



JavaScript Ajax Google Web Toolkit

Einführung Objekte Host Objekte Fest implementierte Objekte DOM Event handling Sicherheit

Client Tier

Web Tier

Business
Logic Tier

EIS Tier

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JavaScript – Warum?

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e@mail == E-Mail Adresse?

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LiveScript

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JavaScript

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~~JavaScript~~ JavaScript

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ECMA

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ECMAScript ~~JavaScript~~

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[tschawaskript] : ECMAScript

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97 % JavaScript aktiviert
99 % JavaScript 1.5

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Einführung **Objekte** Host Objekte Fest implementierte Objekte DOM Event handling Sicherheit

dynamisch typisiert, klassenlos, objektbasiert

dynamisch typisiert

```
var a;  
a = 1;  
a = "eins";
```

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Einführung **Objekte** Host Objekte Fest implementierte Objekte DOM Event handling Sicherheit

klassenlos, objektbasiert

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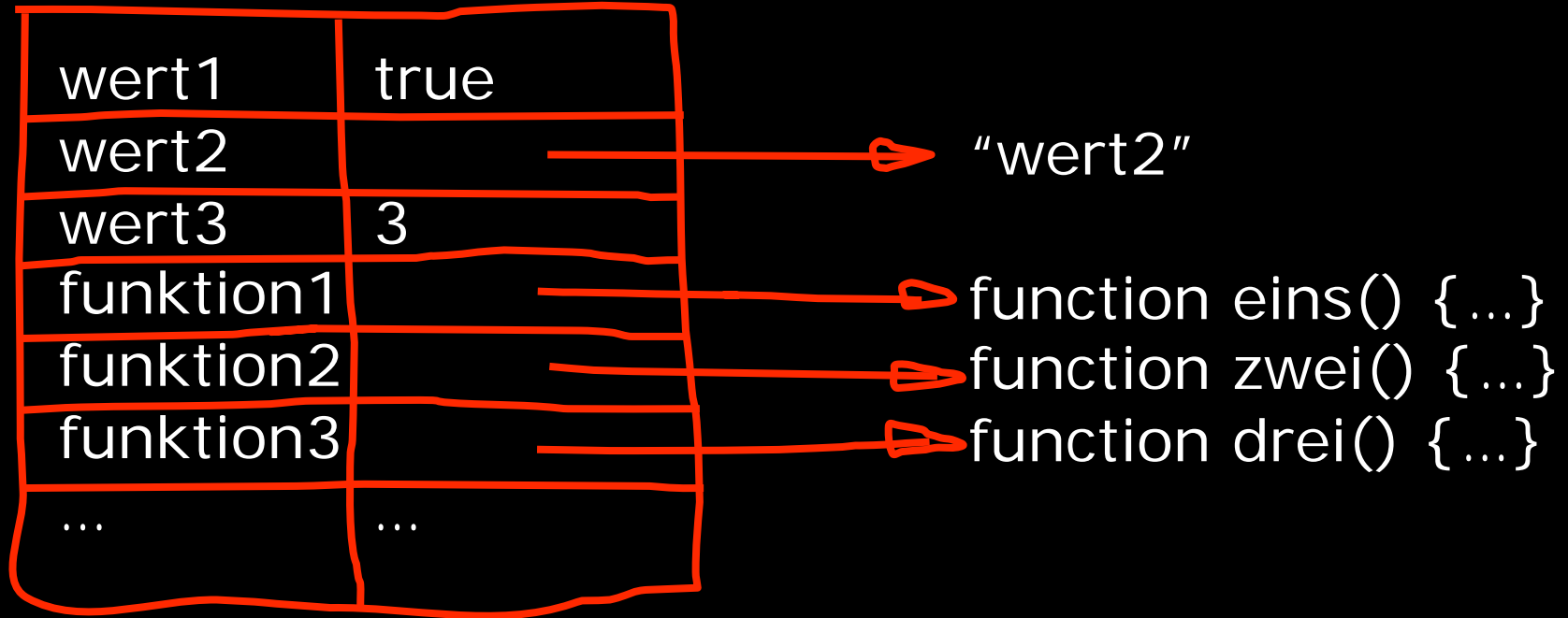
Einführung **Objekte** Host Objekte Fest implementierte Objekte DOM Event handling Sicherheit

klassenlos, objektbasiert



prototypbasiert

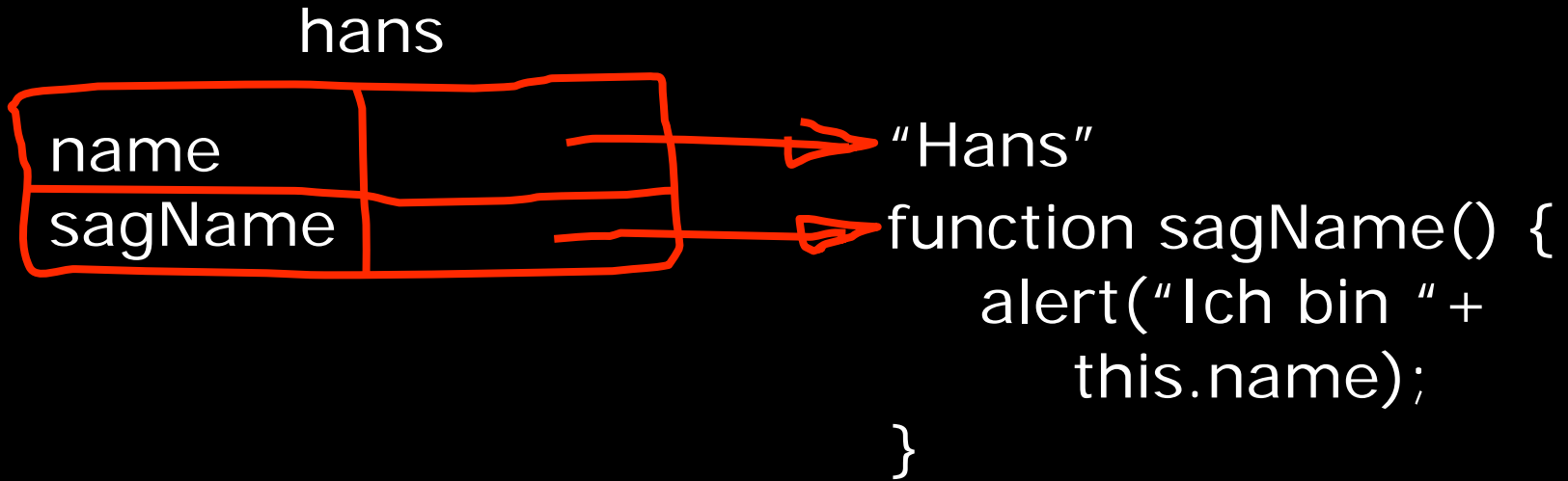
Objekt



```
function Mensch(name) {
    this.name = name;
    this.sagName = function () {
        alert("Ich bin " + this.name);
    }
}

var hans = new Mensch("Hans");
hans.sagName(); //== hans["sagName"]();

//Output:    Ich bin Hans
```



```
function Mensch(name) {  
    this.name = name;  
    this.sagName = function () {  
        alert("Ich bin " + this.name);  
    }  
}
```

