specifically assigned an empty or null value
- Why does JavaScript have both of these?

Logical operators (7.3.1, 7.3.4)

- > < >= <= && || ! == != === !==
- most logical operators automatically convert types:
 - 5 < "7" is true
 - 42 == 42.0 is true
 - "5.0" == 5 is true
- === and !== are strict equality tests; checks both type and value
 - "5.0" === 5 is false

if/else statement (same as Java) (7.3.2)

```
if (condition) {  
  statements;  
} else if (condition) {  
  statements;  
} else {  
  statements;  
}
```

JS

- identical structure to Java's if/else statement
- JavaScript allows almost anything as a *condition*

Boolean type (7.3.3)

```
var iLike190M = true;
var ieIsGood = "IE6" > 0; // false
if ("web dev is great") { /* true */ }
if (0) { /* false */ }
```

JS

- any value can be used as a Boolean
 - "falsey" values: 0, 0.0, NaN, "", null, and undefined
 - "truthy" values: anything else
- converting a value into a Boolean explicitly:
 - `var boolValue = Boolean(otherValue);`
 - `var boolValue = !! (otherValue);`



while loops (same as Java) (7.3.5)

```
while (condition) {
  statements;
}
```

JS

```
do {
  statements;
} while (condition);
```

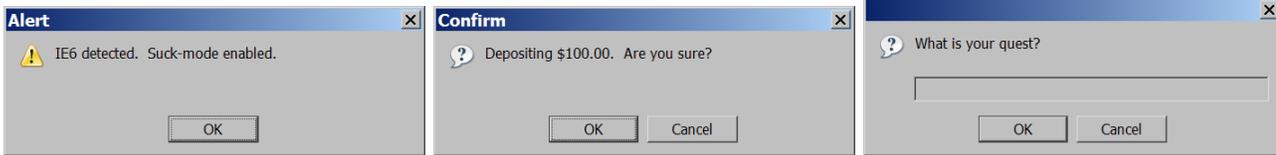
JS

- `break` and `continue` keywords also behave as in Java

Popup boxes (7.4.4)

```
alert("message"); // message
confirm("message"); // returns true or false
prompt("message"); // returns user input string
```

JS



Arrays (7.4.2)

```
var name = []; // empty array
var name = [value, value, ..., value]; // pre-filled
name[index] = value; // store element
```

JS

```
var ducks = ["Huey", "Dewey", "Louie"];

var stooges = []; // stooges.length is 0
stooges[0] = "Larry"; // stooges.length is 1
stooges[1] = "Moe"; // stooges.length is 2
stooges[4] = "Curly"; // stooges.length is 5
stooges[4] = "Shemp"; // stooges.length is 5
```

JS

- two ways to initialize an array
- length property (grows as needed when elements are added)

Array methods

```
var a = ["Stef", "Jason"];    // Stef, Jason
a.push("Brian");             // Stef, Jason, Brian
a.unshift("Kelly");          // Kelly, Stef, Jason, Brian
a.pop();                     // Kelly, Stef, Jason
a.shift();                   // Stef, Jason
a.sort();                    // Jason, Stef
```

JS

- array serves as many data structures: list, queue, stack, ...
- methods: `concat`, `join`, `pop`, `push`, `reverse`, `shift`, `slice`, `sort`, `splice`, `toString`, `unshift`
 - `push` and `pop` add / remove from back
 - `unshift` and `shift` add / remove from front
 - `shift` and `pop` return the element that is removed

Splitting strings: `split` and `join`

```
var s = "the quick brown fox";
var a = s.split(" ");        // ["the", "quick", "brown", "fox"]
a.reverse();                 // ["fox", "brown", "quick", "the"]
s = a.join("!");             // "fox!brown!quick!the"
```

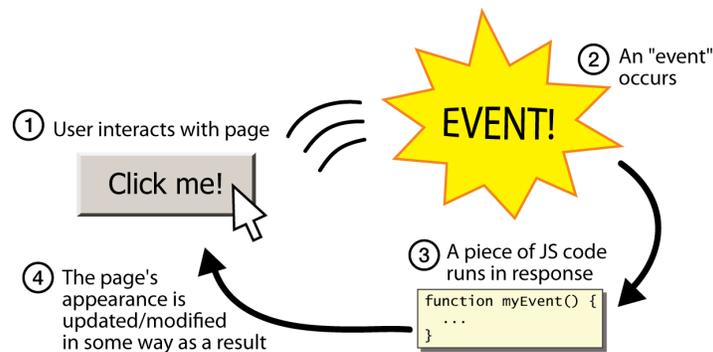
JS

- `split` breaks apart a string into an array using a delimiter
 - can also be used with **regular expressions** (seen later)
- `join` merges an array into a single string, placing a delimiter between them

