

FIT100 Documentation

It is always good idea to document (include comments) what you are doing when you program HTML, JavaScript or any symbolic notation. It is important because it will tell another person (or you if you read the code after a few days have passed), what is supposed to be happening. Software engineers miss out on bonuses, raises and promotions when they don't do it.

I do not comment the examples in class because there is so little space on a slide that they don't fit. (Plus, I am explaining to you what is happening.) But, documentation is important, and now is the time to get in the habit of creating it.

Commenting HTML and JavaScript

Project 2 requires that you comment your HTML and JavaScript code. This is so we know that you know what your code is doing, and so we have help figuring it out in case there is a problem.

A comment in HTML is all text between the two symbols: `<!-- -->`
`<-- This is a legal HTML comment. Notice that it's OK for comments to break across several lines. Also, the browser might have a problem figuring things out if the symbols dash dash are in the comment, that is, it might think that it is already at the end. So, beware not to put dash dash in your comments. -->`

A comment in JavaScript is all the text between the two: `/* */`
`/* This is a legal JavaScript comment. This sort of comment can also break across a line. There is a second kind of comment for JavaScript: Anything between the symbol // and the end of the line is a comment. */ Furthermore, // this is a legal comment, too. Of course, these comments only work between <script> tags.`

Commenting Rule: *Write a sentence or two between comment symbols saying what is happening in the next short statement sequence. The length of the statement sequence is determined by what the statements do. If they all do the same thing or contribute to the same goal, treat the sequence as a single unit and comment its entire operation. Otherwise find a smaller sequence to comment.*

As an example, I show the Emoticon program used in class on Wednesday. Of course, there are no script tags, so these are HTML comments. (The only JS is in the event handlers, which *must* be JS and so don't need `<script>` tags.)

```
<html>
  <head><title>Lecture 12</title></head>
  <body bgcolor=yellow text=navy>
    <form>
```

```
<h1>Emoticons </h1>
```

```
<!-- Define four emoticon buttons and an output window in a row.  
The action is for the button click to display an emoticon in the  
output window. This is the top half of a two part application. -->
```

```
<input type="button" value=" : -) "
  onClick="x.value='Smiley'">
<input type="button" value=" ; -) "
  onClick="x.value='Winky'">
<input type="button" value=" : -( "
  onClick="x.value='Frowny'">
<input type="button" value="=8-O "
  onClick="x.value='Omagosh!'">
<input type="text" name=x size=8><br><br>
```

```
<!-- The top part ends here. -->
<hr><br>
```

```
<!-- Define three input windows that accept ASCII characters and
an output window. The action is for an 'emoticon part' such as
a smile to be added to the characters and the result displayed
in the output window. This is the bottom half of the two part
application-->
```

```
Adding a smile to <input type="text" name=x2 size=2
  onChange="x5.value=x2.value+')'"><br>
Adding a wink to <input type="text" name=x3 size=2
  onChange="x5.value=';'+x3.value"><br>
Adding a frown to <input type="text" name=x4 size=2
  onChange="x5.value=x4.value+'('"><br>
Makes <input type="text" name=x5 size=3>
</form>
</body>
</html>
```