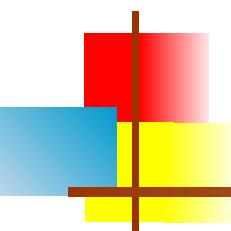


# JavaScript Examples

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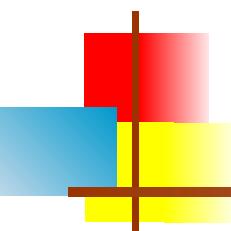




# Getting the date

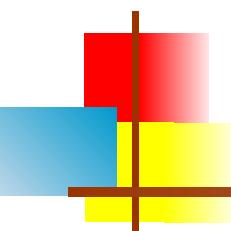
---

- ```
<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

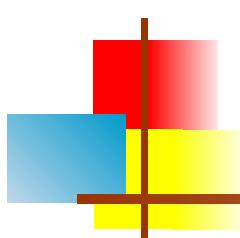
- ```
<script type="text/javascript">
    var d=new Date()
    var weekday=new Array("Sunday", "Monday", "Tuesday",
        "Wednesday", "Thursday", "Friday","Saturday")
    var monthname=new Array("Jan", "Feb", "Mar","Apr",
        "May", "Jun", "Jul", "Aug", "Sep", "Oct", "Nov", "Dec")
    document.write(weekday[d.getDay()]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



# Getting a random number

---

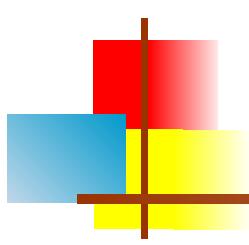
- The following code gets a random floating-point number between 0 and 1:
- ```
<script type="text/javascript">
    document.write(Math.random())
</script>
```
- 0.728762788388911



# Getting a random integer

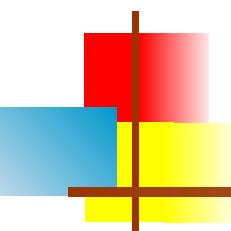
---

- 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



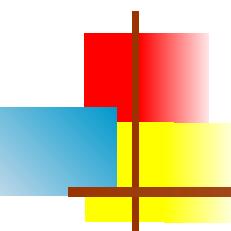
# Displaying an alert box

- 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>
```



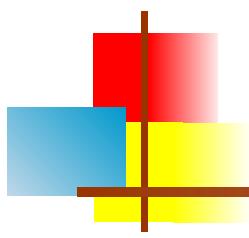
# Telling what happened

- 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+="
```
- 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

---