The Web Wizard’s Guide To JavaScript

Chapter 1
JavaScript Basics
Chapter Objectives

- To discover the reasons to learn JavaScript
- To learn the history of JavaScript
- To master the fundamental concepts
- To become familiar with the Document Object Model
Why Learn JavaScript?

- Broad support among web browsers
- Vast libraries of scripts available online
- Applicable to other host environments
- Allows use of reusable code libraries
- Similar syntax to C, C++, and Java
- Encourages creative problem solving
A Little History

- Invented by Eich at Netscape in 1995
- Became popular with Navigator 3
- Jscript: Microsoft’s competing language
- ECMA: a standard emerges
Fundamental Concepts

- Objects: The nouns of the language
- Instances: incarnations of objects
- Properties: attributes of objects
- Values: content for properties
- Events and Events Handlers
- Variables: containers for data
- Arrays: ordered collections of data
- Methods: The verbs of the language
- Operators: Assignment versus Comparison
- Functions: groups of statements
The Document Object Model

- Internal road map of objects on a web page
- Hierarchical model of web browser objects
- Old DOMs for Netscape, Microsoft
- New browsers use the standard DOM by W3C