



JavaScript Output





Interactivity

- HTML5 and CSS3 are not really interactive
- New elements and pseudo-classes can only go so far





What Can JavaScript do?

- Read and write HTML elements
- Reacts to events (mouse events, keyboard events, etc.)
- Validate data
- Detect the visitor's browser
- Create cookies



JavaScript Output

- JavaScript doesn't have a built-in print function
- Data is displayed via
 - an alert box using window.alert()
 - a prompt using window.prompt()
 - HTML output using document.write()
 - HTML element using innerHTML()
 - the browser console using console.log()





alert()

 In JS, an alert is a pop-up window that displays information

alert("My Message Here");

The parentheses mean that this is a function





prompt()

Very similar to alert, but wants input.

prompt("Enter your name: ");





document.write()

- What if we want something permanent?
- document.write() writes directly to the page

document.write("Time to learn JavaScript");

Here we have combined a function with an object that will add to page





document.write()

 Not usually recommended since it can easily be misused





innerHTML

element.innerHTML = "Time to learn JavaScript";

The element will come from the API





console.log()

This option write the data to the browser console

console.log("Leave a secret message");

 The console is a place to see what is going on during the execution of your program





The console

- You should be utilizing the console by now
- Does more than take "print" statements, also provides debugging information for JavaScript, HTML and CSS





Debugging

- Safari: Preferences → Advanced Check the Show development menu in menu box"
- Google Chrome: Developer → JavaScript Console
- Firefox: Tools → Console
- Edge: F12





Review

- Right now, we are doing simple things with output
- As you learn more, the power grows





Acknowledgements/Contributions

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