



# JavaScript Examples

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# Getting the date

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- ```
<script type="text/javascript">  
  var d = new Date()  
  document.write(d.getDate() + "/")  
  document.write((d.getMonth() + 1) + "/")  
  document.write(d.getFullYear())  
</script>
```
- 27/09/2004



# Getting and formatting the date

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- ```
<script type="text/javascript">  
  var d=new Date()  
  var weekday=new Array("Sunday", "Monday", "Tuesday",  
    "Wednesday", "Thursday", "Friday","Saturday")  
  var monthname=new Array("Jan", "Feb", "Mar","Apr",  
    "May", "Jun", "Jul", "Aug", "Sep", "Oct", "Nov", "Dec")  
  document.write(weekday[d.getDay()] + ", ")  
  document.write(monthname[d.getMonth()] + " " +  
    d.getDate() + ", ")  
  document.write(d.getFullYear())  
</script>
```
- Monday, Sep 27, 2004



# Getting a random number

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- The following code gets a random floating-point number between 0 and 1:
- ```
<script type="text/javascript">  
    document.write(Math.random())  
</script>
```
- 0.728762788388911



# Getting a random integer

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- The following code gets a random integer between 1 and 10:
- ```
<script type="text/javascript">  
    var max = 10;  
    number=Math.random()*max + 1;  
    document.write(Math.floor(number));  
</script>
```
- 5



# Displaying an alert box

- The following code displays an alert box when a button is clicked:
- ```
<form> // Buttons can only occur within forms  
    <input type="button" name="Submit" value="Alert!"  
        onclick="alert('Oh oh, something happened!');">  
</form>
```



# Telling what happened

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- In my Concise JavaScript, part 2, I have code that shows what events occur when the user takes various actions
- In the `<head>` of the HTML page I define:
  - ```
<script>  
  <!--  
    function tell(a, b) {  
      document.forms[0].result.value+="\n"+a+": " + b;  
    }  
  //-->  
</script>
```
- For each form element, I have a handler for every (plausible) event



# Telling what happened (Button)

- `<input type="button" name="plainButton" value="Plain Button"  
onMouseDown="tell(this.name, 'onmousedown');"  
onMouseUp="tell(this.name, 'onmouseup');"  
onClick="tell(this.name, 'onclick');"  
onDbClick="tell(this.name, 'ondblclick');"  
onFocus="tell(this.name, 'onfocus');"  
onBlur="tell(this.name, 'onblur');"  
onMouseOver="tell(this.name, 'onmouseover');"  
onMouseOut="tell(this.name, 'onmouseout');"  
onChange="tell(this.name, 'onchange');"  
onKeyPress="tell(this.name, 'onkeypress');"  
onKeyDown="tell(this.name, 'onkeydown');"  
onKeyUp="tell(this.name, 'onkeyup');"  
onSelect="tell(this.name, 'onselect');"  
onReset="tell(this.name, 'onreset');"`

>





The End

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