



CD-ROM Included!

- 23 bonus chapters
- 300 ready-to-run scripts
- 10 real-world JavaScript applications

Danny Goodman with Michael Morrison

Foreword by Brendan Eich, JavaScript's creator

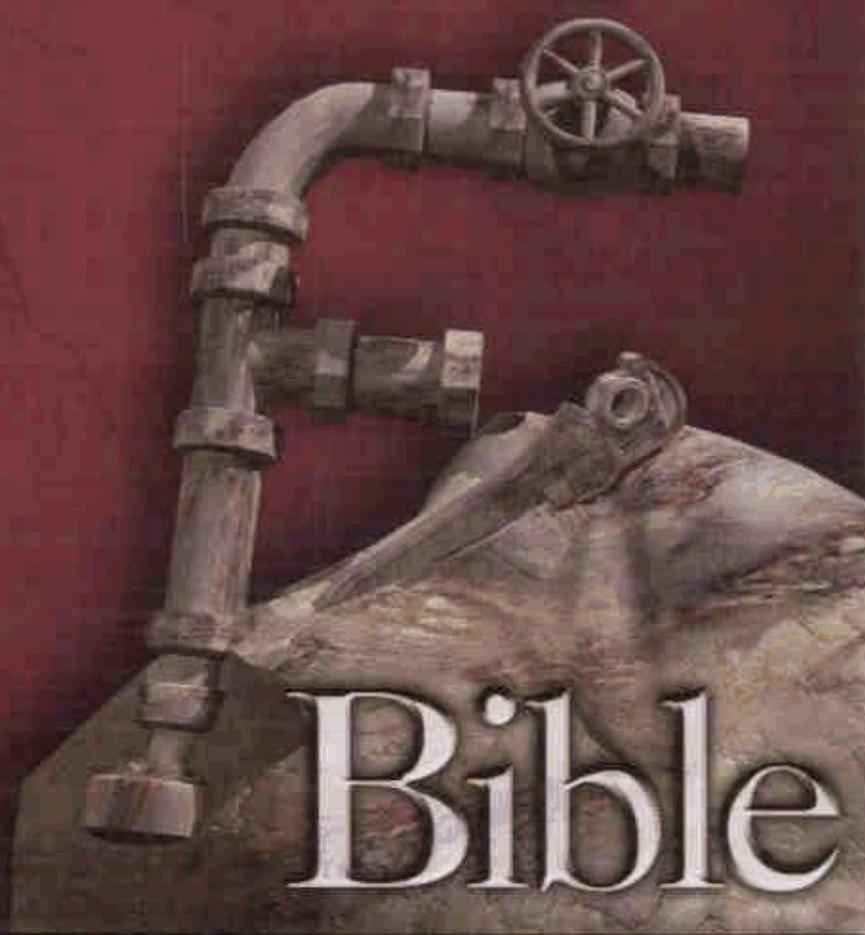
JavaScript[®]

Sixth Edition

**Modernize your Web
site with interactivity**

**Write scripts that run
on today's browsers**

**Use document object
models, including Ajax**



Bible

The book you need to succeed!

Contents

About the Authors	v
Acknowledgments	vii
Foreword	xvii
Preface	xix
Part I: Getting Started with JavaScript	1
Chapter 1: JavaScript's Role in the World Wide Web and Beyond	3
Competing for Web Traffic	4
Other Web Technologies	4
JavaScript: A Language for All	6
JavaScript: The Right Tool for the Right Job	8
Chapter 2: Authoring Challenges Amid the Browser Wars	9
Leapfrog	9
Duck and Cover	10
Compatibility Issues Today	11
Developing a Scripting Strategy	14
Chapter 3: Your First JavaScript Script	17
The Software Tools	17
Setting Up Your Authoring Environment	18
What Your First Script Will Do	21
Entering Your First Script	21
Examining the Script	23
Have Some Fun	25
Part II: JavaScript Tutorial	27
Chapter 4: Browser and Document Objects	29
Scripts Run the Show	29
When to Use JavaScript	30
The Document Object Model	31
When a Document Loads	33
Object References	36
Node Terminology	38
What Defines an Object?	39
Exercises	43

