

GETTING STARTED WITH JS

lecture 4

SchoolFreeware's

JavaScript Tutorials

Tutorial 1 - Getting Started



SchoolFreeware LLC

JavaScript

- JavaScript is not the same as Java
- JavaScript is a scripting language that is used on webpages
- JavaScript was developed by Netscape
- JavaScript works on all modern browsers including IE, FireFox, Safari, Opera and others

JavaScript

- JavaScripts are put in the body of the HTML code
- Thousands of sites that have free JavaScripts available for placement into your webpages
 - Just be careful what you download
- It is important to know HTML before working with JavaScript

JavaScript

- For this tutorial series, NotePad++ will be used
 - Free download at:
<http://notepad-plus.sourceforge.net>
- I will do my best to have these JavaScripts work with Apple's iWeb Application



Tutorial1.html

```
1 <html>
2 <title>JavaScript Tutorial 1
3 </title>
4 <body>
5 <script language = "javascript">
6 document.write("Hello This Is Tutorial 1");
7 document.write("Hello this is another line");
8 </script>
9 <noscript>
10 <p> You have JavaScript Turned Off <p>
11 </noscript>
12 </body>
13 </html>
14
```

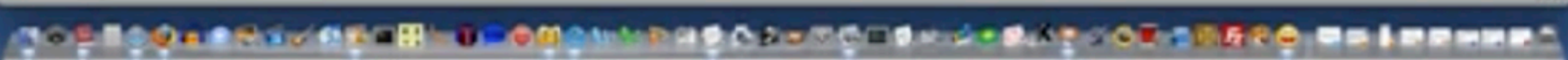
- Blank 17
- Blank 18
- Blank 19
- Blank 20
- Blank 21
- Blank 22
- Blank 23
- Blank 24
- Blank 25
- Blank 26
- Blank 27
- Blank 28
- Blank 29
- Blank 30
- Blank 31
- Blank 32
- Blank 33
- Blank 34
- Blank 35
- Blank 36
- Blank 37
- JavaScript T...
- Tutorial 1

Tutorial 1

Hello This is Tutorial 1
 This Is Another Line

Theme | Text Box | Shapes | Web Widgets | Forward | Backward | Mask | Rotate | Media

+ Publish Visit



JavaScript accepts the following types of variables:

Numeric	Any numeric value, whether a whole number (an <i>integer</i>) or a number that includes a fractional part (a <i>real</i>), e.g.,
	12 3.14159 etc.
String	A group of text characters, e.g.,
	Ian Macintosh G4 etc.
Boolean	A value which can only be either True or False, e.g.
	completed married etc.

We create variables and assign values to them in the following way:

```
var christianName = "Fred"  
var surname = "Jones"  
var age = 37  
var married = false
```

- When a new variable is created (or *declared*) its name must be preceded by the word **var**
- The type of the variable is determined by the way it is declared:
 - if it is enclosed within quotes, it's a string
 - if it is set to true or false (without quotes) it's a boolean
 - if it is a number (without quotes) it's numeric
- We refer to the equals sign as the *assignment operator* because we use it to assign values to variables;
- Variable names must begin with a letter or an underscore
- Variable names must not include spaces
- JavaScript is case-sensitive
- Reserved words (i.e., words which indicate an action or operation in JavaScript) cannot be used as variable names.

Operators are a type of command. They perform operations on variables and/or literals and produce a result.

JavaScript understands the following operators:

+	Addition
-	Subtraction
*	Multiplication
/	Division
%	Modulus

In addition, JavaScript understands the following operators:

`++` Increment

`--` Decrement

`-` Negation