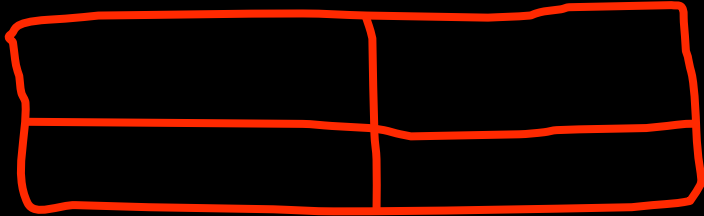
```
var hans = new Mensch("Hans");  
hans.sagName();  
alert(hans.constructor);
```

```
//Output:    function Mensch(name) {...
```

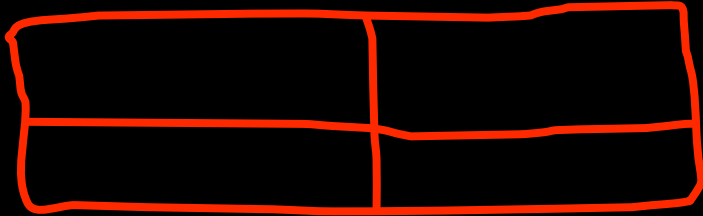
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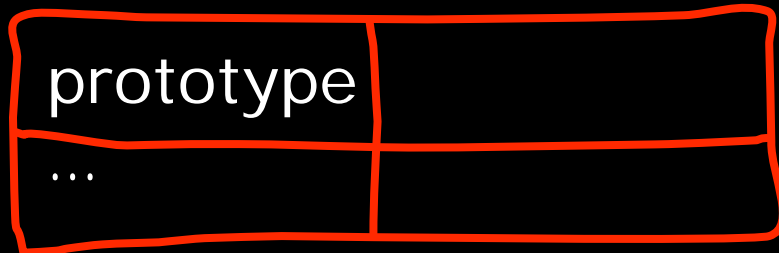
hans



