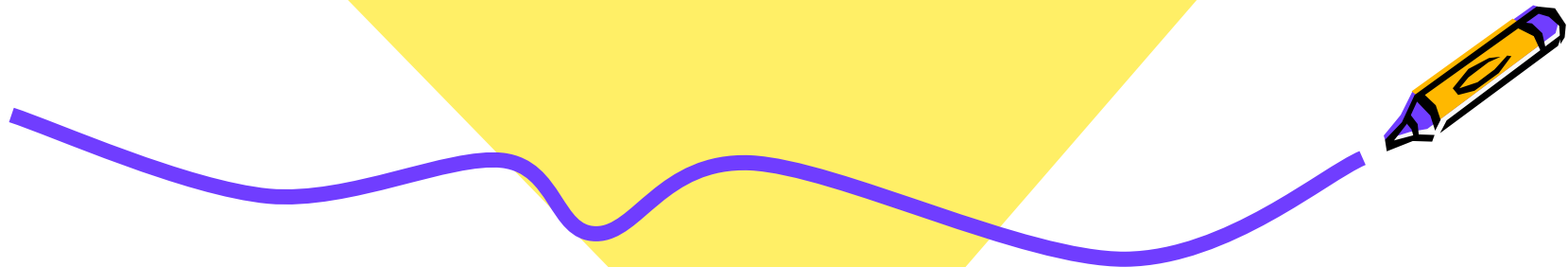


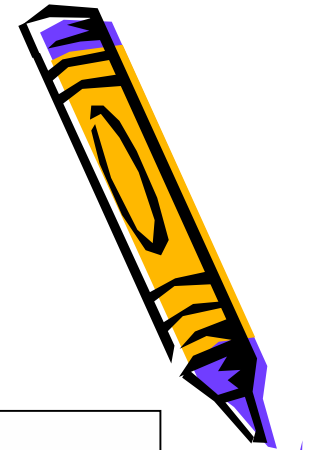


Chapter 10 Forms and the Interactive Surfer

Xin Miao

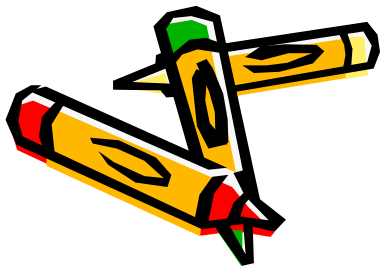


Creating Text Boxes



```
<form id="surferData" name="surferData">
Please enter your name, then click the button:<br />
<input type="text" name="nameBox" size="30" />
<p>
<input type="button" name="b1" value="Click!" onclick="printGreeting()" />
</p>
<p>
<input type="text" name="outputBox" size="30" />
</p>
</form>
```

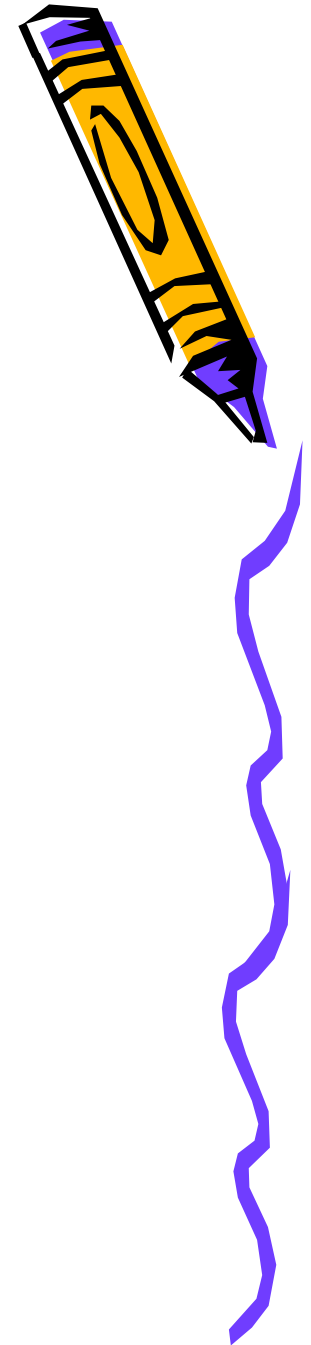
Please enter your name, then click the button:



