

Day 1		Pensum: Pollock chapter 1 , 2 Keywords: programming, Javascript, Actionscript, HTML  Øvelser:
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## Introduction to JavaScript

*What can JavaScript be used for ?*

You can make your Web pages more interactive, so that they react to the users actions, and give your Web pages some special effects.

Some links:

Interactive art: <http://www.dhteumeuleu.com/>

Form validation: <http://www.mytravel.com/>

Menu etc: <http://www.quirksmode.org/>

Javascript portfolio: <http://www.creative-expression.co.uk/javascript.htm>

Interactive javascript tutorial : [http://www.bin-co.com/javascript/basic\\_tutorial/](http://www.bin-co.com/javascript/basic_tutorial/)

AJAX: <http://www.google.com/uds/samples/places.html>

Domsters site

*Introduktion til Javascript med fokus på typiske anvendelser javascript til animerede knapper, browser detection, form validering.*

<http://www.echoecho.com/dk/javascript0.htm>

*What You Need to Know before learning JavaScript*

- HTML
- Text editors
- Web browsers

*What is JavaScript ?*

JavaScript is an object-based, client-side scripting language that you can use to make Web pages more dynamic.

Scripting language:

A Scripting language doesn't require a program to be compiled before it is run. A Scripting language is run directly through the client being used by the user. JavaScript is interpreted as it is loaded in the Web browser. Other scripting languages are ActionScript (interpreted by the flashplayer)

Scripting languages as PHP, ASP are interpreted by a central web server. You will learning more about that in 3.semester.

Full programming languages (compiled languages):

JavaScript and Java are two different languages. Java is a full programming language that must be compiled before a program (often called a Java applet) can be executed. Other full programming languages are C++ and C#. The compiling makes the program execute faster then interpreted programs.

Object-based:

JavaScript can use items called objects. E.g. a document is a software object that javascript can write on with the statement: `document.write(" Hello" );`

So programming languages like Java, C# are called object-oriented languages and can use objects in more complex way than object-based languages.

*Where can I put my JavaScript ?*

Inside you HTML document

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">

<html>
<head>
  <title>listing 2</title>
</head>
<body>

  <script language = "javascript">

document.write("JavaScript says Hello World !");
alert("Hello again !");

  </script>

</body>
</html>
```

### **Develop environments (Editors):**

#### **Non-WYSIWYG (text editors)**

Notepad

Firstpage (on [\\uvnt1\mmd\\$](http://uvnt1.mmd$) or  
<http://www.evrsoft.com/1stpage2.shtml> )

PSPAD (<http://www.pspad.com/en/download.php> )

PHPdesigner

**WYSIWYG – editors** (<http://webdesign.about.com/od/htmleditors/tp/aatpwyswindows.htm>)

Dreamweaver , GoLive, Frontpage

You can also put your or others javascript in a external js file

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<html>
<head>
  <title>listing 3 calling external script</title>
</head>
<body>
<script language = "javascript" src="hello.js">
</script>
<b>This is page 1, and the script works here!</b>
</body>
</html>
```

### External javascript

Filename : hello.js

```
// this is a external javascript called hello.js
document.write("Hello World !");
document.write("Hello World !");
document.write("Hello World !");
```