

## Programming

- Why is programming fun?
  - Fourth is the joy of always learning, which springs from the non-repeating nature of the task. In one way or another the problem is ever new, and its solver learns something: sometimes practical, sometimes theoretical, and sometimes both.

Source: Frederick P. Brooks, Jr. The Mythical Man-Month: Essays on Software Engineering.



#### **Announcements**

 How are you feeling about this unit on JavaScript?



#### **Announcements**

- Monday
  - \* Labs 7/8 are due by Noon



#### **Announcements**

- Project 2B will be available tonight
  - \* Just a few finishing touches left
  - \* Quiz part may not be available until Thursday or Friday
  - \* Due a week from Monday



## Screen Input and Output

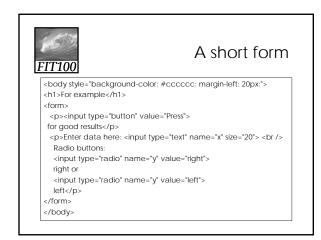
The form of <form>

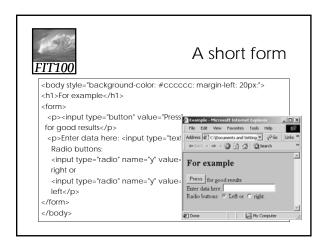
© Lawrence Snyder, 2004

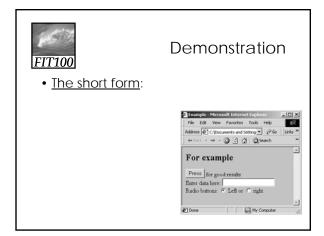


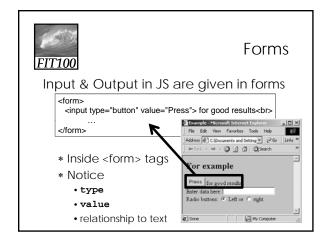
### JavaScript and HTML

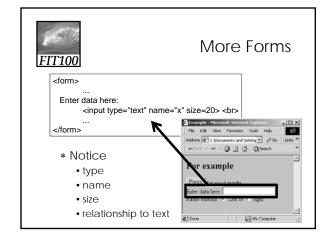
- HTML is markup for Web content
- Web browser interprets HTML and displays the page
- JavaScript responds to user actions
  - \* Click button: onclick event
  - \* Hover over link: onmouseover
  - \* Enter data in forms: onsubmit
  - \* Change value in a form field: onchange

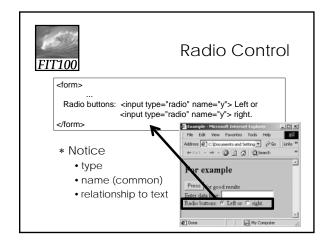














# Input/Output

Text boxes are input or output based on your point of view ...

Human — Computer

- \* Programming uses computer's view
  - It's obvious that buttons are inputs
  - Text boxes are inputs, but if the computer puts information in them, they're outputs

Forms define the type of I/O and the processing