Contents

Chapter 5: Scripts and HTML Documents	45
Where Scripts Go in Documents	45
JavaScript Statements	49
When Script Statements Execute	49
Viewing Script Errors	52
Scripting versus Programming	54
Exercises	55
Chapter 6: Programming Fundamentals, Part I.	57
What Language Is This?	57
Working with Information	57
Variables	58
Expressions and Evaluation	60
Data Type Conversions	62
Operators	64
Exercises	65
Chapter 7: Programming Fundamentals, Part II	67
Decisions and Loops	67
Control Structures	68
About Repeat Loops	69
Functions	70
About Curly Braces	74
Arrays	74
Exercises	78
Chapter 8: Window and Document Objects	81
Top-Level Objects	81
The window Object	82
Window Properties and Methods	85
The location Object	87
The navigator Object	88
The document Object	88
Exercises	93
Chapter 9: Forms and Form Elements.	95
The form Object	95
Form Controls as Objects	97
Passing Form Data and Elements to Functions	104
Submitting and Prevalidating Forms	106
Exercises	108
Chapter 10: Strings, Math, and Dates	109
Core Language Objects	109
String Objects	110
The Math Object	113
The Date Object	114
Date Calculations	115
Exercises	117

Chapter 11: Scripting Frames and Multiple Windows	119
Frames: Parents and Children	119
References Among Family Members	121
Frame-Scripting Tips	123
About iframe Elements	124
Controlling Multiple Frames: Navigation Bars	124
References for Multiple Windows	126
Exercises	128
Chapter 12: Images and Dynamic HTML	129
The Image Object	129
Rollovers Without Scripts	135
The javascript: Pseudo-URL	137
Popular Dynamic HTML Techniques	138
Exercises	140
Part III: Document Objects Reference	141
<hr/>	
Chapter 13: JavaScript Essentials	143
JavaScript Versions	143
Core Language Standard: ECMAScript	144
Embedding Scripts in HTML Documents	145
Browser Version Detection	149
Designing for Compatibility	154
Language Essentials for Experienced Programmers	158
Onward to Object Models	161
Chapter 14: Document Object Model Essentials	163
The Object Model Hierarchy	163
How Document Objects Are Born	166
Object Properties	166
Object Methods	167
Object Event Handlers	168
Object Model Smorgasbord	169
Basic Object Model	169
Basic Object Model Plus Images	170
Navigator 4–Only Extensions	170
Internet Explorer 4+ Extensions	171
Internet Explorer 5+ Extensions	174
The W3C DOM	175
Scripting Trends	190
Standards Compatibility Modes (DOCTYPE Switching)	191
Where to Go from Here	192
Chapter 15: Generic HTML Element Objects.	195
Generic Objects	196

Contents

Chapter 16: Window and Frame Objects	369
Window Terminology.....	369
Frames.....	370
window Object.....	376
frame Element Object.....	471
frameset Element Object	478
iframe Element Object	484
popup Object.....	490
Chapter 17: Location and History Objects	495
location Object.....	496
history Object	513
Chapter 18: The Document and Body Objects	519
document Object	520
body Element Object	587
TreeWalker Object	595
Chapter 19: Link and Anchor Objects.	599
Anchor, Link, and a Element Objects	600
Chapter 20: Image, Area, Map, and Canvas Objects	607
Image and img Element Objects.....	607
area Element Object	626
map Element Object.....	630
canvas Element Object	634
Chapter 21: The Form and Related Objects.	645
The Form in the Object Hierarchy	645
form Object	646
fieldset and legend Element Objects	663
label Element Object	665
Scripting and Web Forms 2.0.....	666
Chapter 21: Button Objects	669
The button Element Object, and the Button, Submit, and Reset Input Objects.....	669
checkbox Input Object.....	675
radio Input Object	682
image Input Object	688
Chapter 23: Text-Related Form Objects.	691
Text Input Object	691
password Input Object.....	706
hidden Input Object.....	707
textarea Element Object	708
Chapter 24: Select, Option, and FileUpload Objects	713
select Element Object.....	713
option Element Object	732
optgroup Element Object	734
file Input Element Object	736