Event-driven JavaScript

- 7.2, 7.3

Event-driven programming



- you are used to programs start with a `main` method (or implicit `main` like in PHP)
- JavaScript programs instead wait for user actions called **events** and respond to them
- **event-driven programming**: writing programs driven by user events
- Let's write a page with a clickable button that pops up a "Hello, World" window...

Buttons: <button>

the canonical clickable UI control (inline)

```
<button>Click me!</button>
```

HTML

```
Click me!
```

output

- button's text appears inside tag; can also contain images
- To make a responsive button or other UI control:
 1. choose the control (e.g. button) and event (e.g. mouse click) of interest
 2. write a JavaScript function to run when the event occurs
 3. attach the function to the event on the control

JavaScript functions

```
function name() {  
  statement ;  
  statement ;  
  ...  
  statement ;  
}
```

JS

```
function myFunction() {  
  alert("Hello!");  
  alert("How are you?");  
}
```

JS

- the above could be the contents of `example.js` linked to our HTML page
- statements placed into functions can be evaluated in response to user events

Event handlers

```
<element attributes onclick="function () ;">...
```

HTML

```
<button onclick="myFunction () ;">Click me!</button>
```

HTML

Click me!

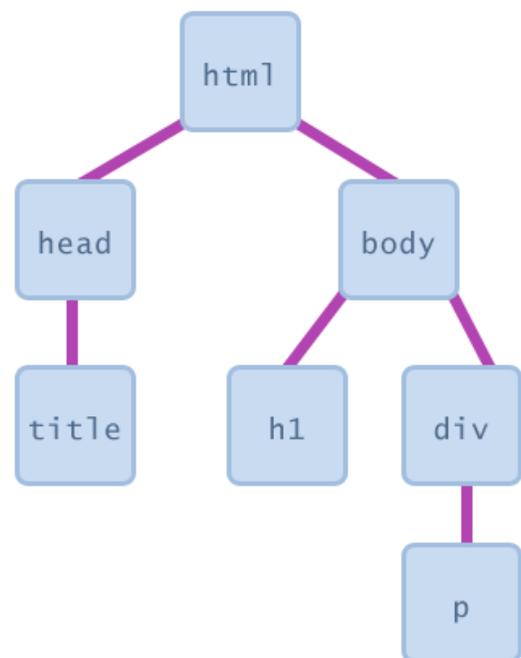
output

- JavaScript functions can be set as **event handlers**
 - when you interact with the element, the function will execute
 - `onclick` is just one of many event HTML attributes we'll use
-
- but popping up an `alert` window is disruptive and annoying
 - A better user experience would be to have the message appear on the page...

Document Object Model (DOM) (7.1.4)

a set of JavaScript objects that represent each element on the page

- most JS code manipulates elements on an HTML page
- we can examine elements' state
 - e.g. see whether a box is checked
- we can change state
 - e.g. insert some new text into a `div`
- we can change styles
 - e.g. make a paragraph red



DOM element objects (7.2.5)

HTML

```
<p>
  Look at this octopus:
  
  Cute, huh?
</p>
```

DOM Element Object

Property	Value
tagName	"IMG"
<u>src</u>	"octopus.jpg"
alt	"an octopus"
id	"icon01"

JavaScript

```
var icon = document.getElementById("icon01");
icon.src = "kitty.gif";
```

- every element on the page has a corresponding DOM object
- access/modify the attributes of the DOM object with *objectName . attributeName*

Accessing elements: document.getElementById

```
var name = document.getElementById("id");
```

JS

```
<button onclick="changeText();">Click me!</button>
<span id="output">replace me</span>
<input id="textbox" type="text" />
```

HTML

```
function changeText() {
  var span = document.getElementById("output");
  var textBox = document.getElementById("textbox");
  textBox.value = span.innerHTML;
  span.innerHTML = "Hello, how are you?";
}
```

JS

Click me! replace me

output

- `document.getElementById` returns the DOM object for an element with a given `id`
- can change the text inside most elements by setting the `innerHTML` property
- can change the text in form controls by setting the `value` property