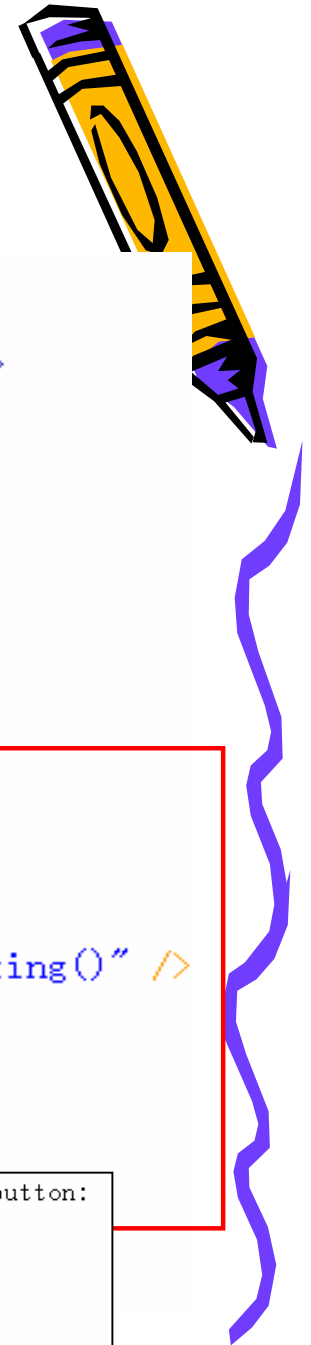
The Value Property of the Form

Please enter your name, then click the button:

```
document.surferData.outputBox.value  
document.surferData.nameBox.value
```

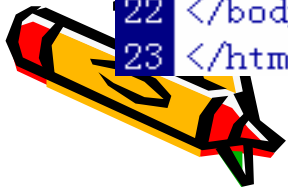


Dealing with Text Box Info



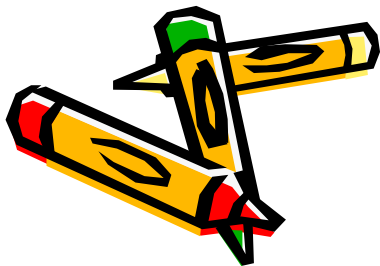
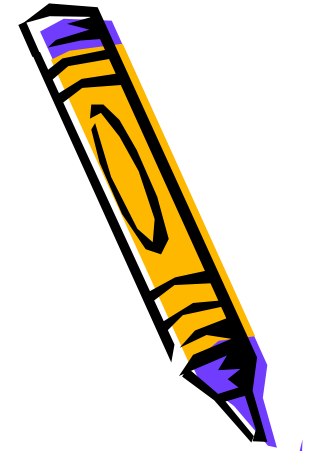
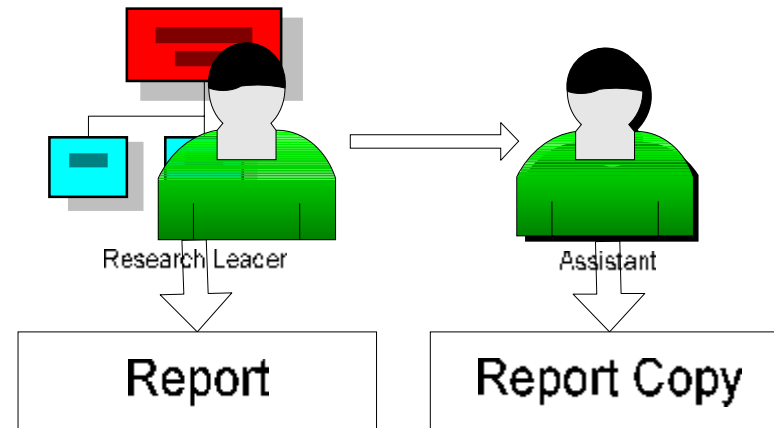
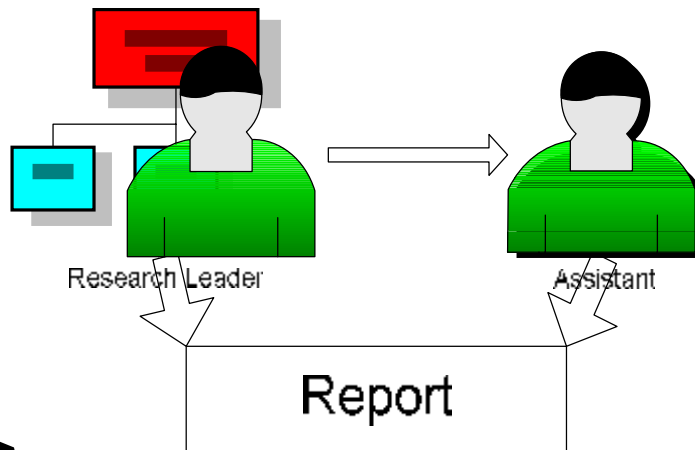
```
1 <html>
2 <head>
3   <title>Text Box and Retrieving and Processing Information</title>
4   <script type="text/javascript">
5     function printGreeting ()
6       {document.surferData.outputBox.value="Greetings, "+
7         document.surferData.nameBox.value
8       }
9   </script>
10 </head>
11 <body>
12   <form id="surferData" name="surferData">
13     Please enter your name, then click the button:<br />
14     <input type="text" name="nameBox" size="30" />
15     <p>
16     <input type="button" name="b1" value="Click!" onclick="printGreeting()" />
17     </p>
18     <p>
19     <input type="text" name="outputBox" size="30" />
20     </p>
21   </form>
22 </body>
23 </html>
```

