

MODUL 4 JAVASCRIPT: DASAR, VARIABEL, & FUNGSI

RINGKASAN

Setelah Anda berlatih dan menguasai segi tampilan dari web menggunakan HTML dan CSS, sudah saatnya Anda berlatih untuk mengenal pemrograman web yang sebenarnya, yaitu pemrograman skrip. Mulai dari tahap ini Anda akan belajar JavaScript sebagai skrip dasar yang dikenal semua browser (skrip pada sisi client). Anda tidak akan langsung melompat belajar skrip dari sisi server, karena skrip dari sisi server akan selalu memaksa Anda untuk menggunakan satu produk tertentu (ASP, CF, PHP, dan lain-lain), dan biasanya Anda akan menjadi fanatik pada satu produk saja tanpa mengetahui kemampuan produk lain. Anda juga tidak akan belajar bahasa pemrograman Java secara khusus, karena Java fokusnya adalah portabilitas, bukan pada web saja. Disamping JavaScript, bilamana waktu memungkinkan Anda nantinya juga akan berlatih menggunakan VBScript (salah satu anggota keluarga Visual Basic yang mencakup VB, VBScript, VBA/macro, ASP, VB.net, dan ASP.net).

Operator Aritmetika

Operator	Description	Example	Result
+	Addition	x=2 x+2	4
-	Subtraction	x=2 5-x	3
*	Multiplication	x=4 x*5	20
/	Division	15/5 5/2	3 2.5
%	Modulus (division remainder)	5%2 10%8 10%2	1 2 0
++	Increment	x=5 x++	x=6
--	Decrement	x=5 x--	x=4

Operator Penunjukan

Operator	Example	Is The Same As
=	x=y	x=y
+=	x+=y	x=x+y
-=	x-=y	x=x-y
=	x=y	x=x*y
/=	x/=y	x=x/y
%=	x%=y	x=x%y

Operator Perbandingan

Operator	Description	Example
==	is equal to	5==8 returns false
!=	is not equal	5!=8 returns true
>	is greater than	5>8 returns false
<	is less than	5<8 returns true
>=	is greater than or equal to	5>=8 returns false
<=	is less than or equal to	5<=8 returns true

Operator Logika

Operator	Description	Example
&&	and	x=6 y=3 (x < 10 && y > 1) returns true
	or	x=6 y=3 (x==5 y==5) returns false
!	not	x=6 y=3 x != y returns true

LATIHAN

Sederhana saja, agar Anda mau membiasakan diri dengan JavaScript, maka Anda harus banyak berlatih mulai dari yang paling dasar. Buatlah semua contoh di bawah ini, jalankan untuk melihat hasilnya, dan lakukan modifikasi untuk lebih mengenal dan mengetahui kegunaan skrip yang baru Anda buat.

1. Menuliskan teks

```
<html>
<body>
<script type="text/javascript">
document.write("Hello World!")
</script>
</body>
</html>
```

2. Memformat teks dengan tag HTML

```
<html>
<body>
<script type="text/javascript">
document.write("<h1>Hello World!</h1>")
</script>
</body>
</html>
```

3. JavaScript yang diletakkan pada bagian HEAD

```
<html>
<head>
<script type="text/javascript">
function message()
{
alert("This alert box was called with the onload event")
}
</script>
</head>
<body onload="message()">
</body>
</html>
```

4. JavaScript yang diletakkan pada bagian BODY

```
<html>
<head>
</head>
<body>
<script type="text/javascript">
document.write("This message is written when the page loads")
</script>
</body>
</html>
```

5. JavaScript eksternal

```
<html>
<head>
</head>
<body>
<script src="xxx.js">
</script>
<p>
The actual script is in an external script file called "xxx.js".
</p>
</body>
</html>
```

6. Deklarasi variabel, memberi nilai, dan menampilkannya

```
<html>
<body>
<script type="text/javascript">
var name = "Hege"
document.write(name)
document.write("<h1>" + name + "</h1>")
</script>
<p>This example declares a variable, assigns a value to it, and then
displays the variable.</p>
<p>Then the variable is displayed one more time, only this time as a
heading.</p>
</body>
</html>
```

7. Fungsi

```
<html>
<head>
```

```

<script type="text/javascript">
function myfunction()
{
alert("HELLO")
}
</script>
</head>
<body>
<form>
<input type="button"
onclick="myfunction()"
value="Call function">
</form>
<p>By pressing the button, a function will be called. The function will
alert a message.</p>
</body>
</html>