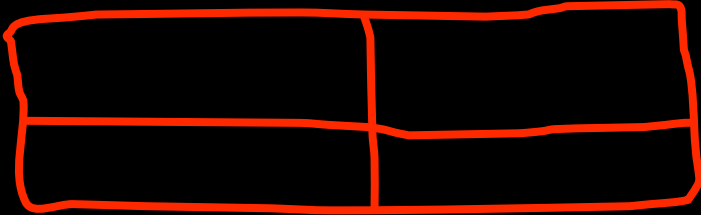
hans



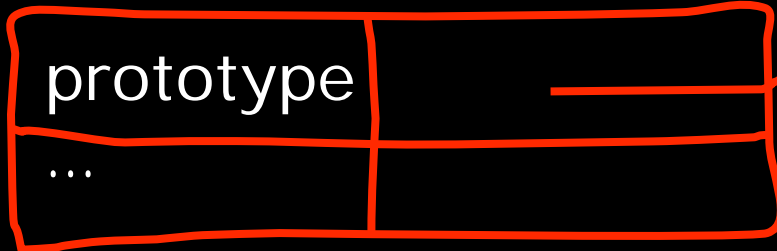
Mensch



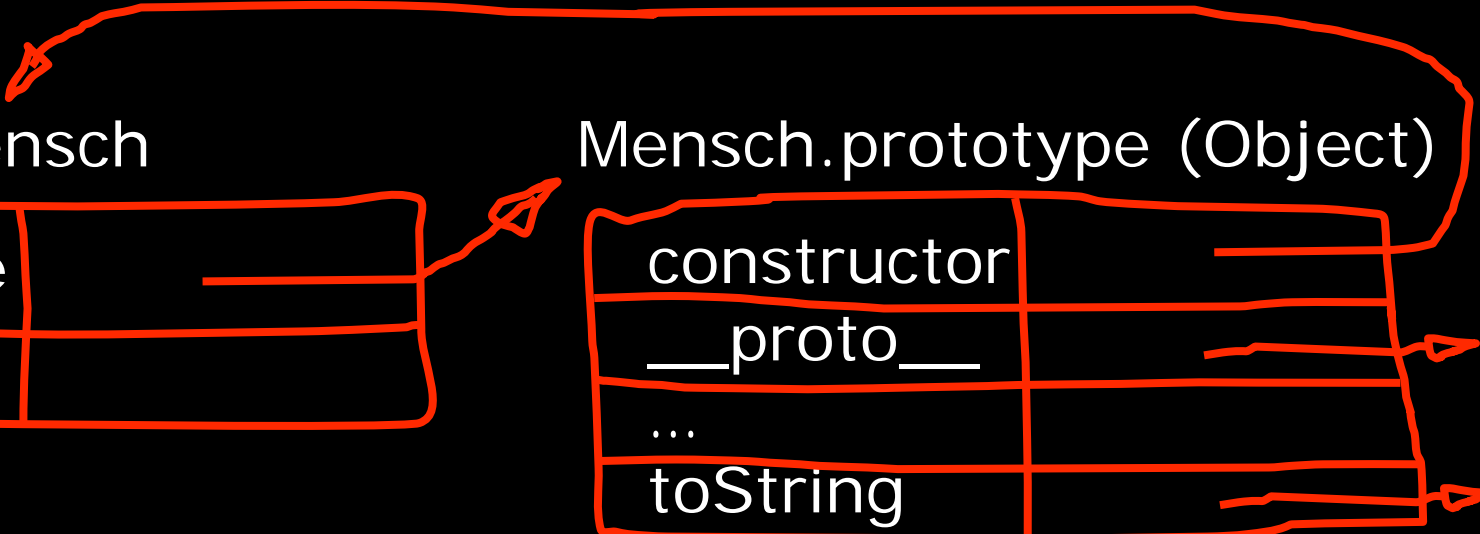
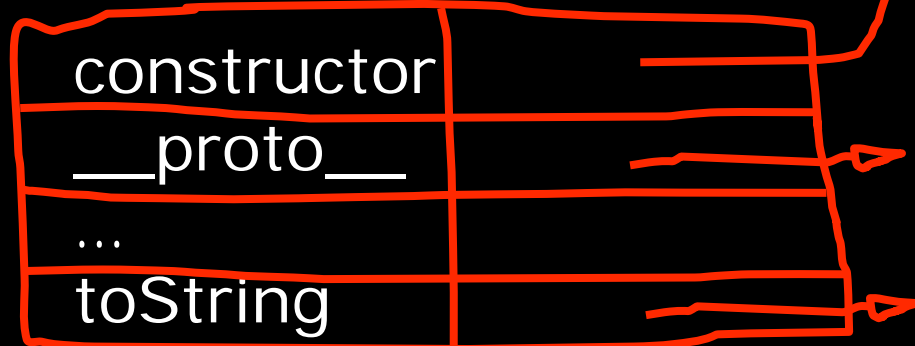
hans



Mensch



Mensch.prototype (Object)



hans

name	"Hans"
sagName	

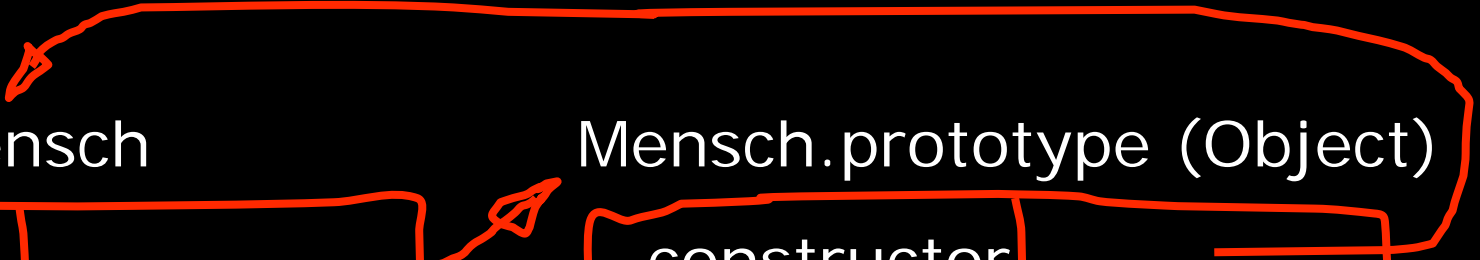
```
function sagName() {  
    alert("Ich bin " +  
        this.name);  
}
```

Mensch

prototype	
...	

Mensch.prototype (Object)

constructor	
__proto__	
...	
toString	



hans

name	"Hans"
sagName	
__proto__	

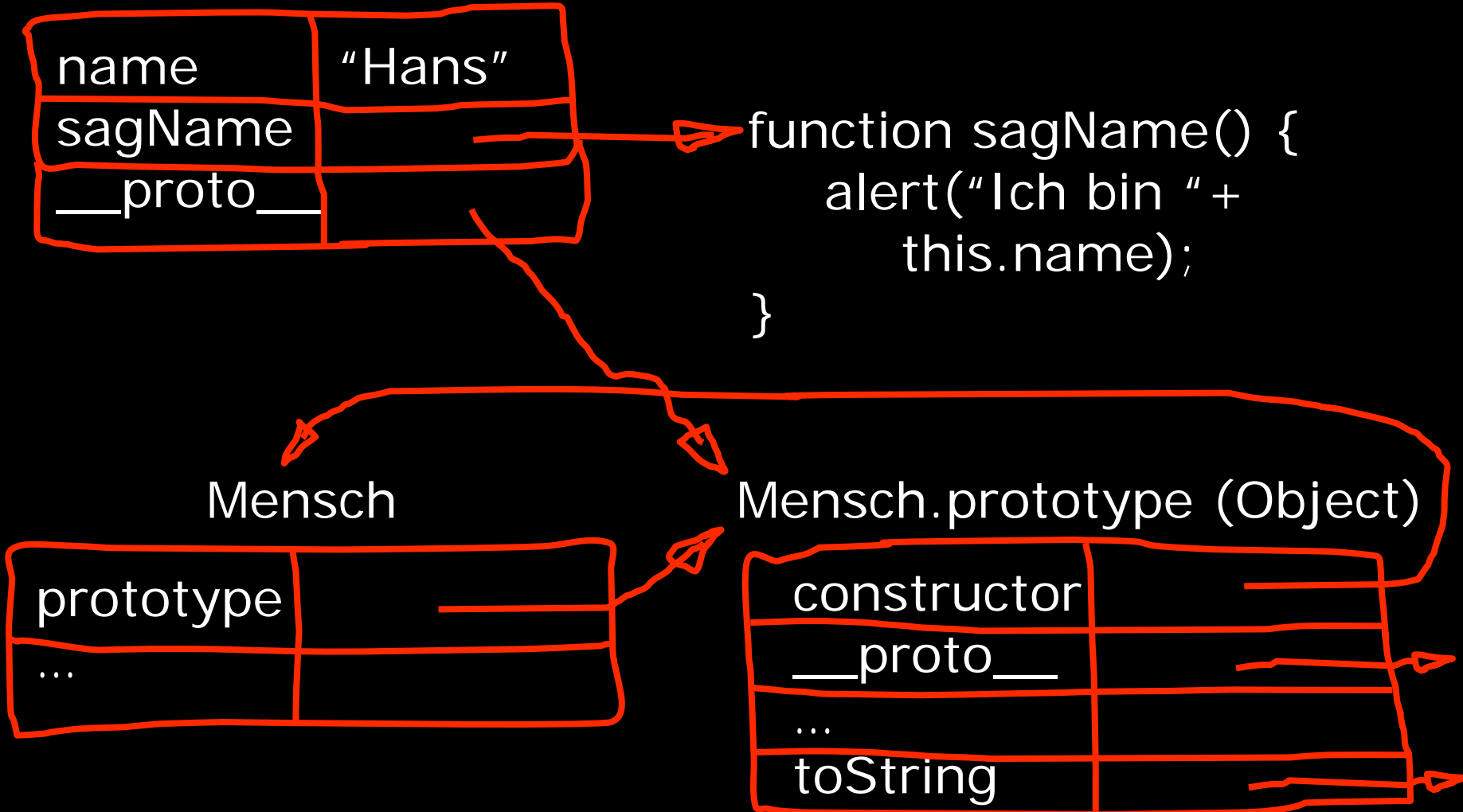
```
function sagName() {  
  alert("Ich bin " +  
    this.name);  
}
```

