

Script

```
<script type="text/javascript">
...
</script>
```

Basic

```
// One line comment
/*
Mult-line comment
*/
function addNumbers(a, b){
    return a+b;
}
```

Button

```
<button onclick="functionName()">click me</button>
...
<script>
    function functionName(){
        // Write what will happen after button is clicked here
    }
</script>
```

Variables

<code>var a;</code>	create new variable
<code>var a = 10;</code>	create a new variable and assign value
<code>var b = " something ";</code>	create a new variable and assign string
<code>var c [1, 6, 26, 99];</code>	create a new array with 4 elements in it
<code>c [0]</code>	access item 0 (first item) in array c

output

<code>console.log(a);</code>	Output to browser developer console
<code>document.write(a);</code>	Directly write to end of HTML document
<code>alert(a);</code>	Display popup box with the message
<code>document.getElementById(" xxx ").innerHTML= a;</code>	Element ID "xxx" content replaced with the message

input

<code>var a = prompt ("question ", default);</code>	Popup box ask question, assign value to a
---	---



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input (cont)

```
var a = document.getElementById("xxx").value; // xxx is a textbox's id, and the value in textbox assigned to a
```

loops

```
// For loop
for(var i=0; i<10; i++){
    document.write(i);
}
// For loop printing everything in array (arr)
// method 1
for (var i=0; i< arr.length; i++){
    document.write( arr [i]);
}
// method 2
for (var i of arr){
    document.write(i);
}
// while loop
// also outputting everything in arr
var i=0;
while (i< arr.length){
    document.write( arr [i]);
    i++;
}
```

conditions (IF statements)

```
// If
if (a>b){
    // a > b
}else if (a==b){
    // do when a equals to b
}else{
    // everything else
}
```

logical comparison

<code>a==b</code>	equals
<code>a!=b</code>	not equals
<code>a>=b</code>	a larger than or equals b



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logical comparison (cont)

<code>a<=b</code>	a smaller than or equals b
<code>&&</code>	logical AND, e.g. <code>(3>1) && (3<10)</code> , used in if
<code> </code>	logical OR, e.g. <code>(3>1) (3<10)</code> , used in if
<code>!</code>	logical NOT, e.g. <code>a != b</code> same as <code>!(a==b)</code>

time events

```

/*
To execute the function only once, use the setTimeout() method instead.
To clear an interval, use the id returned from setInterval():
*/
myInterval = setInterval(function, milliseconds);
//Then you can to stop the execution by calling clearInterval():
clearInterval(myInterval);
// for e.g. try this
function printHello () {
    document.innerHTML += " Hello";
}
setInterval(printHello, 1000);
// setTimeout is doing once, where it pauses, here is an example
setTimeout(function() {
    prompt("Do you want to continue? ");
}, 2000);

```

String manipulation

```

//allows you to perform actions on a string and extract information
//for e.g. return from (start position, endposition)
var word = " Hello World";
console.log(word.substring(7, 11));
//output: " World"
//for e.g. return from (start position, noofchar)
var word = " Hello World";
console.log(word.substr(2,4));
//output: " ello"
//for e.g. finds the first string and replaces it with the second string
var word = " Hello World";
var newW = word.replace("World", "friends");
console.log(newW);
//output: " Hello friends"

```



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String manipulation (cont)

```
> //for e.g. returns length
var word = "Hello".length
console.log(word);
//output: 5

//for e.g. concatenate string 1 and string 2
var word 1 = "Hello";
var word 2 = "World";
console.log(concat(word1, " ", word2);
//output: Hello World

// this is same with if you plus the strings together
//toUpperCase is to change to uppercase
var word = "hello";
console.log(word.toUpperCase());
//toLowerCase is to change to lowercase
var word = "hello";
console.log(word.toLowerCase());
//charAt is to return the character string at location number
var word = "hi"
console.log(word.charAt(1));
//output: i
```



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