Please enter your name, then click the button:



Passing Parameters Rule

- **Objects** are passed by **address**;
- **Object properties** are passed by **copy**.



Passing Parameters Rule

“... When sending something to a function via a parameter and **value of that something may be changed by the code inside that function,** then you must pass it as an object, not as an object property.”

-- P.282



Variation 1: Passing a textbox property



```
<script type="text/javascript">
  function printGreeting(theName)
  {document.surferData.outputBox.value="Greetings, "+
    theName
  }
</script>
```

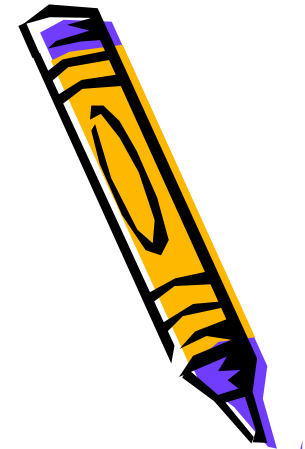
```
<p>
<input type="button" name="b1" value="Click!" onclick="printGreeting(document.surferData.nameBox.value)" />
</p>
```



Passing a textbox property

Please enter your name, then click the button:

Variation 2: Passing a textbox object



```
<script type="text/javascript">
  function printGreeting(theBox)
  {document.surferData.outputBox.value="Greetings, "+
    theBox.value
  }
</script>
```

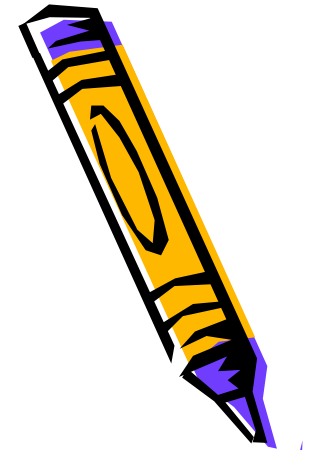
```
<p>
<input type="button" name="b1" value="Click!" onclick="printGreeting(document.surferData.nameBox)" />
</p>
```



Passing a textbox object

Please enter your name, then click the button:

Variation 3: Passing two textbox objects



```
<script type="text/javascript">
  function printGreeting(box1, box2)
  {box2.value="Greetings, "+
    box1.value
  }
</script>
```

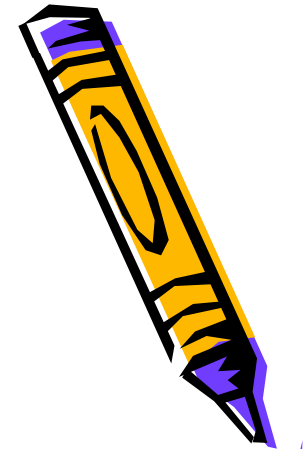
```
<p>
<input type="button" name="b1" value="Click!"
onclick="printGreeting(document.surferData.nameBox, document.surferData.outputBox)" />
</p>
```



Passing two textbox objects

Please enter your name, then click the button:

Variation 4: Passing two textbox property ?



```
<script type="text/javascript">
  function printGreeting(theName, theMessage)
  {theMessage="Greetings, "+
    theName
  }
</script>
```

```
<p>

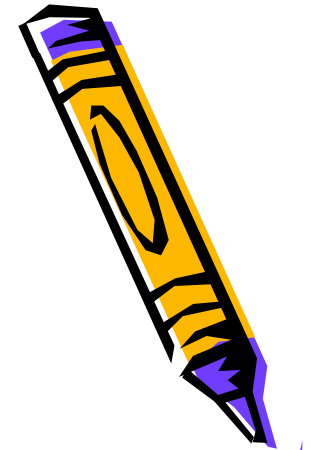
```



It doesn't work!

