**Programming**

- Why is programming fun?
  - Fourth is the joy of always learning, which springs from the non-repeating nature of the task. In one way or another the problem is ever new, and its solver learns something: sometimes practical, sometimes theoretical, and sometimes both.


**Announcements**

- How are you feeling about this unit on JavaScript?

**Announcements**

- Monday
  - Labs 7/8 are due by Noon

**JavaScript and HTML**

- HTML is markup for Web content
- Web browser interprets HTML and displays the page
- JavaScript responds to user actions
  - Click button: onclick event
  - Hover over link: onmouseover
  - Enter data in forms: onsubmit
  - Change value in a form field: onchange

**Screen Input and Output**

*The form of <form>*

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A short form

```html
<br>
<form>
  <p>Enter data here: <input type="text" name="x" size="20"> <br>
  Radio buttons: <input type="radio" name="y" value="right"> Right or <input type="radio" name="y" value="left"> Left</p>
</form>
```

Demonstration

- The short form:

More Forms

```html
<form>
  Enter data here: <input type="text" name="x" size="20"> <br>
</form>
```

Radio Control

```html
<form>
  Radio buttons: <input type="radio" name="y"> Left or <input type="radio" name="y"> Right.
</form>
```
Input/Output

Text boxes are input or output based on your point of view ...

Human ≈ Computer

- Programming uses computer’s view
  - It’s obvious that buttons are inputs
  - Text boxes are inputs, but if the computer puts information in them, they’re outputs

Forms define the type of I/O and the processing