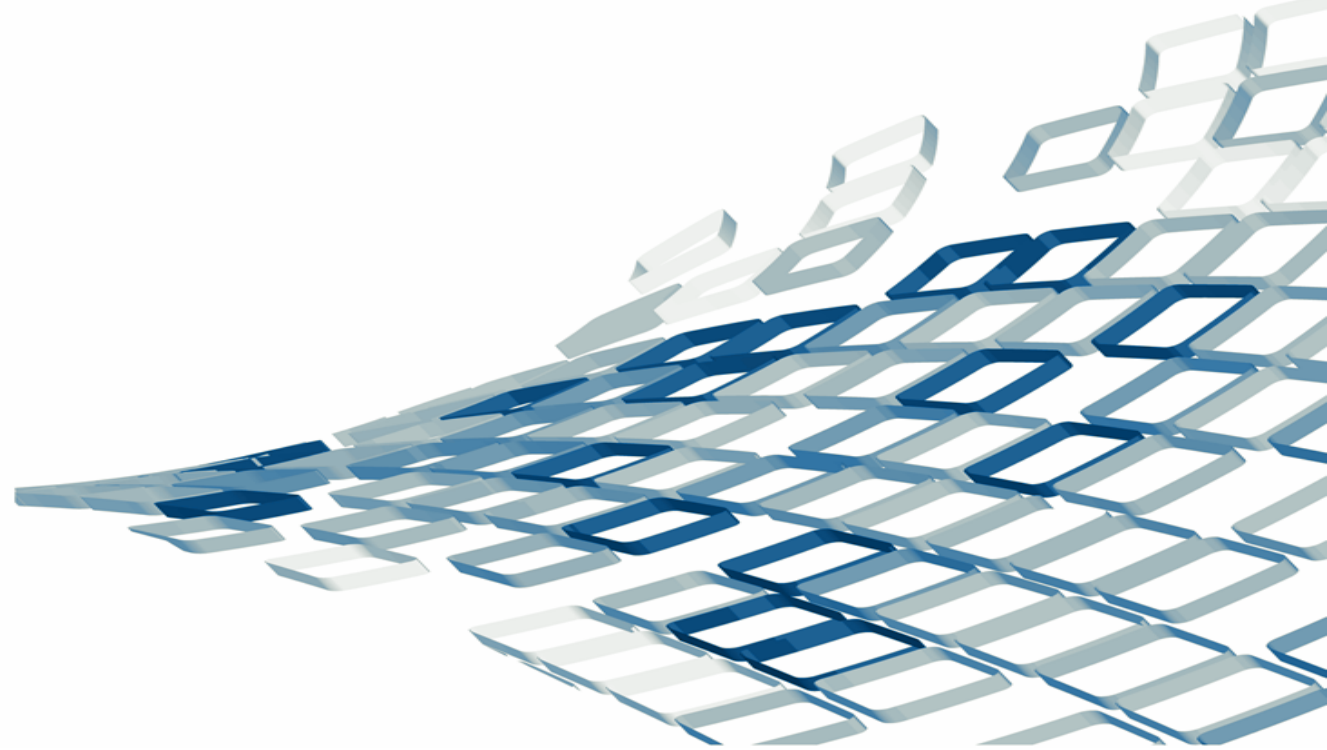




Certified Internet
Web Professional

Lesson 2: Working with Variables and Data in JavaScript



Objectives

- Use attributes and methods to communicate with users, including the *type* attribute, and the *alert()*, *prompt()* and *confirm()* methods
- Define variables
- Use data types, including *null* and *undefined*
- Obtain user input and store it in variables
- Report variable text to the client window
- Distinguish between concatenation and addition
- Use expressions
- Use operators, including string concatenation (*+=*), strict comparison (*===* , *!==*) and mathematical precedence
- Implement inline scripting
- Implement simple event handlers, including *onload()* and *onunload()*
- Define keywords and reserved words

Using JavaScript to Communicate with the User

- Giving the user a message: The *alert()* method
- Using semicolons in JavaScript
- Getting data from the user: The *prompt()* method
- Concatenation
- Requesting confirmation: The *confirm()* method
- Writing X/HTML dynamically: The *document.write()* method

Using Data More Than Once: Variables

- What is a variable?
- Variable data types
- Literals
- Naming variables
 - Case-sensitivity in JavaScript
- Declaring variables
- Concatenating variables
- Working with variables

JavaScript Expressions

- Assignment
- Arithmetic
- String
- Logical
- Comparison
- Conditional

Operators

- The + operator
- The = and == operators
- The === and !== operators
- The ++ and -- operators
- Mathematical precedence

Inline Scripting, Simple User Events, and Basic Event Handlers

- Inline scripting
 - Placing JavaScript code within an X/HTML tag, rather than between the file's `<body>` `</body>` tags
- The *onunload* event handler
- The *onload* event handler

Keywords and Reserved Words

- JavaScript keywords
- JavaScript reserved words

Summary

- ✓ Use attributes and methods to communicate with users, including the *type* attribute, and the *alert()*, *prompt()* and *confirm()* methods
- ✓ Define variables
- ✓ Use data types, including *null* and *undefined*
- ✓ Obtain user input and store it in variables
- ✓ Report variable text to the client window
- ✓ Distinguish between concatenation and addition
- ✓ Use expressions
- ✓ Use operators, including string concatenation (`+=`), strict comparison (`===` , `!==`) and mathematical precedence
- ✓ Implement inline scripting
- ✓ Implement simple event handlers, including *onload()* and *onunload()*
- ✓ Define keywords and reserved words

Lesson 2 Quiz

1. Which method is used to request and capture data from a user?
 - a. The prompt() method
 - b. The confirm() method
 - c. The alert() method
 - d. The open() method

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 - a. **The prompt() method**
 - b. The confirm() method
 - c. The alert() method
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Lesson 2 Quiz

2. In JavaScript, which of the following items allows you to store user-entered or developer-defined data and use it more than once?

- a. Keyword
- b. Variable
- c. Operator
- d. Concatenation

Lesson 2 Quiz

2. In JavaScript, which of the following items allows you to store user-entered or developer-defined data and use it more than once?

- a. Keyword
- b. Variable**
- c. Operator
- d. Concatenation

Lesson 2 Quiz

3. Which JavaScript variable data type can represent a series of alphanumeric

characters?

- a. Object
- b. String
- c. Number
- d. Boolean

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4. Which JavaScript operator indicates assignment?

- a. =
- b. ==
- c. !
- d. =>

Lesson 2 Quiz

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Lesson 2 Quiz

5. Which inline-scripted code will implement a simple event that takes place when

the user first loads the Web page?

- a. `<body onunload="alert('Hello!');">`
- b. `<script type="text/javascript">alert("Hello!");</script>`
- c. `<body onload="alert('Hello!');">`
- d. `<script type="text/javascript">onload="alert('Hello!');"</script>`

Lesson 2 Quiz

5. Which inline-scripted code will implement a simple event that takes place when

the user first loads the Web page?

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- b. `<script type="text/javascript">alert("Hello!");</script>`
- c. `<body onload="alert('Hello!');">`**
- d. `<script type="text/javascript">onload="alert('Hello!');"</script>`