```

8. Fungsi dengan argumen

```

<html>
<head>
<script type="text/javascript">
function myfunction(txt)
{
alert(txt)
}
</script>
</head>
<body>
<form>
<input type="button"
onclick="myfunction('Hello')"
value="Call function">
</form>
<p>By pressing the button, a function with an argument will be called.
The function will alert
this argument.</p>
</body>
</html>

```

9. Fungsi dengan argumen (lagi)

```

<html>
<head>
<script type="text/javascript">
function myfunction(txt)
{
alert(txt)
}
</script>
</head>
<body>
<form>
<input type="button"
onclick="myfunction('Good Morning!')"
value="In the Morning">
<input type="button"

```

```
onclick="myfunction('Good Evening!')"
value="In the Evening">
</form>
<p>
When you click on one of the buttons, a function will be called. The
function will alert
the argument that is passed to it.
</p>
</body>
</html>
```

10. Fungsi yang mengembalikan suatu nilai

```
<html>
<head>
<script type="text/javascript">
function myFunction()
{
return ("Hello, have a nice day!")
}
</script>
</head>
<body>
<script type="text/javascript">
document.write(myFunction())
</script>
<p>The script in the body section calls a function.</p>
<p>The function returns a text.</p>
</body>
</html>
```

11. Fungsi dengan argumen yang mengembalikan suatu nilai

```
<html>
<head>
<script type="text/javascript">
function total(numberA,numberB)
{
return numberA + numberB
}
</script>
</head>
<body>
<script type="text/javascript">
document.write(total(2,3))
</script>
<p>The script in the body section calls a function with two arguments,
2 and 3.</p>
<p>The function returns the sum of these two arguments.</p>
</body>
</html>
```

JAVASCRIPT: PERCABANGAN DAN PUTARAN

RINGKASAN

Bagian berikutnya yang masih merupakan dasar dari JavaScript adalah percabangan dan putaran. Dapat dikatakan bahwa percabangan dan putaran merupakan salah satu inti metode dalam semua bahasa pemrograman yang ada di dunia, karena dengan percabangan dan putaran akan dihasilkan sebuah program yang dinamis, dan bukan program yang linear serta bersifat statik. Karena JavaScript merupakan salah satu cara dalam melakukan pemrograman web di sisi client, maka JavaScript juga memiliki kemampuan ini.

LATIHAN

Disini Anda akan berlatih melakukan membentuk percabangan (pemilihan berdasar kondisi) dan membuat putaran dalam skrip. Jalankan contoh-contoh di bawah ini, kemudian perhatikan baik-baik dasar penggunaan dari setiap elemen untuk percabangan dan perulangan yang disertakan. Cobalah untuk mengembangkannya sendiri dalam bentuk modifikasi.

1.

```
<html>
<body>
<script type="text/javascript">
var d = new Date()
var time = d.getHours()
if (time < 10)
{
document.write("<b>Good morning</b>")
}
</script>
<p>
This example demonstrates the If statement.
</p>
<p>
If the time on your browser is less than 10, you will get a "Good
morning" greeting.
</p>
</body>
</html>
```

2.

```
<html>
<body>
<script type="text/javascript">
var d = new Date()
var time = d.getHours()
if (time < 10)
{
document.write("<b>Good morning</b>")
}
else
{
document.write("<b>Good day</b>")
}
```

```

}
</script>
<p>
This example demonstrates the If...Else statement.
</p>
<p>
If the time on your browser is less than 10, you will get a "Good
morning" greeting.
Otherwise you will get a "Good day" greeting.
</p>
</body>
</html>

```

3.

```

<html>
<body>
<script type="text/javascript">
var r=Math.random()
if (r>0.5)
{
document.write("<a href='http://www.uad.ac.id'>Visit UAD Official
Website</a>")
}
else
{
document.write("<a href='http://www.ugm.ac.id'>Visit UGM Official
Website</a>")
}
</script>
</body>
</html>

```

4.

```

<html>
<body>
<script type="text/javascript">
var d = new Date()
theDay=d.getDay()
switch (theDay)
{
case 5:
document.write("Finally Friday")
break
case 6:
document.write("Super Saturday")
break
case 0:
document.write("Sleepy Sunday")
break
default:
document.write("I'm really looking forward to this weekend!")
}
</script>
<p>This example demonstrates the switch statement.</p>
<p>You will receive a different greeting based on what day it is.</p>
<p>Note that Sunday=0, Monday=1, Tuesday=2, etc.</p>

