

# Simple Javascript Example

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```
sum = 0;  
for (i = 1; i < 10; i++) {  
    sum += i*i;  
}
```

# Arrays

---

```
x = new Array();
```

```
x[3] = 49;
```

```
y = ["a", 123, 65];
```

# Objects

---

```
x = new Object();  
y = {name: "Alice", age: 23,  
     state: "California"};
```

```
x.name = "Bob";  
x["age"] = 21;
```

# Factorial in Javascript

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```
function fac(x) {  
    if (x <= 1) {  
        return 1;  
    }  
    return x*fac(x-1);  
}
```

# Method Example

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```
o = new Object();  
o.count = 0;  
o.increment = function(inc) {  
    if (inc == undefined) {  
        inc = 1;  
    }  
    this.count += inc;  
    return this.count;  
}
```

# Functions Can Have Properties

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```
function plus1(value) {  
    if (plus1.invocations == undefined) {  
        plus1.invocations = 0;  
    }  
    plus1.invocations++;  
    return value+1;  
}
```

# Constructor

---

```
function Rectangle(width, height) {  
    this.width = width;  
    this.height = height;  
}
```

```
r = new Rectangle(26, 14);
```

# Methods (wrong way)

---

```
function Rectangle(width, height) {  
    this.width = width;  
    this.height = height;  
  
    this.area = function() {  
        return this.width*this.height;  
    }  
}  
  
r = new Rectangle(26, 14);  
a = r.area();
```



# Prototypes

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```
function Rectangle(width, height) {  
    this.width = width;  
    this.height = height;  
}  
Rectangle.prototype.area = function() {  
    return this.width*this.height;  
}  
  
r = new Rectangle(26, 14);  
a = r.area();
```

# Embedding Javascript

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External Javascript File

```
<body>
...
<script type="text/javascript" src="myCode.js" />
```

```
<script type="text/javascript">
  //<![CDATA[
  alert("Page is loading");
  //]]>
</script>
```

Inline Code

```
<p onclick="alert('Hello, world!');">
Click here.</p>
```

Event Handler

```
...
</body>
```