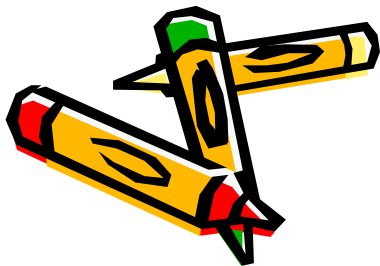
Please enter your name, then click the button:

Variation 5: Passing the form object



```
<script type="text/javascript">
  function printGreeting(f)
  {f.outputBox.value="Greetings, "+ f.nameBox.value
  }
</script>
```

```
<p>
<input type="button" name="b1" value="Click!"
onclick="printGreeting(document.surferData)" />
</p>
```



Passing the form object

Please enter your name, then click the button:

Focus, Blur, and Change Events

```
1 <html>
2 <head>
3   <title>Focus, Blur and Change Events</title>
4   <script type="text/javascript">
5     function greet (f)
6       {f.outputBox.value="Greetings, "+ f.nameBox.value
7       }
8   </script>
9 </head>
10 <body>
11   <form id="surferData" name="surferData">
12     Please enter your name, then click outside the box or press the tab key:<br />
13     <input type="text" name="nameBox" size="30"
14     onchange="greet(document.surferData)" />
15     </p>
16     <p>
17     <input type="text" name="outputBox" size="30" />
18     </p>
19   </form>
20 </body>
21 </html>
```

Please enter your name, then click outside the box or press the tab key:

Submitting Form Information

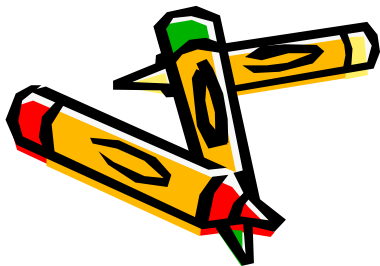
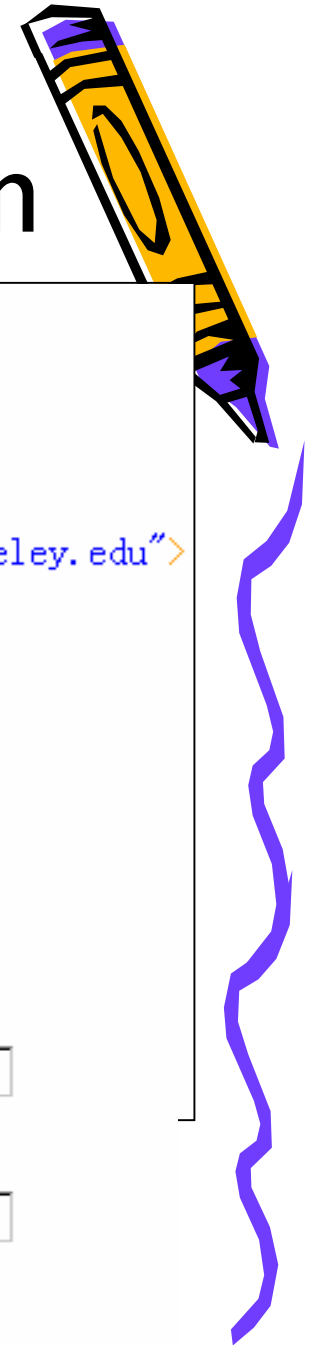
```
1 <html>
2 <head>
3   <title>Submit form via e-mail</title>
4 </head>
5 <body>
6   <form method="post" enctype="text/plain" action="mailto:miaoxin@berkeley.edu">
7     Please enter your name: <br />
8     <input type="text" name="nameBox" size="30" />
9     <p> </p>
10    Please enter your address: <br />
11    <input type="text" name="addressBox" size="30" />
12    <p> </p>
13    <input type="submit" value="Submit information" /> <br />
14    <input type="reset" value="Erase info and start over" />
15  </form>
16 </body>
17 </html>
```

Please enter your name:

Please enter your address:

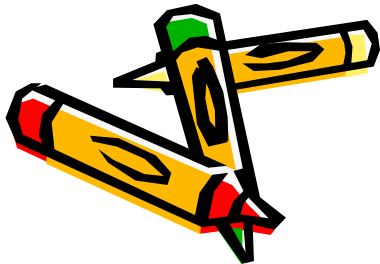
Submit information

Erase info and start over



Summary

- Use text boxes to access and respond to information;
- Pass text box values, text box objects, and form objects to functions;
- Use **onchange** event handler in a text box;
- Submit info via e-mail.



Lab Exercises for Ch10

- Lab Ex. **10.1, 10.2** and **10.3**
(P.296)
- Lab Ex. 10.4 is optional.