Mensch

prototype	
...	

Mensch.prototype (Object)

constructor	
__proto__	
...	
toString	



```
function Mensch(name) {
    this.name = name;
    this.sagName = function () {
        alert("Ich bin " + this.name);
    }
}

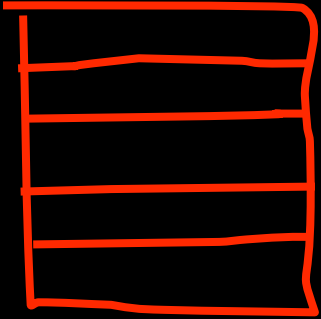
function Mann(name) {
    Mensch.call(this, name);
    this.gender = "maennlich";
}

Mann.prototype = new Mensch("noName");
```

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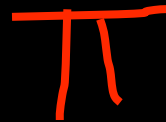
Array



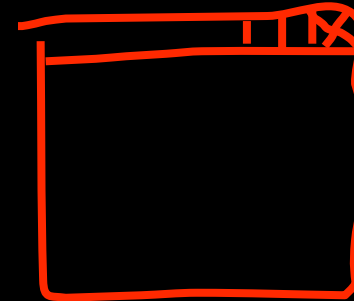
Date

30.4.09

Math



navigator



...

Array

```
var a = new Array(1,2,3);  
alert(a.length);
```

```
//Output: 3
```

Date

```
var d = new Date();  
alert(d.getDate() + "." + d.getMonth() +  
      "." + d.getFullYear());
```

```
//Output: 30.4.2009
```

Math

```
alert(Math.PI);  
alert(Math.random());
```

```
//Output: 3.141592653589793  
//          0.8760295817628503
```

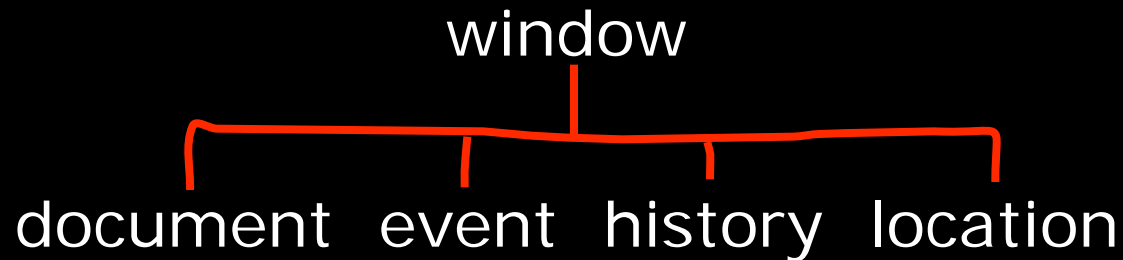
navigator

```
alert(navigator.cookieEnabled);  
alert(navigator.appName);
```