Chapter 25: Event Objects	739
Why “Events”?	740
Event Propagation	741
Referencing the event object.....	753
Binding Events	754
event Object Compatibility.....	758
Dueling Event Models	760
Event Types	763
IE4+ event Object.....	766
NN6+/Moz/Safari event Object.....	787
Chapter 26: Style Sheet and Style Objects	811
Making Sense of the Object Names	812
Imported Stylesheets	813
Reading Style Properties.....	813
style Element Object	814
styleSheet Object	816
cssRule and rule Objects	825
currentStyle, runtimeStyle, and style Objects	828
filter Object	854
Chapter 27: Ajax and XML	867
Elements and Nodes.....	868
xml Element Object	869
XMLHttpRequest Object	871
Part IV: JavaScript Core Language Reference	881
<hr/>	
Chapter 28: The String Object.	883
String and Number Data Types.....	883
String Object	886
String Utility Functions	908
URL String Encoding and Decoding	912
Chapter 29: The Math, Number, and Boolean Objects.	913
Numbers in JavaScript	913
Math Object	919
Number Object	922
Boolean Object.....	926
Chapter 30: The Date Object	927
Time Zones and GMT.....	927
The Date Object	929
Validating Date Entries in Forms	941

Contents

Chapter 31: The Array Object	945
Structured Data	945
Creating an Empty Array	946
Populating an Array	947
JavaScript Array Creation Enhancements	947
Deleting Array Entries	948
Parallel Arrays	948
Multidimensional Arrays	951
Simulating a Hash Table	952
Array Object Properties	953
Array Object Methods	955
Chapter 32: Control Structures and Exception Handling	969
If and If . . Else Decisions	969
Conditional Expressions	974
Repeat (for) Loops	975
The while Loop	979
The do-while Loop	980
Looping through Properties (for-in)	981
The with Statement	982
Labeled Statements	983
The switch Statement	985
Exception Handling	988
Using try-catch-finally Constructions	990
Throwing Exceptions	993
Error Object	997
Chapter 33: JavaScript Operators	1001
Operator Categories	1001
Comparison Operators	1002
Equality of Disparate Data Types	1003
Connubial Operators	1005
Assignment Operators	1008
Boolean Operators	1009
Bitwise Operators	1013
Object Operators	1014
Miscellaneous Operators	1018
Operator Precedence	1020
Chapter 34: Functions and Custom Objects.	1023
Function Object	1023
Function Application Notes	1032
Creating Your Own Objects with Object-Oriented JavaScript	1039
Object-Oriented Concepts	1052
Object Object	1055
Chapter 35: Global Functions and Statements	1061
Functions	1062
Statements	1070

Part V: Appendixes **1077**

Appendix A: JavaScript and Browser Objects Quick Reference 1079

Appendix B: JavaScript Reserved Words 1087

Appendix C: Answers to Tutorial Exercises 1089

- Chapter 4 Answers1089
- Chapter 5 Answers1090
- Chapter 6 Answers1092
- Chapter 7 Answers1092
- Chapter 8 Answers1097
- Chapter 9 Answers1098
- Chapter 10 Answers1101
- Chapter 11 Answers1103
- Chapter 12 Answers1103

Appendix D: JavaScript and DOM Internet Resources 1105

- Support and Updates for This Book1105
- Newsgroups1106
- FAQs1106
- Online Documentation1107
- World Wide Web1107

Appendix E: What's on the CD-ROM 1109

- System Requirements1109
- Disc Contents1110
- Troubleshooting1111
- Customer Care1111

Index 1113

Part VI: Bonus Chapters **On the CD-ROM**

Chapter 36: Body Text Objects

Chapter 37: HTML Directive Objects

Chapter 38: Table and List Objects

Chapter 39: The Navigator and Other Environment Objects

Chapter 40: Positioned Objects

Chapter 41: Embedded Objects

Chapter 42: The Regular Expression and RegExp Objects

Contents

Chapter 43: Data-Entry Validation

Chapter 44: Scripting Java Applets and Plug-Ins

Chapter 45: Debugging Scripts

Chapter 46: Security and Netscape Signed Scripts

Chapter 47: Cross-Browser Dynamic HTML Issues

Chapter 48: Internet Explorer Behaviors

Chapter 49: Application: Tables and Calendars

Chapter 50: Application: A Lookup Table

Chapter 51: Application: A Poor Man's Order Form

Chapter 52: Application: Outline-Style Table of Contents

Chapter 53: Application: Calculations and Graphics

Chapter 54: Application: Intelligent "Updated" Flags

Chapter 55: Application: Decision Helper

Chapter 56: Application: Cross-Browser DHTML Map Puzzle

Chapter 57: Application: Transforming XML Data

Chapter 58: Application: Creating Custom Google Maps