Core JavaScript Documentation

Release 0.0

Jonathan Fine

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This document has a search.

CHAPTER 1

About this course

1.1 Getting started

1.1.1 What you need

You'll need on your machine

1. A JavaScript interpreter which provides a command line
2. An editor on your machine.

You'll also to download and unzip the course `work folder`.

1.1.2 Windows and Linux

For Windows the easiest thing to do is to download the JSDB interpreter, and use notepad (or some other editor).

For Linux you and install Rhino and use your favourite editor.

```
$ sudo apt-get install rhino
```

1.1.3 Are you ready?

You'll want to be able to run the JavaScript interpreter from the command line when in the work folder. This will be automatic (via the PATH) with Linux and Rhino. For Windows the easiest thing to do is to place the jsdb.exe file in the work folder.

When you're ready type *js* at a command prompt. This starts the interpreter and gives you a *js>* prompt. You'll get something like this.

```
core-javascript-work$ js
Rhino 1.7 release 2 2010 01 20
js>
```

Now type the command as below at the JavaScript prompt (with Return at the end of each line) and you'll get responses as below.

```
js> a = '0'
0
js> b = 0
0
js> c = ''

js> a == b
true
js> b == c
true
js> a == c
false
```

You might be surprised by the last response from the interpreter, but every JavaScript interpreter does this.

1.1.4 Yes, you're ready

To exit the interpreter use Ctrl-C or Ctrl-D.

1.2 Counters example

1.2.1 Goal

The goal is to create a web page which contains several independent counters. Each time a counter is clicked, it is incremented. Here's you can try out a working example of what's wanted.

Below is the complete code of this example. To simplify the matter, it is completely self-contained. It uses no library code, other than the definition of *SimpleClass*.

In general library code is a good idea. This example is designed to teach you the basics of JavaScript, and not the use of a library. We hope that what you learn here will help you choose a library, and build libraries of your own.

1.2.2 counters.html

```
<html>
<head>
<script src="library.js"></script>
<script src="counters.js"></script>
<link rel="stylesheet" type="text/css" href="counters.css" />
<title>JS for Python: example: counters</title>
</head>
<body>
<h1>Counters</h1>

<p>Click on a counter to increment its value.</p>

<div id="example">
<p>This will disappear if JavaScript is working properly.</p>
</div>
```