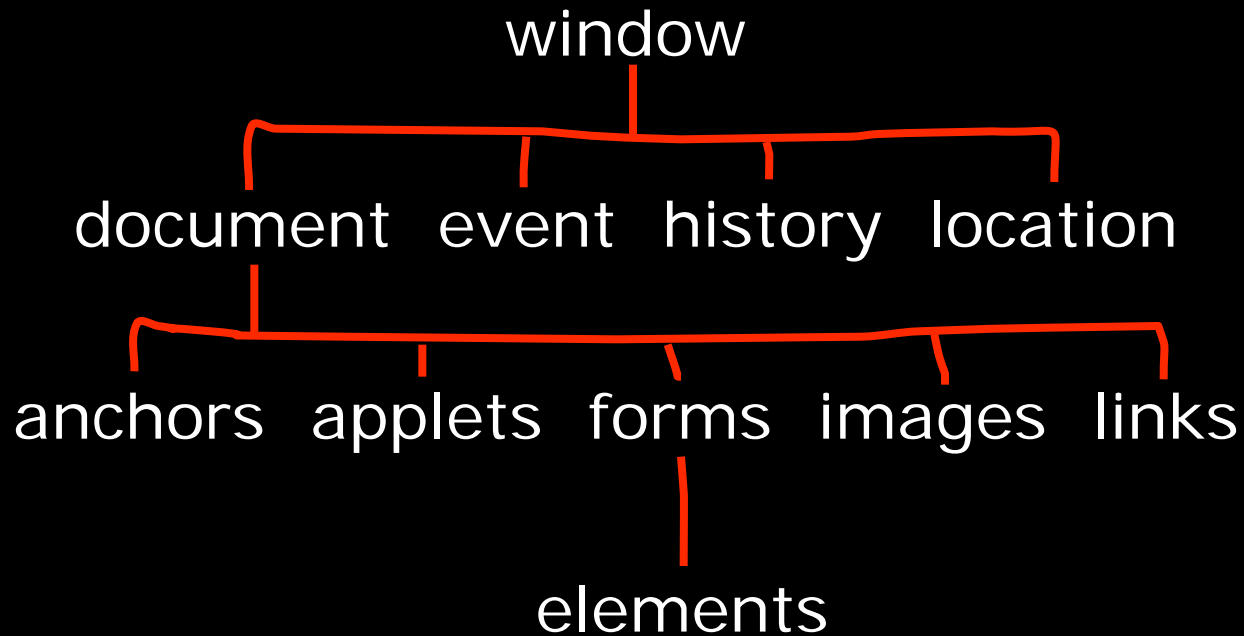
```
//Output: true  
// Netscape
```

window

```
|| window.alert("Hallo Welt!");  
|| window.resizeTo(800,600);
```

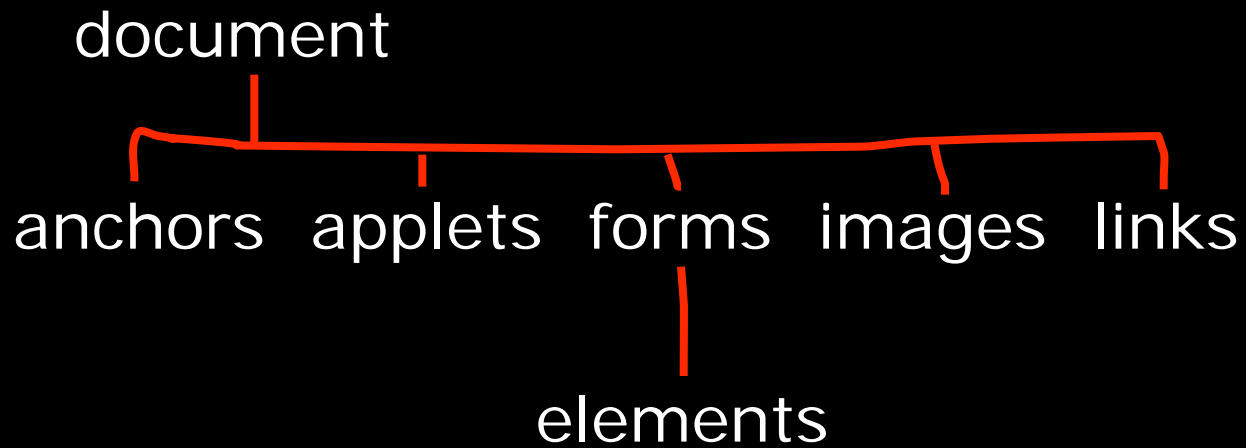
```
|| window.location.href = "http://web.de";  
|| window.history.back();
```

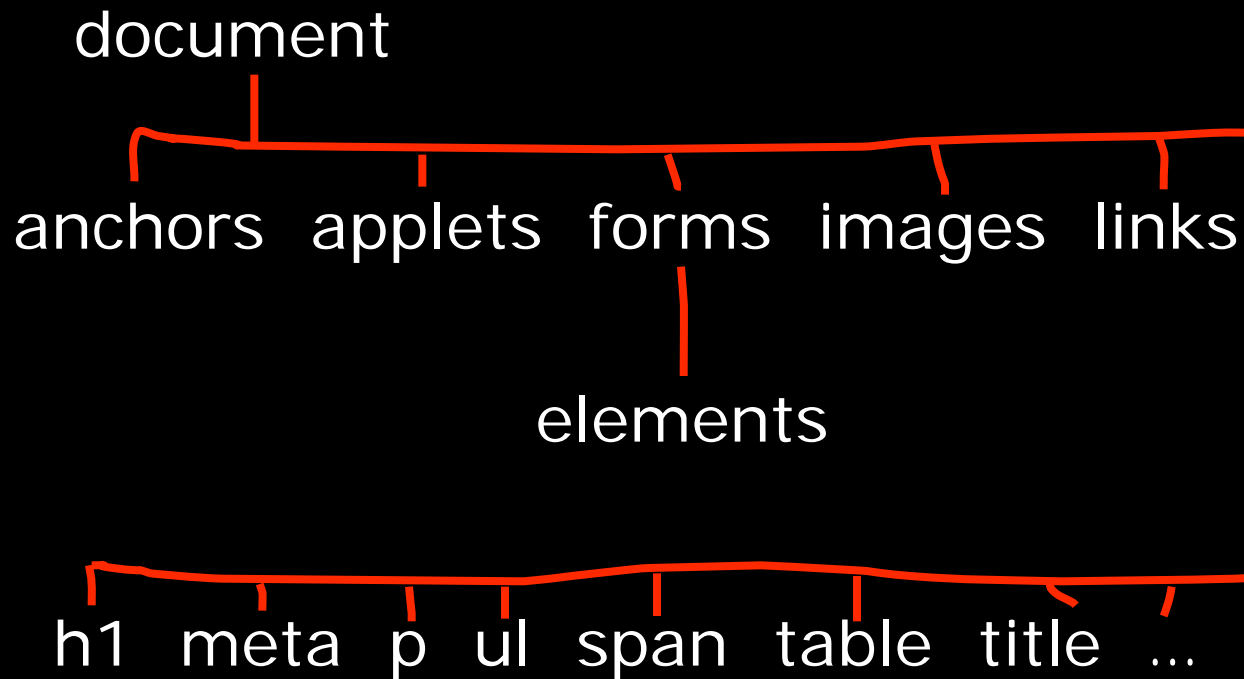


```
document.title = "neuer Titel";  
document.images[0].src = "neuesBild.jpg";
```

