

Contents at a Glance

<i>Introduction</i>	1
<i>Part I: Building Killer Web Pages for Fun and Profit</i>	7
Chapter 1: Hitting the Highlights: JavaScript Basics	9
Chapter 2: Writing Your Very First Script	23
Chapter 3: JavaScript Language Basics	35
Chapter 4: JavaScript-Accessible Data: Getting Acquainted with the Document Object Model	73
<i>Part II: Creating Dynamic Web Pages</i>	103
Chapter 5: Detecting Your Users' Browser Environments	105
Chapter 6: That's How the Cookie Crumbles	125
Chapter 7: Working with Browser Windows and Frames	143
<i>Part III: Making Your Site Easy For Visitors to Navigate and Use</i>	155
Chapter 8: Creating Interactive Images	157
Chapter 9: Creating Menus	181
Chapter 10: Creating Expandable Site Maps	191
Chapter 11: Creating Pop-Up Help (Tooltips)	201
<i>Part IV: Interacting with Users</i>	213
Chapter 12: Handling Forms	215
Chapter 13: Handling User-Initiated Events	239
Chapter 14: Handling Runtime Errors	249
<i>Part V: The Part of Tens</i>	253
Chapter 15: Top Ten (Or So) Online JavaScript Resources	255
Chapter 16: Ten (Or So) Most Common JavaScript Mistakes (And How to Avoid Them)	261
Chapter 17: Ten (Or So) Tips for Debugging Your Scripts	273

<i>Part VI: Appendixes</i>	293
Appendix A: JavaScript Reserved Words	295
Appendix B: JavaScript Color Values	297
Appendix C: Document Object Model Reference	303
Appendix D: Special Characters	329
Appendix E: About the CD	335
<i>Index</i>	341

Table of Contents

<i>Introduction</i>	1
System Requirements.....	1
About This Book.....	2
Conventions Used in This Book.....	2
What You're Not to Read.....	3
Foolish Assumptions.....	4
How This Book Is Organized.....	4
Part I: Building Killer Web Pages for Fun and Profit.....	4
Part II: Creating Dynamic Web Pages.....	4
Part III: Making Your Site Easy for Visitors to Navigate and Use.....	5
Part IV: Interacting with Users.....	5
Part V: The Part of Tens.....	5
Part VI: Appendixes.....	5
Icons Used in This Book.....	5
Where to Go from Here.....	6
<i>Part I: Building Killer Web Pages for Fun and Profit</i>	7
Chapter 1: Hitting the Highlights: JavaScript Basics	9
What Is JavaScript? (Hint: It's Not the Same Thing as Java!).....	10
It's easy! (Sort of).....	11
It's speedy!.....	13
Everybody's doing it! (Okay, almost everybody!).....	13
JavaScript and HTML.....	14
JavaScript and Your Web Browser.....	16
What Can I Do with JavaScript That I Can't Do with Web Languages?....	17
Make your Web site easy for folks to navigate.....	18
Customize the way your Web site looks on-the-fly.....	18
Create cool, dynamic animated effects.....	19
What Do I Need to Get Started?.....	19
Hardware.....	19
Software.....	20
Documentation.....	21

Chapter 2: Writing Your Very First Script	23
From Idea to Working JavaScript Application	24
Ideas?! I got a million of 'em!	24
Part I: Creating an HTML file	25
Part II: Creating your script.....	29
Part III: Putting it all together by attaching a script to an HTML file.....	30
Testing Your Script.....	32
Chapter 3: JavaScript Language Basics	35
JavaScript Syntax	35
Don't keep your comments to yourself	36
Fully functioning	42
Operators are standing by	50
Working with variables	56
Putting It All Together: Building JavaScript Expressions and Statements	58
The browser-detection script	59
The date-formatting script	64
The data-gathering script	68
Chapter 4: JavaScript-Accessible Data: Getting Acquainted with the Document Object Model	73
Object Models Always Pose Nude	74
Object-ivity	75
For sale by owner: Object properties	77
There's a method to this madness!	79
How do you handle a hungry event? With event handlers!	81
Company functions	82
Anatomy of an Object: Properties, Methods, Event Handlers, and Functions in Action	84
Dynamic objects: The least you need to know about CSS and DHTML	84
Example DHTML script: Adding text dynamically	86
Example DHTML script: Positioning text dynamically	90
Example DHTML script: Changing page appearance on-the-fly	93
Browser Object Models	96
Netscape Navigator.....	96
JavaScript data types	98
Microsoft Internet Explorer	100

***Part II: Creating Dynamic Web Pages*..... 103**
Chapter 5: Detecting Your Users' Browser Environments105

Whacking Your Way through the Browser Maze.....	105
Detecting Features	106
Browser make and version.....	106
Embedded objects.....	112
The referrer page.....	121
User preferences.....	122

Chapter 6: That's How the Cookie Crumbles125

Cookie Basics.....	125
Why use cookies?	126
Cookie security issues	126
Looking at cookies from a user's perspective	127
Saving and Retrieving User Information	131
Setting a cookie.....	132
Accessing a cookie	133
Displaying content based on cookie contents:	
The repeat-visitor script.....	134

Chapter 7: Working with Browser Windows and Frames143

Working with Browser Windows	144
Opening and closing new browser windows	144
Controlling the appearance of browser windows	147
Working with Frames	148
Creating HTML frames.....	149
Sharing data between frames	152