```

```
</body>
</html>
```

5.

```
<html>
<body>
<script type="text/javascript">
for (i = 0; i <= 5; i++)
{
document.write("The number is " + i)
document.write("<br>")
}
</script>
<p>Explanation:</p>
<p>The for loop sets <b>i</b> equal to 0.</p>
<p>As long as <b>i</b> is less than , or equal to, 5, the loop will
continue to run.</p>
<p><b>i</b> will increase by 1 each time the loop runs.</p>
</body>
</html>
```

6.

```
<html>
<body>
<script type="text/javascript">
for (i = 1; i <= 6; i++)
{
document.write("<h" + i + ">This is header " + i)
document.write("</h" + i + ">")
}
</script>
</body>
</html>
```

7.

```
<html>
<body>
<script type="text/javascript">
i = 0
while (i <= 5)
{
document.write("The number is " + i)
document.write("<br>")
i++
}
</script>
<p>Explanation:</p>
<p><b>i</b> equal to 0.</p>
<p>While <b>i</b> is less than , or equal to, 5, the loop will continue
to run.</p>
<p><b>i</b> will increase by 1 each time the loop runs.</p>
</body>
</html>
```


8.

```
<html>
<body>
<script type="text/javascript">
i = 0
do
{
document.write("The number is " + i)
document.write("<br>")
i++
}
while (i <= 5)
</script>
<p>Explanation:</p>
<p><b>i</b> equal to 0.</p>
<p>The loop will run</p>
<p><b>i</b> will increase by 1 each time the loop runs.</p>
<p>While <b>i</b> is less than , or equal to, 5, the loop will continue
to run.</p>
</body>
</html>
```

JAVASCRIPT: OBYEK STRING, DATE, & ARRAY

RINGKASAN

Setelah Anda terbiasa dengan dasar-dasar JavaScript beserta penggunaan variabel, termasuk mulai mengenal pemrograman skrip fungsi, maka selanjutnya Anda dapat mulai berlatih menggunakan berbagai obyek yang tersedia dalam JavaScript. Seperti telah disampaikan dalam perkuliahan, JavaScript menyediakan banyak obyek *built-in* yang dapat langsung diaplikasikan oleh pengguna. Dengan beragam modifikasi atribut serta nilai yang dapat diberikan pada suatu obyek, maka Anda akan mendapatkan beragam hasil pula.

Properti obyek string

Properties	Explanation
Length	Returns the number of characters in a string

Metode obyek string

Methods	Explanation
anchor()	Returns a string as an anchor
big()	Returns a string in big text
blink()	Returns a string blinking
bold()	Returns a string in bold
charAt()	Returns the character at a specified position
charCodeAt()	Returns the Unicode of the character at a specified position
concat()	Returns two concatenated strings
fixed()	Returns a string as teletype
fontcolor()	Returns a string in a specified color
fontsize()	Returns a string in a specified size
fromCharCode()	Returns the character value of a Unicode
indexOf()	Returns the position of the first occurrence of a specified string inside another string. Returns -1 if it never occurs
italics()	Returns a string in italic
lastIndexOf()	Returns the position of the first occurrence of a specified string inside another string. Returns -1 if it never occurs. Note: This method starts from the right and moves left!
link()	Returns a string as a hyperlink
match()	Similar to indexOf and lastIndexOf, but this method returns the specified string, or "null", instead of a numeric value
replace()	Replaces some specified characters with some new specified characters
search()	Returns an integer if the string contains some

	specified characters, if not it returns -1
slice()	Returns a string containing a specified character index
small()	Returns a string as small text
split()	Replaces a string with a comma
strike()	Returns a string strikethrough
sub()	Returns a string as subscript
substr()	Returns the specified characters. 14,7 returns 7 characters, from the 14th character (starts at 0)
substring()	Returns the specified characters. 7,14 returns all characters from the 7th up to but not including the 14th (starts at 0)
sup()	Returns a string as superscript
toLowerCase()	Converts a string to lower case
toUpperCase()	Converts a string to upper case