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Einführung Objekte Host Objekte Fest implementierte Objekte **DOM** Event handling Sicherheit



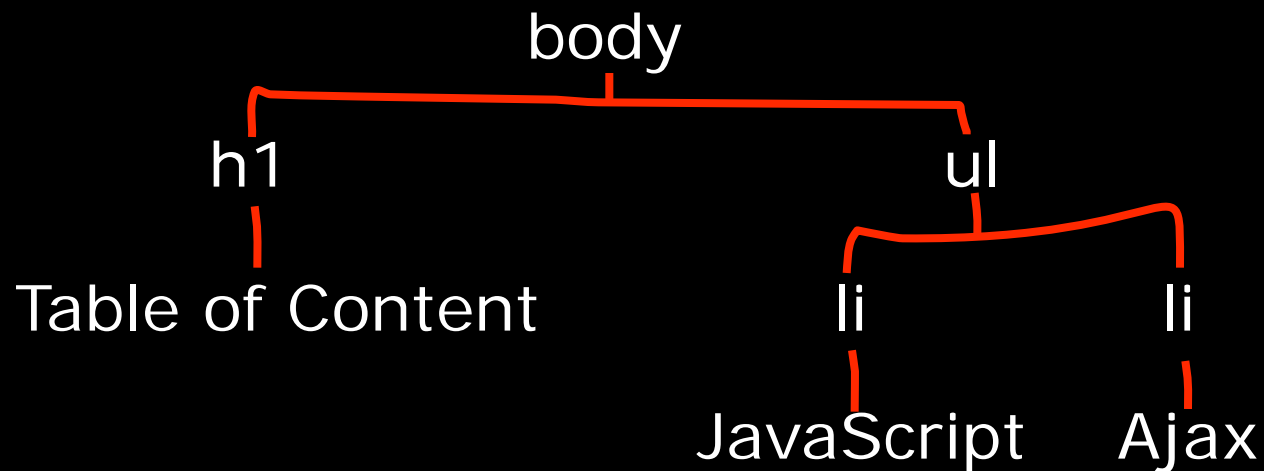


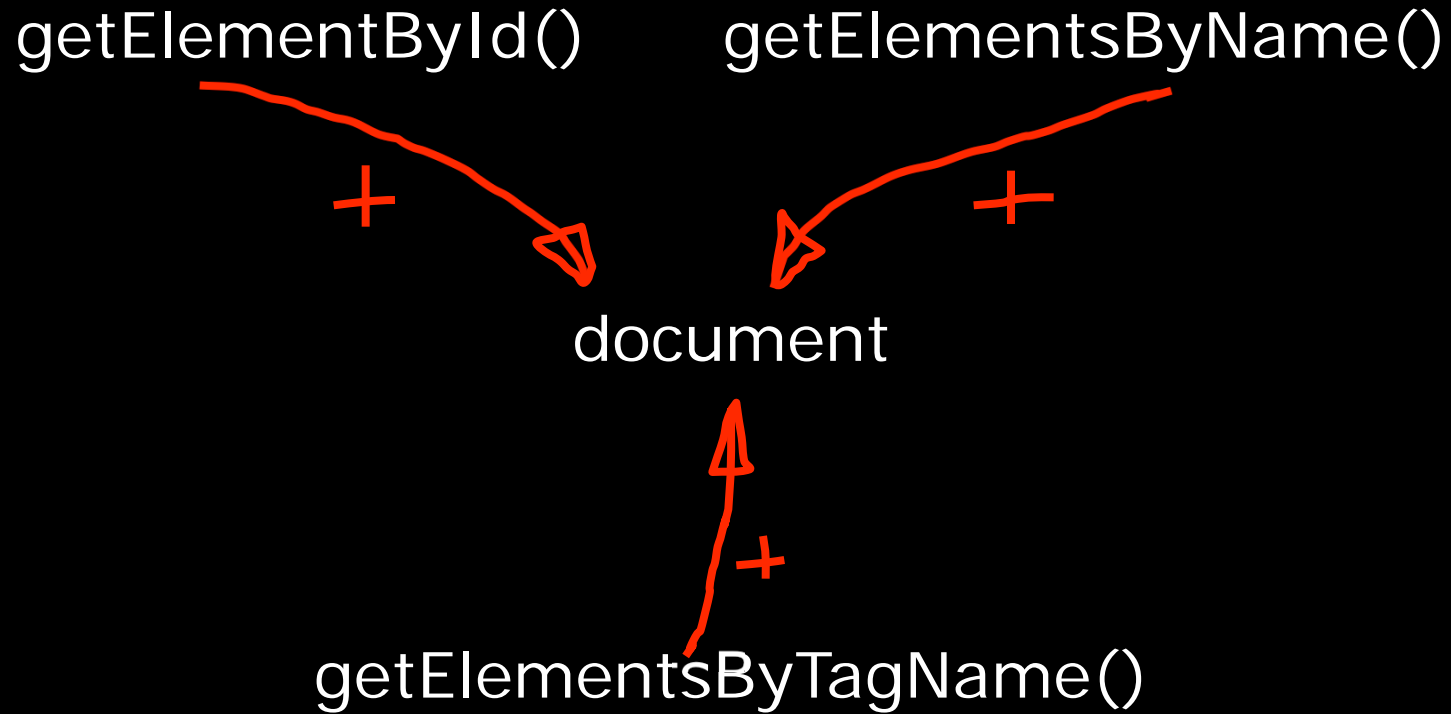
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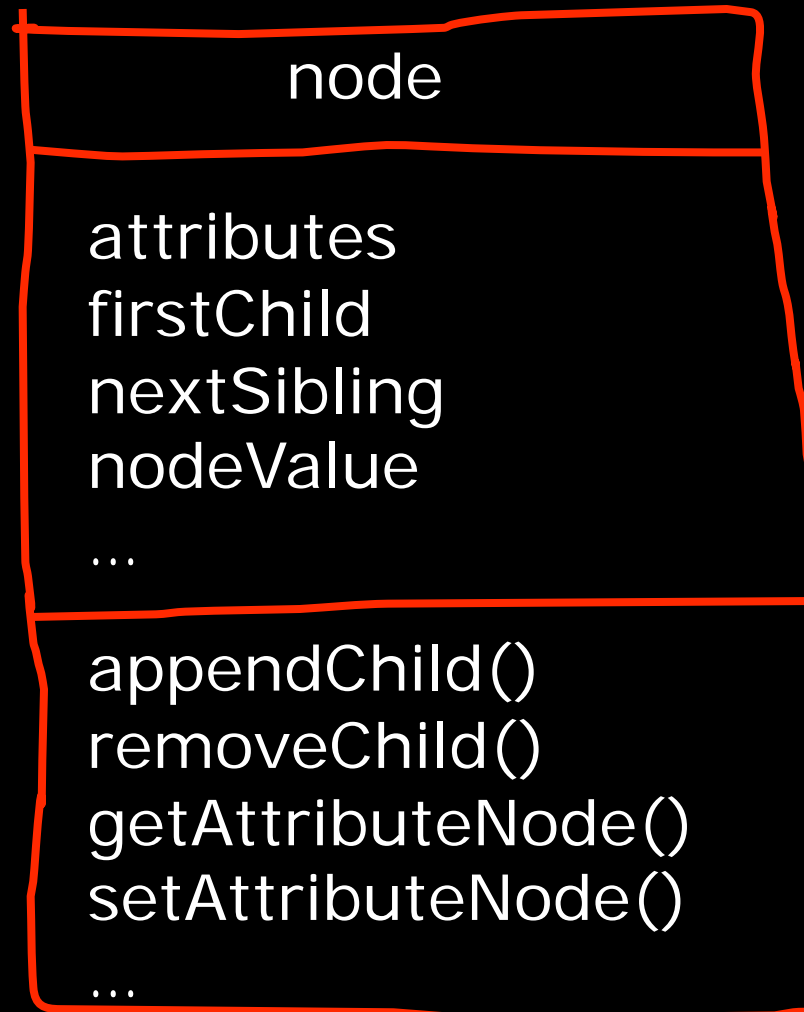
Einführung Objekte Host Objekte Fest implementierte Objekte **DOM** Event handling Sicherheit

