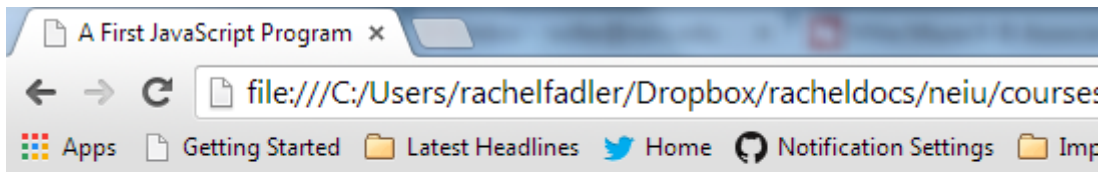


JavaScript code can add **dynamic** information to a web page that **static** HTML code cannot.

```
<!DOCTYPE html>
<html>
<head>
  <meta charset="utf-8">
  <title>A First JavaScript Program</title>
  <script>
    document.write("<h1>Welcome to JavaScript
programming!</h1>");
  </script>
</head>
<body>
</body>
</html>
```



Welcome to JavaScript programming!

JavaScript can occur in the head or the body of the code.

I Declaring a variable / Scope concerns

var

Declare a variable

```
var carname;
```

Assign a variable:

```
carname="Volvo";
```

Usually you only want your variable to be visible in the current scope so use the var keyword.

Example:

```
for(var i=0; i< array.length; i++){  
    //do something  
}
```

Or:

```
var i;  
for(i=0; i< array.length; i++){  
    //do something  
}
```

Doing it like this:

```
for(i=0; i< array.length; i++){  
    //do something  
}
```

..will create a variable called `i` in the global scope. If someone else happened to also be using a global `i` variable, then you've just overwritten their variable.

Example 1:

```
var a = "A"  
function testScope () {  
    var a = "B"  
    alert(a) //B  
}  
  
alert(a); //A
```

Example 2:

```
var a = "A";  
function testVar() {
```

```

a = "B"
alert(a) //B
}

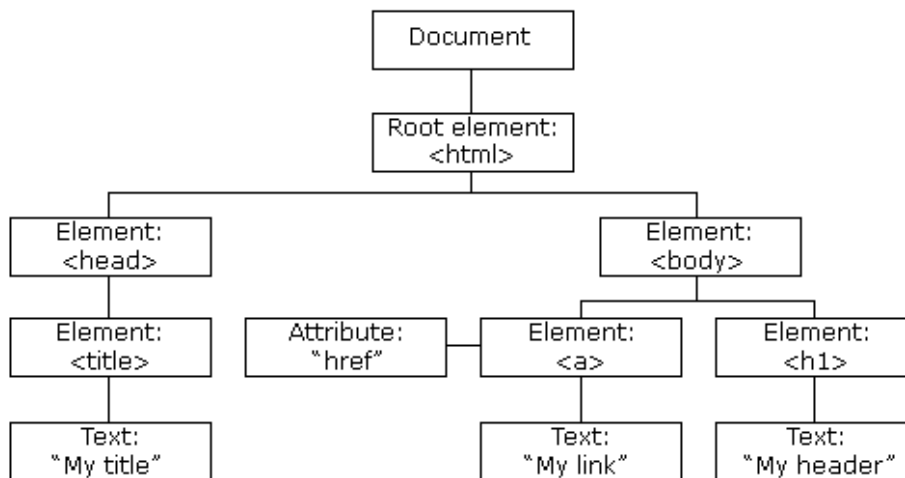
alert(a) //B

```

parseInt

- converts its string argument to an integer

Also parseFloat, etc.



**w3schools*

- **With the object model JavaScript can:**
 - Change, add, or remove all the HTML elements and attributes in the page
 - Change all the CSS styles in the page

Example:

```
<body>
```

```
<p id="intro">Hello World!</p>
```

```
<script>
```

```
txt=document.getElementById("intro").innerHTML;
```

```
document.write(txt);
```

```
</script>
```

```
</body>
```

Another Example:

```
<p id="p2">Hello World!</p>
```

```
<script>
```

```
document.getElementById("p2").style.color = "blue";
```

```
</script>
```