

Can I do JavaScript? (Part I)

JavaScript for Writers

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Two Action-Packed Sessions!!

- Pragmatic and practical
- There will be **interactive brainstorming!!**
- And double exclamation marks!!
- Our aim
 - to **use** JavaScript...
 - to improve a document's maintainability or usability
- Along the way
 - What JavaScript can do and cannot do
 - Elementary principles of scripting

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Brainstorming

- Measure twice, cut once!
- Create a list of features (this session)
- build those features (next session)

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THE BASICS

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Programming vs Scripting

- Programming creates programs
- Programs usually get compiled (built)
- Scripting creates interpreted instructions

- Programs run in their own space
- Scripts run within something else (eg, browser)

- Programming is complicated
- Scripting is simple(r)

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Don't be afraid!

- The word “language” is not to be feared
- Yes, JavaScript is a language
- But so is HTML
- So is CSS
- So is English

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Is and Isn't

- What JavaScript isn't
 - Java
 - A full-out programming environment like Java, C, Visual Basic, Pascal: object-oriented programming languages with inheritance
- What JavaScript is
 - Extension to HTML ("macro language")
- What JavaScript is for
 - Interactivity (input/decisions/actions)

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Can Do

- Accept input
 - Text fields, check boxes, buttons, etc.
- Process data
 - Make decisions, manipulate items
- Produce output
 - Messages, status lines, windows, etc.

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Can Do

- Modify pages on the fly
 - Change text, replace images, special effects
- Offer selections to the user
 - Drop downs, check boxes, buttons
- Manipulate windows
 - Open windows, write to them, close them
- Just about anything you can think of
 - Except read and write files on user's disk

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The importance of case

- JavaScript is case-sensitive!
- Case-sensitive is JavaScript
- The most common error in scripting is a capital letter instead of a lower case, or a missing semi-colon
- Because punctuation is important too!
- (And something about braces?)

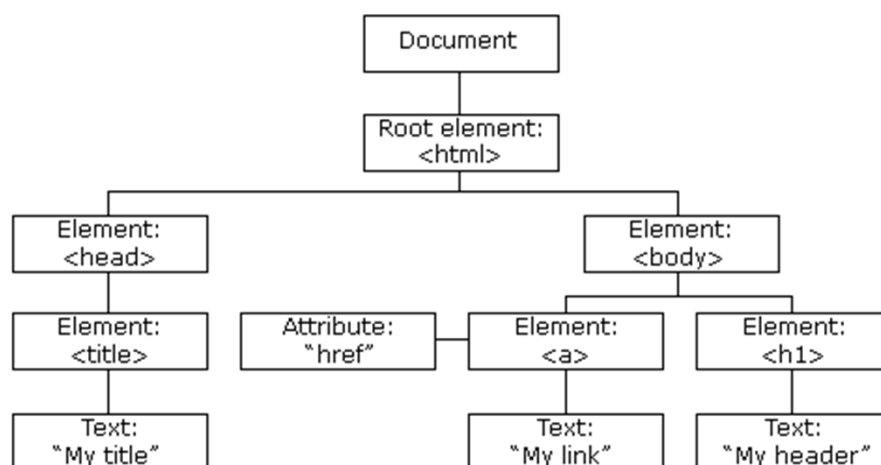
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HTML

```
<html>
  <head>
    <title>History of Something</title>
  </head>
  <body>
    <h1>History of Something</h1>
    <p>In the beginning...</p>
    <p id="era">Then something...</p>
    <table>
      <tr>
        <td>Timeline</td>
        <td>Event</td>
      </tr>
    </table>
  </body>
</html>
```

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The Document Object Model



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Events

- When something happens on a page
- Someone clicks a link
- Someone presses a button
- The page loads
- The page unloads
- The mouse moves
- The window resizes

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Focus! Functionality not Technology!

- Wisdom
 - When the only tool you have is a hammer, everything looks like a nail
 - No-one goes to Bunnings because they need a drill... they go because they need a hole.

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ASSEMBLING A LIST OF FEATURES

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Implementing JavaScript

```
<script language="javascript">
```

script code goes here!

```
</script>
```

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Where do you put it?