Document Object Model

```
<body>
  <h1>Table of Content</h1>
  <ul>
    <li>JavaScript</li>
    <li>Ajax</li>
  </ul>
</body>
```








```
<body>
  <h1 id="toc">Table of Content</h1>
  <ul id="tocList">
    <li>JavaScript</li>
    <li>Ajax</li>
  </ul>
</body>
```

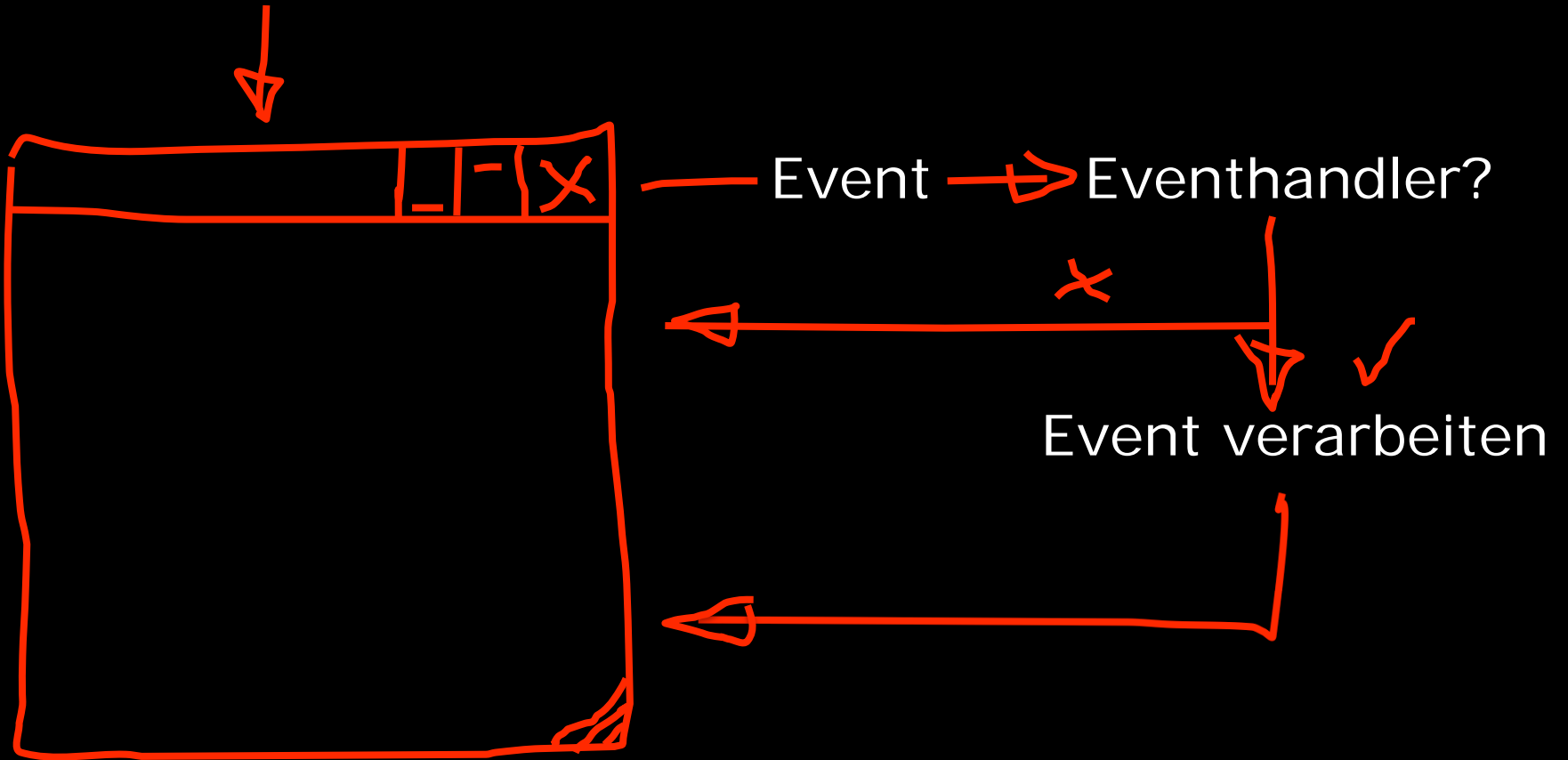
```
var toc = document.getElementById("toc");
var tocValue = toc.firstChild.nodeValue;
alert(tocValue);
```

```
//Output: Table Of Content
```

```
<body>
  <h1 id="toc">Table of Content</h1>
  <ul id="tocList">
    <li>JavaScript</li>
    <li>Ajax</li>
  </ul>
</body>
```

```
var list=document.getElementById("tocList");
var GWT = document.createTextNode("li");
var GWTText = document.createTextNode("GWT");
GWT.appendChild(GWTText);
list.appendChild(GWT);
```