Metode obyek date

Methods	Explanation
Date()	Returns a Date object
getDate()	Returns the date of a Date object (from 1-31)
getDay()	Returns the day of a Date object (from 0-6. 0=Sunday, 1=Monday, etc.)
getMonth()	Returns the month of a Date object (from 0-11. 0=January, 1=February, etc.)
getFullYear()	Returns the year of a Date object (four digits)
getYear()	Returns the year of a Date object (from 0-99). Use getFullYear instead !!
getHours()	Returns the hour of a Date object (from 0-23)
getMinutes()	Returns the minute of a Date object (from 0-59)
getSeconds()	Returns the second of a Date object (from 0-59)
getMilliseconds()	Returns the millisecond of a Date object (from 0-999)
getTime()	Returns the number of milliseconds since midnight 1/1-1970
getTimezoneOffset()	Returns the time difference between the user's computer and GMT
getUTCDate()	Returns the date of a Date object in universal (UTC) time
getUTCDay()	Returns the day of a Date object in universal time
getUTCMonth()	Returns the month of a Date object in universal time
getUTCFullYear()	Returns the four-digit year of a Date object in universal time
getUTCHours()	Returns the hour of a Date object in universal time

getUTCMinutes()	Returns the minutes of a Date object in universal time
getUTCSeconds()	Returns the seconds of a Date object in universal time
getUTCMilliseconds()	Returns the milliseconds of a Date object in universal time
parse()	Returns a string date value that holds the number of milliseconds since January 01 1970 00:00:00
setDate()	Sets the date of the month in the Date object (from 1-31)
setFullYear()	Sets the year in the Date object (four digits)
setHours()	Sets the hour in the Date object (from 0-23)
setMilliseconds()	Sets the millisecond in the Date object (from 0-999)
setMinutes()	Set the minute in the Date object (from 0-59)
setMonth()	Sets the month in the Date object (from 0-11. 0=January, 1=February)
setSeconds()	Sets the second in the Date object (from 0-59)
setTime()	Sets the milliseconds after 1/1-1970
setYear()	Sets the year in the Date object (00-99)
setUTCDate()	Sets the date in the Date object, in universal time (from 1-31)
setUTCDay()	Sets the day in the Date object, in universal time (from 0-6. Sunday=0, Monday=1, etc.)
setUTCMonth()	Sets the month in the Date object, in universal time (from 0-11. 0=January, 1=February)
setUTCFullYear()	Sets the year in the Date object, in universal time (four digits)
setUTCHour()	Sets the hour in the Date object, in universal time (from 0-23)
setUTCMinutes()	Sets the minutes in the Date object, in universal time (from 0-59)
setUTCSeconds()	Sets the seconds in the Date object, in universal time (from 0-59)
setUTCMilliseconds()	Sets the milliseconds in the Date object, in universal time (from 0-999)
toGMTString()	Converts the Date object to a string, set to GMT time zone
toLocaleString()	Converts the Date object to a string, set to the current time zone
toString()	Converts the Date object to a string

Metode obyek array

Methods	Explanation
length	Returns the number of elements in an array. This

	property is assigned a value when an array is created
concat()	Returns an array concatenated of two arrays
join()	Returns a string of all the elements of an array concatenated together
reverse()	Returns the array reversed
slice()	Returns a specified part of the array
sort()	Returns a sorted array

LATIHAN

Seperti dalam pertemuan sebelumnya, gunakan contoh-contoh di bawah ini agar Anda dapat lebih mengenal akrab obyek-obyek dalam JavaScript dan cara memanfaatkannya. Perhatikan bahwa Anda benar-benar harus menelaah setiap baris skrip agar Anda tahu proses kerja setiap skrip yang Anda buat.

1. Menghitung karakter suatu string

```
<html>
<body>
<script type="text/javascript">
var str="W3CSchools is great!"
document.write("</p>" + str + "</p>")
document.write(str.length)
</script>
</body>
</html>
```

2. Menguji apakah string berisi karakter tertentu, dengan indexOf()

```
<html>
<body>
<script type="text/javascript">
var str="W3CSchools is great!"
var pos=str.indexOf("School")
if (pos>=0)
{
document.write("School found at position: ")
document.write(pos + "<br />")
}
else
{
document.write("School not found!")
}
</script>
<p>This example tests if a string contains a specified word. If the
word is found it returns the position of the first character of the
word in the original string. Note: The first position in the string is
0!</p>
</body>
</html>
```

3. Menguji apakah string berisikan karakter tertentu, dengan match()

```
<html>
<body>
```

```

<script type="text/javascript">
var str = "W3CSchools is great!"
document.write(str.match("great"))
</script>
<p>This example tests if a string contains a specified word. If the
word is found it returns the word.</p>
</body>
</html>