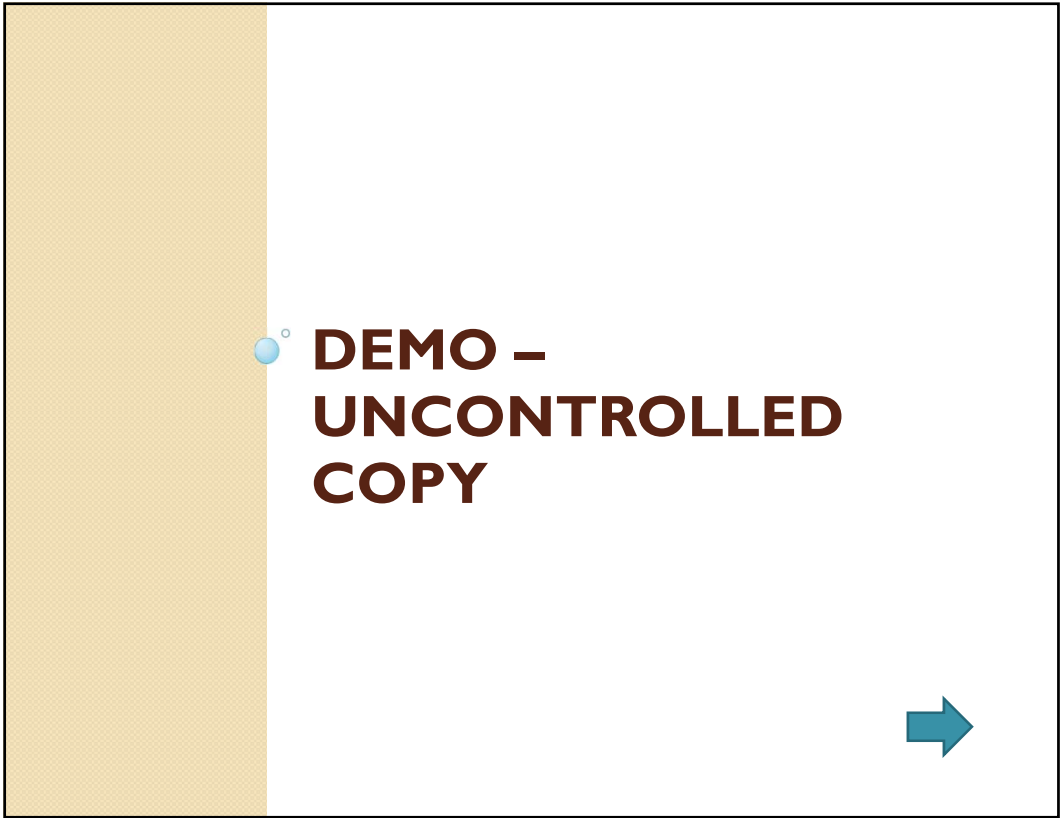
- Direct insertion into page
 - Usually within <HEAD> tag
- Embedded inline
 - As attributes within HTML tags
 - <p onmouseover="script goes here">
- External references
 - In external .js files

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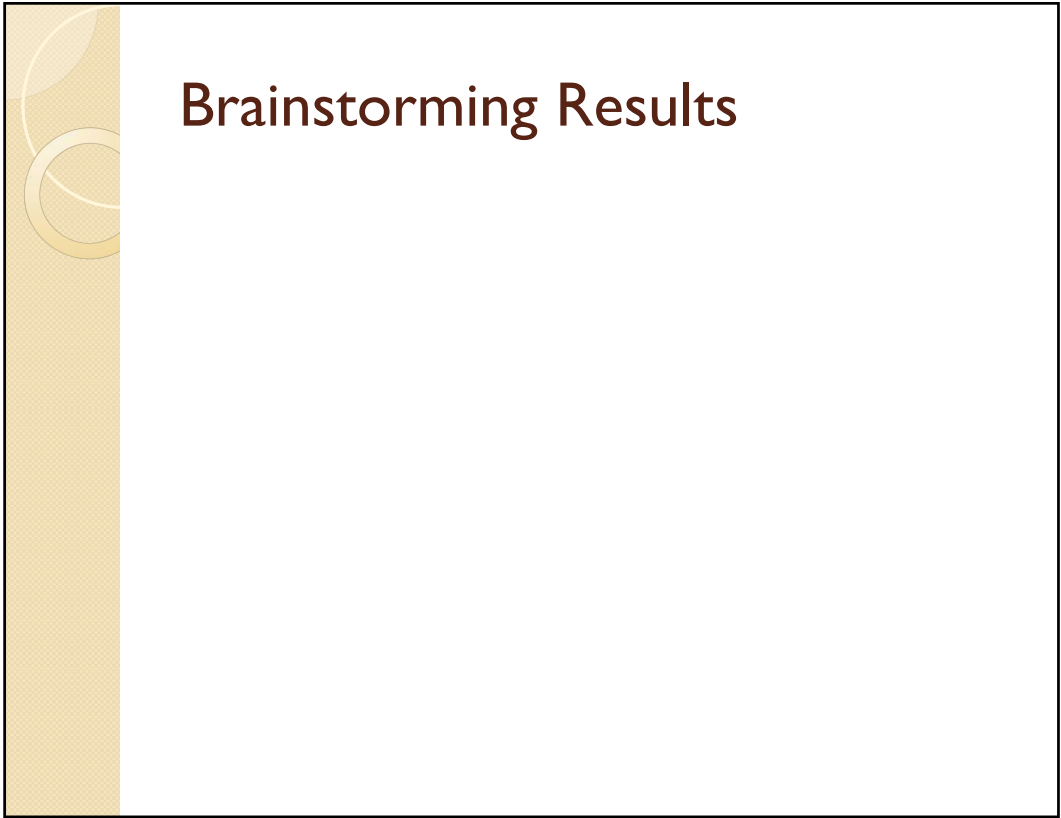
Functions

- Callable, reusable code
 - Place in <HEAD>, call from <BODY>
 - May take parameters (passed values)
 - May return a value (or not)

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