Benutzereingabe



onblur
change
click
dblclick
focus
keypress
load
mouseover
...

```
<body>
  <h1 onmouseover="mOver()">
    Table of Content
  </h1>
  <ul id="tocList">
    <li>JavaScript</li>
    <li>Ajax</li>
  </ul>
</body>
```

```
function mOver (e) {
  this.style.color = "#FF0000";
}
```

```
<body>
  <h1 id="toc">Table of Content</h1>
  <ul id="tocList">
    <li>JavaScript</li>
    <li>Ajax</li>
  </ul>
</body>
```

```
var toc = document.getElementById("toc");
toc.onmouseover = mOver;
function mOver (e) {
  this.style.color = "#FF0000";
}
```

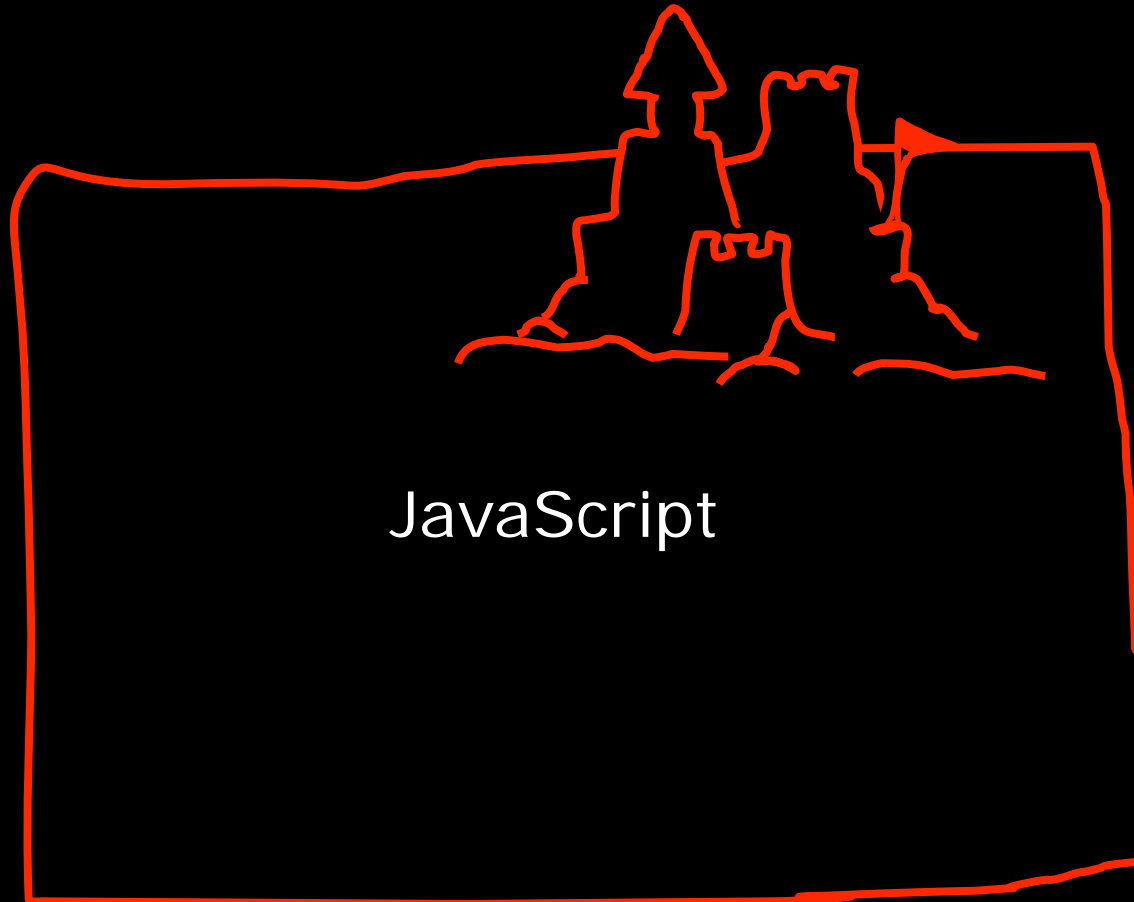
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JavaScript

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```
|| document.cookie = "var1=wert1";  
|| var inhalt = document.cookie;
```

