

# EXERCISE

## 1. What are the Javascript Events? Explain.

The objects in a Web page are organized in a hierarchy. All objects have properties and methods. In addition, some objects also have "events". Events are things that happen, usually user actions, that are associated with an object.

Common events are:

- **onLoad** - occurs when a page loads in a browser
- **onUnload** - occurs just before the user exits a page
- **onMouseOver** - occurs when you point to an object
- **onMouseOut** - occurs when you point away from an object
- **onSubmit** - occurs when you submit a form
- **onClick** - occurs when an object is clicked

JavaScript's interaction with HTML is handled through events that occur when the user or the browser manipulates a page. When the page loads, it is called an event. When the user clicks a button, that click too is an event. Other examples include events like pressing any key, closing a window, resizing a window, etc. Developers can use these events to execute JavaScript coded responses, which cause buttons to close windows, messages to be displayed to users, data to be validated, and virtually any other type of response imaginable. Events are a part of the Document Object Model (DOM) Level 3 and every HTML element contains a set of events which can trigger JavaScript Code.

## 2. What is a prompt box?

A prompt box is a box that allows the user to enter input by providing a text box. A label and box will be provided to enter the text or number.

## 3. What is the working of timers in JavaScript?

Timers are used to execute a piece of code at a set time or repeat the code in a given interval. This is done by using the functions **setTimeout**, **setInterval**, and **clearInterval**.

The **setTimeout(function, delay)** function is used to start a timer that calls a particular function after the mentioned delay. The **setInterval(function, delay)** function repeatedly executes the given function in the mentioned delay and only halts when canceled. The **clearInterval(id)** function instructs the timer to stop. Timers are operated within a single thread, and thus events might queue up, waiting to be executed.

## 4. What is === operator?

**===** is called a strict equality operator, which returns true when the two operands have the same value without conversion.

## 5. What are all the looping structures in JavaScript?

Following are looping structures in Javascript:

- For
- While
- Do-while loops

## 6. Difference between “==” and “===”?

“==” checks only for equality in value, whereas “===” is a stricter equality test and returns false if either the value or the type of the two variables are different.

7. What would be the result of 3+2+"7"?

Since 3 and 2 are integers, they will be added numerically. And since 7 is a string, its concatenation will be done. So the result would be 57.

8. What are all the types of Pop up boxes available in JavaScript?

- Alert
- Confirm and
- Prompt

9. What is the difference between an alert box and a confirmation box?

An alert box displays only one button, which is the OK button.  
But a Confirmation box displays two buttons, namely OK and cancel.

10. What is break and continue statements?

Break statement exits from the current loop.  
Continue statement continues with next statement of the loop.

11. What is the use of a type of operator?

'Typeof' is an operator used to return a string description of the type of a variable.

12. Which keyword is used to print the text on the screen?

Document. Write ("Welcome") is used to print the text–Welcome on the screen.

13. What is the role of break and continue statements?

The break statement is used to come out of the current loop. In contrast, the continue statement continues the current loop with a new recurrence.

14. How to create a function in JavaScript?

To create a function in JavaScript, follow the following syntax.

```
function function_name(){  
    //function body  
}
```

15. What is the difference between == and ===?

The == operator checks equality only whereas === checks equality, and data type, i.e., a value must be of the same type.

16. What are the pop-up boxes available in JavaScript?

- Alert Box
- Confirm Box
- Prompt Box

***Example of alert() in JavaScript***

```
<script type="text/javascript">  
function msg(){
```

```
    alert("Hello Alert Box");  
  }  
</script>  
<input type="button" value="click" onclick="msg()"/>
```

#### ***Example of confirm() in JavaScript***

```
<script type="text/javascript">  
function msg(){  
  var v= confirm("Are u sure?");  
  if(v==true){  
    alert("ok");  
  }  
  else{  
    alert("cancel");  
  }  
  
}  
</script>  
  
<input type="button" value="delete record" onclick="msg()"/>
```

#### ***Example of prompt() in JavaScript***

```
<script type="text/javascript">  
function msg(){  
  var v= prompt("Who are you?");  
  alert("I am "+v);  
  
}  
</script>  
  
<input type="button" value="click" onclick="msg()"/>
```