

Variable Scope

Local	inside the function	local scope	< memory
Global	outside of the function	global scope	>memory

```
function getArea (width, height) {  
    var area=width*height;  
    return area;  
}  
  
var wallOne=getArea(3,5);  
Document.write(wallOne);
```

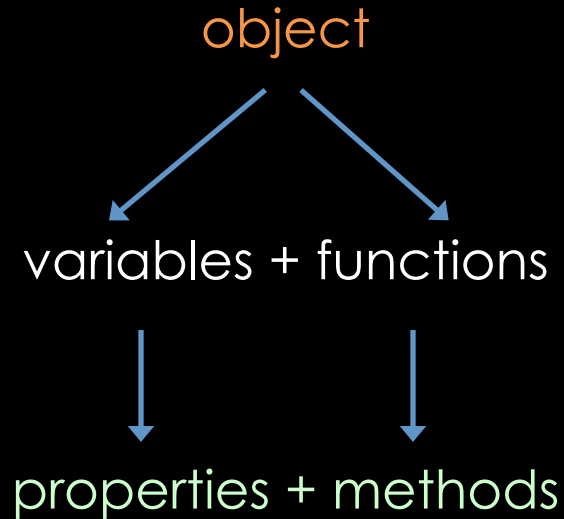
Variable Scope

Exercise:

Create a function to calculate and write in the body of the html document the full price, discount and the discounted price

Object

A group of variables and functions ex. **hotel** object



Object

Properties describe the objects (ex. name, # of rooms, etc.)

Methods describe tasks associated with the object (ex. check availability of hotel rooms)

Object

A group of variables and functions ex. **hotel** object

```
var hotel = {  
  Name: 'Quay',  
  rooms: 40,  
  Booked: 25,  
  Chackavailability: function() {  
    Return.this.rooms - this.booked;  
  }  
}
```

Accessing an Object

```
var hotelName= hotel.name;
```

```
Var roomsFree=hotel.checkAvailability();
```

```
}
```

Accessing an Object

```
var hotel = {  
  name : 'Quay',  
  rooms : 40,  
  booked : 25,  
  checkAvailability : function() {  
    return this.rooms - this.booked;  
  }  
}
```

```
document.write(hotel.checkAvailability());
```

Constructor

```
var hotel = new Object (); //properties
hotel.name : 'Quay',
hotel.rooms : 40,
hotel.booked : 25,
hotel.checkAvailability : function() { //method
return this.rooms - this.booked;
}}

document.write(hotel.checkAvailability());
```


Constructor

New keyword

Object () constructor

Constructor

```
hotel . name = 'Park';
```

```
Object . property = value
```

Constructor – function3.html

```
function Hotel(name, rooms, booked)
{ this.name = name;
  this.rooms = rooms;
  this.booked = booked;
  this.checkAvailability = function() {
  return this.rooms - this.booked; }; }

var quayHotel = new Hotel('Quay', 40, 25);
var parkHotel = new Hotel('Park', 120, 77);
```

this

Keyword

Refers to the object itself

```
var width=600;  
var shape={width:300};  
var showWidth=function() {  
  document.write(this.width);  
};  
showWidth();
```

Objects

Browser
object model

JavaScript
Global objects

Document
Object model
(DOM)

Representation
of the current
web page

Browser object model

<code>window</code>	current browser window
<code>document</code>	current webpage
<code>history</code>	pages in browser history
<code>location</code>	URL of current page
<code>navigation</code>	info about browser
<code>screen</code>	device's display info

`window.screen.width;` returns the width of the device's screen in pixels

Browser object model - properties

- `innerHeight` Returns the inner height of a window's content area
- `innerWidth` Returns the inner width of a window's content area
- `location` Returns the Location object for the window
- `pageXOffset` Returns the pixels the current document has been scrolled (horizontally) from the upper left corner of the window
- `pageYOffset` Returns the pixels the current document has been scrolled (vertically) from the upper left corner of the window

Browser object model - properties

screen	Returns the Screen object for the window
screenX	Returns the x coordinate of the window relative to the screen
screenY	Returns the y coordinate of the window relative to the screen

Browser object model - methods

<code>alert()</code>	opens dialog box
<code>open()</code>	opens new browser window
<code>print()</code>	prints content of the webpage

Browser object model – window_object.html and .js

.js external JavaScript file

.css external styles file

.html HTML document

Document object model

document current webpage

<html>

<head>

<body>

<p>

document.getElementById()

method gets element by the
value of its ID attribute

Document object model - properties

<code>document.title</code>	title of the doc
<code>document.lastModified</code>	date on which doc was last modified
<code>Document.URL</code>	returns string with URL of the doc
<code>document.domain</code>	returns domain of the current doc

Document object model - methods

- `document.write()` writes text to document
- `document.getElementById()` returns element with matching ID
- `document.createElement()` creates new element
- `document.createTextNode()` creates new text node

Document object model – document_object.html &js

Document – object.html

. Js

Global JavaScript objects

- String** for working with string values
- Math** for working with numbers and calculations
- Date** to represent and handle dates

`Math.PI();` Math's object PI property will return the value of PI

Global JavaScript objects - String

```
var saying='Home sweet home';
```

toUpperCase() changes string to upper case

toLowerCase() changes string to lower case

```
Saying.toUpperCase();      'HOME SWEET HOME'
```


Global JavaScript objects - String

Property:

length Returns the length of a string

Methods:

charAt() Returns the character at the specified index (position)

concat() Joins two or more strings, and returns a new joined strings

fromCharCode() Converts Unicode values to characters

Global JavaScript objects - Math

Property:

PI Returns pi

Methods:

Math.round() rounds number to the nearest integer

Math.sqrt() returns square root of the positive number

Math.ceil() rounds number up to the nearest integer

Math.floor() rounds number down to the nearest integer

Math.random() generates a random number between 0 & 1

Global JavaScript objects - Math

```
// Create a variable to hold a random number between 1 and 10
```

```
var randomNum = Math.floor((Math.random() * 10) + 1);
```

```
// Create a variable called el to hold the element whose id attribute  
has a value of info
```

```
var el = document.getElementById('info');
```

```
// Write the number into that element
```

```
el.innerHTML = '<h2>random number</h2><p>' + randomNum + '</  
p>';
```

Global JavaScript objects – Math- random.html

```
<html>
```

```
<head>
```

```
<title>Random Script</title>
```

```
<script>
```

```
var myPix = new Array("images/red.gif","images/green.gif","images/  
blue.gif")
```

```
var thisPic = 0;
```

Global JavaScript objects – Math- random.html

```
function choosePic() {  
    if(document.images) {  
        randomNum = Math.floor(Math.random()*myPix.length)  
        document.image.src=myPix[randomNum]  
    }  
}  
</script>
```

Global JavaScript objects – Math- random.html

```
</head>
```

```
<body onLoad="choosePic()">
```

```

```

```
</body>
```

```
</html>
```

Global JavaScript objects – Math

Ex. Math_object.html

Global JavaScript objects – Math

Exercise