```

4. Memunculkan bagian string tertentu

```

<html>
<body>
<script type="text/javascript">
var str="W3CSchools is great!"
document.write(str.substr(2,6))
document.write("<br /><br />")
document.write(str.substring(2,6))
</script>
<p>
The substr() method returns a specified part of a string. If you
specify (2,6) the returned string will be from the second character
(start at 0) and 6 long.
</p>
<p>
The substring() method also returns a specified part of a string. If
you specify (2,6) it returns all characters from the second character
(start at 0) and up to, but not including, the sixth character.
</p>
</body>
</html>

```

5. Mengubah menjadi huruf besar atau kecil

```

<html>
<body>
<script type="text/javascript">
var str=("Hello JavaScripters!")
document.write(str.toLowerCase())
document.write("<br>")
document.write(str.toUpperCase())
</script>
</body>
</html>

```

6. Membuat array berisi nama-nama

```

<html>
<body>
<script type="text/javascript">
var famname = new Array(6)
famname[0] = "Jan Egil"
famname[1] = "Tove"
famname[2] = "Hege"
famname[3] = "Stale"
famname[4] = "Kai Jim"
famname[5] = "Borge"
for (i=0; i<6; i++)
{

```

```

document.write(famname[i] + "<br>")
}
</script>
</body>
</html>

```

7. Menghitung elemen yang berada dalam array

```

<html>
<body>
<script type="text/javascript">
var famname = new Array("Jan Egil", "Tove", "Hege", "Stale", "Kai
Jim", "Borge")
for (i=0; i<famname.length; i++)
{
document.write(famname[i] + "<br>")
}
</script>
</body>
</html>

```

8. Tanggal hari ini

```

<html>
<body>
<script type="text/javascript">
var d = new Date()
document.write(d.getDate())
document.write(".")
document.write(d.getMonth() + 1)
document.write(".")
document.write(d.getFullYear())
</script>
</body>
</html>

```

9. Jam saat ini

```

<html>
<body>
<script type="text/javascript">
var d = new Date()
document.write(d.getHours())
document.write(".")
document.write(d.getMinutes())
document.write(".")
document.write(d.getSeconds())
</script>
</body>
</html>

```

10. Mengeset tanggal

```

<html>
<body>
<script type="text/javascript">
var d = new Date()
d.setFullYear("1990")
document.write(d)
</script>

```

```
</body>
</html>
```

11. Melihat waktu UTC

```
<html>
<body>
<script type="text/javascript">
var d = new Date()
document.write(d.getUTCHours())
document.write(".")
document.write(d.getUTCMinutes())
document.write(".")
document.write(d.getUTCSeconds())
</script>
</body>
</html>
```

12. Memunculkan nama-nama hari

```
<html>
<body>
<script type="text/javascript">
var d=new Date()
var weekday=new
Array("Sunday","Monday","Tuesday","Wednesday","Thursday","Friday","Satu
rday")
document.write("Today is " + weekday[d.getDay()])
</script>
</body>
</html>
```

13. Memunculkan tanggal lengkap

```
<html>
<body>
<script type="text/javascript">
var d=new Date()
var weekday=new
Array("Sunday","Monday","Tuesday","Wednesday","Thursday","Friday","Satu
rday")
var monthname=new
Array("Jan","Feb","Mar","Apr","May","Jun","Jul","Aug","Sep","Oct","Nov"
,"Dec")
document.write(weekday[d.getDay()] + " ")
document.write(d.getDate() + ". ")
document.write(monthname[d.getMonth()] + " ")
document.write(d.getFullYear())
</script>
</body>
</html>
```

14. Membuat jam

```
<html>
<head>
<script type="text/javascript">
var timer = null
function stop()
```



```
{
clearTimeout(timer)
}
function start()
{
var time = new Date()
var hours = time.getHours()
var minutes = time.getMinutes()
minutes=((minutes < 10) ? "0" : "") + minutes
var seconds = time.getSeconds()
seconds=((seconds < 10) ? "0" : "") + seconds
var clock = hours + ":" + minutes + ":" + seconds
document.forms[0].display.value = clock
timer = setTimeout("start()",1000)
}
</script>
</head>
<body onload="start()" onunload="stop()">
<form>
<input type="text" name="display" size="20">
</form>
</body>
</html>
```

