

LECTURE-3

- Arrays
- Exceptions
- JS Events

ARRAYS

- Arrays: Hold multiple objects
 - E.g., array of strings, array of numbers, etc.

E.g., `var mycars = ["Toyota", "Honda", "BMW"];`

or

```
var mycars = new Array( );
```

```
mycars[0] = "Toyota";
```

```
mycars[1] = "Honda";
```

```
mycars[2] = "BMW";
```

or

```
var myCars=new Array("Toyota","Honda","BMW");
```

```
myCars.push("Acura","Lexus"); // Add more cars
```

```
document.write (myCars);      // Toyota, Honea, BMW, Acura, Lexus
```

```
myCars.pop( );                // Get the last car – here Lexus
```

ARRAYS

- Useful array functions
 - push – Add an element at the end
 - pop – Remove the last element added
 - length – Get the number of elements added
 - toString – Convert to a string. Elements are “,” separated
 - shift – Removes and returns first element
 - Unshift – adds an element at the beginning
- Ref: https://www.w3schools.com/js/js_array_methods.asp

EXCEPTIONS

- Syntax and usage
 - Similar to Java/C++ exception handling

```
try
{
    // your code here
}
catch (exception)
{
    // handle error
    // optional throw
}
```

THROW

- Syntax
 - throw (exception)

Example

```
function( ) {  
    // Some error condition  
    throw ("<Some Exception String>");  
}
```

THROW EXAMPLE

```
<html>
  <body>
    <script>
      var x = prompt ("Enter a number between 0 and 10:", "");
      try {
        if (x > 10)
          throw "Err1";
        else if (x < 0)
          throw "Err2";
      }
      catch (err) {
        if (err == "Err1")
          alert ("Error! The value is too high");
        if (err == "Err2")
          alert ("Error! The value is too low");
      }
    </script>
  </body>
</html>
```

TYPES OF EXCEPTIONS

- `EvalError` (old) Error occurred in the eval function
- `RangeError` Number out of range error
- `ReferenceError` Illegal reference error
- `SyntaxError` A syntax error
- `TypeError` A type error
- `URIError` `encodeURIComponent( )` function error

EVENTS

- Events in Javascript – “something” happening.
Examples

- Web page is loaded/unloaded
- Mouse key clicked/double-clicked
- Mouse hovering over/out-of a region
- Any keyboard key is pressed/released
- An error has occurred
- A “submit” or “reset” button is pressed.
- An element gets or loses focus.

- Complete list of events are given at

http://www.w3schools.com/jsref/jsref_events.asp

EVENTS – ONLOAD()

Called (if defined) when a web page is loaded.

Simple Example

```
<html>
  <head>
    <title> On Load event example </title>
    <script type="text/javascript">
      function onloadFn( )      // Function definition
      {
        alert ("Web page finished loading");
      }
    </script>
  </head>
  <body onload="onloadFn( )" > // Call it when page is loaded
</body>
</html>
```

EVENTS – ONUNLOAD

- Opposite of onload
 - Called when
 - We go out of a web page or
 - A web page is re-loaded.
- Example
 - Same example as before
 - **Except** replace onload with onunload.

EVENTS – ONERROR

- Recall our example of error handling

Example:

```
onerror=handleErr // Call handleErr on errors
```

```
function handleErr(msg,url,l)
// msg – error msg, url – current URL, l – line #
{
    //Handle the error here
    return true or false
}
```

EVENTS – ONSUBMIT, ONRESET

- onsubmit – Event when a submit button is pressed.
 - E.g., When using forms.
- onreset – event when a reset button is pressed.
 - Typically, used to cancel/reset the values of all fields.

EVENTS – ONMOUSEUP, ONMOUSEDOWN, ONMOUSEOVER, ONMOUSEOUT

- onmousedown – event when a mouse button is pressed down.
- onmouseup – event when a mouse button is pressed up.
- onmouseover – event when a mouse hovers over (a specific region).
- onmouseout – event when a mouse comes out (of a specific region).

EVENTS – ONKEYPRESS, ONKEYDOWN, ONKEYUP

- onkeypress – Event when a key is pressed
- onkeydown – Event when a key is pressed or held down
 - Similar to onkeypress
- onkeyup – Event when a key is released (after being pressed)

EVENTS – ONCLICK, ONDBLCLICK, ONCHANGE

- onclick – event when a mouse button is clicked
- ondblclick – event when a button is double clicked
 - Try to avoid onclick when ondblclick is defined

EVENTS – ONFOCUS, ONBLUR, ONRESIZE

- onfocus – event when an element gets focus
- onblur – event when an element loses focus
 - Opposite of onfocus

EVENTS – ONRESIZE, ONCHANGE, ONABORT

- onresize – event when a browser window is resized (changed).
- onchange – event when the value of a field changes
- onabort – event when loading of an image is interrupted.

TIMING EVENTS

- `setTimeout`: execute something after a given time
 - Syntax: `var t = setTimeout (code, time_in_msec);`
 - Similar to sleep
 - Difference with sleep: Code “`setTimeout`” is executed immediately, no timeout there.
- `clearTimeout`: Cancel a timeout condition
 - Syntax: `clearTimeout (t)`
 - “t” was the variable returned by `setTimeout`