***Part III: Making Your Site Easy For Visitors
to Navigate and Use*..... 155**
Chapter 8: Creating Interactive Images157

Creating Simple Animations.....	157
Now you see it, now you don't: Turning images on and off.....	161
Slideshow Bob: Displaying a series of images	165
Creating Rollovers, Hotspots, and Navigation Bars	168
Creating a simple rollover	169
Creating navigation bars by putting rollovers together.....	171
Carving up a single image into multiple hotspots	177

Chapter 9: Creating Menus	181
Getting Acquainted with Menus	182
Pull-down menus	182
Sliding menus	186
Taking Advantage of Third-Party DHTML Menu Components	190
Chapter 10: Creating Expandable Site Maps	191
Site Map Basics	191
The pull-down menu revisited	193
Adding frames to the pull-down menu	196
Putting it all together: Adding targeted hyperlinks	197
Taking Advantage of Third-Party Site-Mapping Tools	199
Chapter 11: Creating Pop-Up Help (Tooltips)	201
Creating Plain HTML Tooltips	202
Building DHTML Tooltips	204
Creating an HTML map and designating active areas	204
Defining a style for the tooltip	205
Creating custom JavaScript functions to display and hide tooltips	206
Calling custom functions in response to the onMouseOver and onMouseOut events	207
Putting it all together: Using DHTML code to create simple tooltips	209
Taking Advantage of Third-Party Tooltips Scripts	211
Part IV: Interacting with Users	213
Chapter 12: Handling Forms	215
Capturing User Input by Using HTML Form Fields	215
Creating an input-validation script	216
Calling a validation script	221
Putting It All Together: The Order Form Validation Script	222
Testing for existence	224
Testing for a numeric value	225
Testing for patterns	227
Form-level validation	228
Chapter 13: Handling User-Initiated Events	239
The Skinny on Events and Event Handlers	239
Handling Events	240
Window events	243
Mouse events	244
Form events	245
Keyboard events	247

Chapter 14: Handling Runtime Errors 249

 Exceptional Basics249
 Handling Exceptions250

***Part V: The Part of Tens*253**

Chapter 15: Top Ten (Or So) Online JavaScript Resources 255

 Ten Web Sites to Check Out.....255
 Netscape256
 Microsoft256
 Builder.com256
 Webmonkey.....256
 Project Cool’s JavaScript QuickStarts256
 EarthWeb.com257
 About.com.....257
 IRT.org257
 WebReference.com.....258
 ScriptSearch.com258
 Not-to-Be-Missed Newsgroups.....258

**Chapter 16: Ten (Or So) Most Common JavaScript Mistakes
 (And How to Avoid Them) 261**

 Typing-in-a-Hurry Errors262
 Breaking Up a Happy Pair263
 Lonely angle brackets263
 Lonely tags263
 Lonely parentheses264
 Lonely quotes265
 Putting Scripting Statements in the Wrong Places265
 Nesting Quotes Incorrectly266
 Treating Numbers as Strings267
 Treating Strings as Numbers268
 Missing the Point: Logic Errors269
 Neglecting Browser Incompatibility270

Chapter 17: Ten (Or So) Tips for Debugging Your Scripts 273

 JavaScript Reads Your Code, Not Your Mind!.....274
 Isolating the Bug.....275
 Consulting the Documentation.....276
 Displaying Variable Values276
 Breaking Large Blocks of Statements into Smaller Functions279
 Honing the Process of Elimination.....280
 Debugging browser problems.....281
 Tracking HTML bugs281
 Checking the JavaScript code.....282

Taking Advantage of Others' Experience	282
Exercising the Time-Honored Trial-and-Error Approach	283
Just Try and Catch Me Exception Handling!.....	283
Taking Advantage of Debugging Tools	287
Netscape's JavaScript console.....	288
Microsoft Internet Explorer's built-in error display.....	290

***Part VI: Appendixes*.....293**

Appendix A: JavaScript Reserved Words295

Appendix B: JavaScript Color Values297

Appendix C: Document Object Model Reference303

The Document Object Model.....	303
Anchor	304
Applet.....	304
Area	305
arguments.....	305
Array	305
Boolean.....	306
Button	306
Checkbox.....	306
clientInformation	307
crypto	307
Date	308
document	308
elements[]	309
event.....	309
FileUpload	310
Form	310
Frame	311
Function.....	311
Hidden.....	311
History	312
Image.....	312
java	312
JavaArray.....	313
JavaClass	313
JavaObject.....	313
JavaPackage	313
Link.....	314
location.....	314
Math	314
MimeType.....	315

navigator.....315
netscape316
Number316
Object.....316
Option317
Packages317
Password318
Plugin318
Radio318
RegExp319
Reset.....320
screen.....320
Select.....320
String.....321
Style.....321
Submit322
sun323
Text.....323
Textarea323
window.....324
Global Properties325
Built-In JavaScript Functions325
 escape().....325
 eval().....325
 isFinite()326
 isNaN()326
 Number()326
 parseFloat()326
 parseInt()327
 String()327
 taint()327
 unescape()328
 untaint()328

Appendix D: Special Characters329

Appendix E: About the CD335

Getting the Most from This CD.....335
System Requirements336
Using the CD336
JavaScript For Dummies Chapter Files.....337
What You'll Find337
If You Have Problems (Of the CD Kind).....338

***Index*.....341**