JAVASCRIPT: GAMBAR, FRAME, FORM, DAN CLIENT

RINGKASAN

Bagian berikutnya dari latihan menggunakan JavaScript adalah penguasaan skrip untuk menangani obyek gambar, frame, form, dan pendeteksian elemen web pada client yaitu browser yang digunakan. Pada dasarnya, HTML memang telah memiliki tag untuk penanganan obyek gambar, frame, dan form, tetapi seperti halnya sifat HTML yang statis, maka tag HTML untuk penanganan obyek-obyek tersebut juga memberikan hasil yang statis pula. JavaScript selain dapat digunakan untuk membuatnya lebih dinamis, juga digunakan untuk menjadi *pre-processor* dari masukan yang diberikan pengunjung halaman web ke situs web Anda, sehingga situs web Anda memiliki interaktivitas yang sebenarnya.

LATIHAN

Silakan Anda kerjakan latihan-latihan di bawah ini, dan seperti sebelumnya, perhatikan bagian mana saja yang digunakan agar dapat memberikan hasil yang diinginkan. Untuk beberapa contoh, Anda memerlukan file-file HTML tambahan, silakan Anda buat file HTML tambahan dengan isi yang berbeda-beda agar hasilnya lebih terlihat jelas. Diantara file tambahan yang dibutuhkan terdapat file pemroses masukan dari form. Bahasan file pemroses masukan form belum dijangkau dalam perkuliahan (dibahas khusus dalam pemrograman web tingkat lanjut, skrip pada sisi server), sehingga file HTML untuk pemroses form cukup file *dummy* saja yang berisi pesan teks "Data telah diproses".

1. *Preload* gambar ke memori

```
<html>
<head>
<script type="text/javascript">
if (document.images)
{
a = new Image(160, 120)
a.src = "gambar.jpg"
}
</script>
</head>
<body>

</body>
</html>
```

2. Keluar dari frame

```
<html>
<head>
<script type="text/javascript">
function breakout()
{
if (window.top != window.self)
{
window.top.location="targetpage.htm"
}
}
</script>
</head>
```

```

<body>
<form>
To break out of the frame:
<input type="button" onclick="breakout()" value="Click me">
</form>
</body>
</html>

```

3. Melakukan update halaman pada 2 iframe

```

<html>
<head>
<script type="text/javascript">
function twoframes()
{
document.all("frame1").src="frame_c.htm"
document.all("frame2").src="frame_d.htm"
}
</script>
</head>
<body>
<iframe src="frame_a.htm" name="frame1"></iframe>
<iframe src="frame_b.htm" name="frame2"></iframe>
<br />
<form>
<input type="button" onclick="twoframes()" value="Change url of the two
iframes">
</form>
</body>
</html>

```

4. Validasi alamat e-mail

```

<html>
<head>
<script type="text/javascript">
function validate()
{
x=document.myForm
at=x.myEmail.value.indexOf("@")
if (at == -1)
{
alert("Not a valid e-mail")
return false
}
}
</script>
</head>
<body>
<form name="myForm" action="prosesform.htm" onsubmit="return
validate()">
Enter your E-mail address:
<input type="text" name="myEmail">
<input type="submit" value="Send input">
</form>
<p>This example only tests if the email address contains an "@"
character.</p>

```

```
<p>Any "real life" code will have to test for punctuations, spaces and
other things as
well.</p>
</body>
</html>
```

5. Validasi panjang masukan teks

```
<html>
<head>
<script type="text/javascript">
function validate()
{
x=document.myForm
input=x.myInput.value
if (input.length>5)
{
alert("Do not insert more than 5 characters")
return false
}
else
{
return true
}
}
</script>
</head>
<body>
<form name="myForm" action="prosesform.htm" onsubmit="return
validate()">
In this input box you are not allowed to insert more than 5 characters:
<input type="text" name="myInput">
<input type="submit" value="Send input">
</form>
</body>
</html>
```

6. Menjadikan teks masukan sebagai obyek aktif

```
<html>
<head>
<script type="text/javascript">
function setfocus()
{
document.forms[0].field.select()
document.forms[0].field.focus()
}
</script>
</head>
<body>
<form>
<input type="text" name="field" size="30" value="input text">
<input type="button" value="Selected" onclick="setfocus()">
</form>
</body>
</html>
```

7. Menggunakan tombol radio

```

<html>
<head>
<script type="text/javascript">
function check(browser)
{
document.forms[0].answer.value=browser
}
</script>
</head>
<body>
<form>
Which browser is your favorite<br>
<input type="radio" name="browser" onclick="check(this.value)"
value="Explorer">
Microsoft Internet Explorer<br>
<input type="radio" name="browser" onclick="check(this.value)"
value="Netscape">
Netscape Navigator<br>
<input type="text" name="answer">
</form>
</body>
</html>

```

8. Menggunakan kotak cek

```

<html>
<head>
<script type="text/javascript">
function check()
{
coffee=document.forms[0].coffee
answer=document.forms[0].answer
txt=""
for (i = 0; i<coffee.length; ++ i)
{
if (coffee[i].checked)
{
txt=txt + coffee[i].value + " "
}
}
answer.value="You ordered a coffee with " + txt
}
</script>
</head>
<body>
<form>
How would you like your coffee?<br>
<input type="checkbox" name="coffee" value="cream">With cream<br>
<input type="checkbox" name="coffee" value="sugar">With sugar<br>
<input type="text" name="answer" size="30">
<input type="button" name="test" onclick="check()" value="Order">
</form>
</body>
</html>

```

9. Menggunakan kotak drop-down

```

<html>

```

```

<head>
<script type="text/javascript">
function put()
{
option=document.forms[0].dropdown.options[document.forms[0].dropdown.se
lectedIndex].text
txt=option
document.forms[0].favorite.value=txt
}
</script>
</head>
<body>
<form>
<p>
Select your favorite browser:
<select name="dropdown" onchange="put()">
<option>Internet Explorer
<option>Netscape Navigator
</select>
</p>
<p>
Your favorite browser is:
<input type="text" name="favorite" value="Internet Explorer">
</p>
</form>
</body>
</html>

```

10. Kotak drop-down sebagai menu

```

<html>
<head>
<script type="text/javascript">
function go(form)
{
location=form.selectmenu.value
}
</script>
</head>
<body>
<form>
<select name="selectmenu" onchange="go(this.form)">
<option>--Select page--
<option value="http://www.telkom.net">TelkomNet
<option value="http://www.google.com">Google
<option value="http://www.unpak.ac.id">UNPAK
</select>
</form>
</body>
</html>

```

11. Kotak teks yang otomatis berpindah fokus bila batasan masukan terpenuhi

```

<html>
<head>
<script type="text/javascript">
function toUnicode(elmnt,content)
{

```

```

if (content.length==elmnt.maxLength)
{
next=elmnt.tabIndex
if (next<document.forms[0].elements.length)
{
document.forms[0].elements[next].focus()
}
}
}
</script>
</head>
<body>
<p>This script automatically sets focus to the next input field when
the current input field's maxlength has been reached</p>
<form name="myForm">
<input size="3" tabindex="1" name="myInput"
maxlength="3" onkeyup="toUnicode(this,this.value)">
<input size="3" tabindex="2" name="mySecond"
maxlength="3" onkeyup="toUnicode(this,this.value)">
<input size="3" tabindex="3" name="myThird"
maxlength="3" onkeyup="toUnicode(this,this.value)">
</form>
</body>
</html>

```

12. Deteksi browser yang digunakan

```

<html>
<head>
<script type="text/javascript">
document.write("You are browsing this site with: "+ navigator.appName)
</script>
</head>
<body>
</body>
</html>

```

13. Deteksi konfigurasi tampilan yang digunakan

```

<html>
<body>
<script type="text/javascript">
document.write("SCREEN RESOLUTION: ")
document.write(screen.width + " * ")
document.write(screen.height + "<br>")
document.write("AVAILABLE VIEW AREA: ")
document.write(window.screen.availWidth + " * ")
document.write(window.screen.availHeight + "<br>")
document.write("COLOR DEPTH: ")
document.write(window.screen.colorDepth + "<br>")
</script>
</body>
</html>

```

14. Redirect ke situs web berdasarkan browser yang digunakan

```

<html>
<head>
<script type="text/javascript">

```

```
function redirectme()
{
bname=navigator.appName
if (bname.indexOf("Netscape")!=-1)
{
window.location="http://www.netscape.com"
return
}
if (bname.indexOf("Microsoft")!=-1)
{
window.location="http://www.microsoft.com"
return
}
window.location="http://www.w3.org"
}
</script>
</head>
<body>
<form>
<input type="button" onclick="redirectme()" value="Redirect">
</form>
</body>
</html>
```