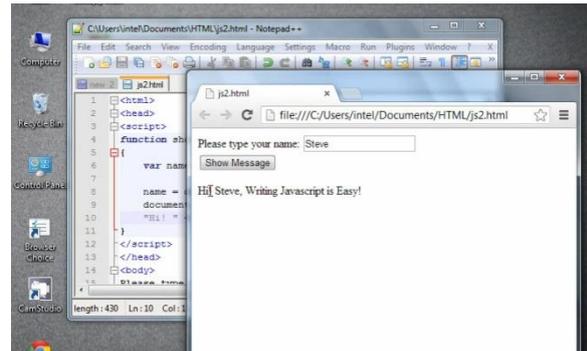


# Using JavaScript to capture user input

In this second video, Steve demonstrates how to code your web page so that users can input information and you can make use of the information they provide to produce a personalised message.

We will be working with the file from the previous activity so open that up before starting on step 1.

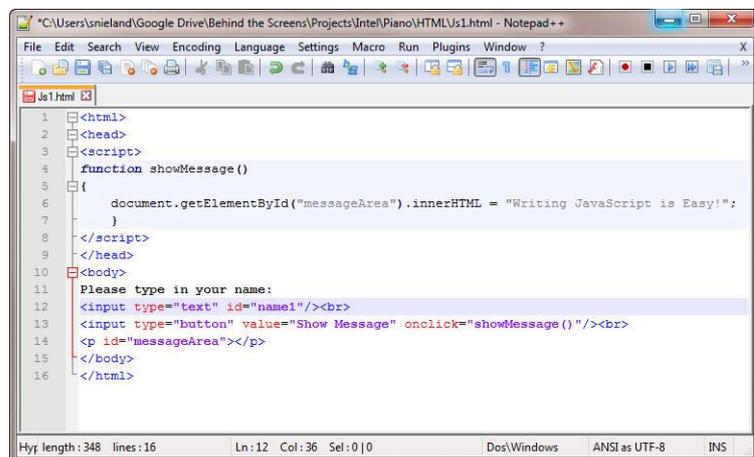


## Step 1: Adding an input field for a user's name (video start to 01.40)

In the file created in the previous video, Steve goes into the body of the HTML5 code where he wants to ask the user to type in his or her name. He inserts the text **'Please type in your name:'**. Then he adds an input tag and tells the browser what type of input is needed, by inserting...

`<input type="text"/>`.

He also needs to give this an id, so he then types in `id="name1"` within the input tag. Finally he adds a break tag (`<br>`) immediately after the new code. Add this new syntax to your code and make sure it looks like the screenshot above.



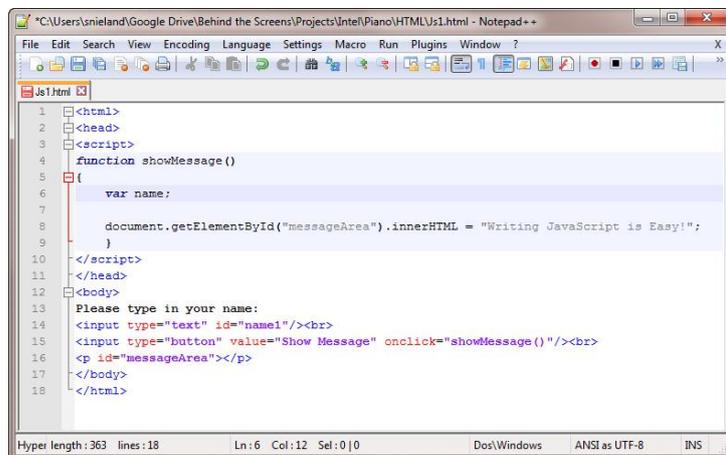
```

1 <html>
2 <head>
3 <script>
4 function showMessage ()
5 {
6     document.getElementById("messageArea").innerHTML = "Writing JavaScript is Easy!";
7 }
8 </script>
9 </head>
10 <body>
11 Please type in your name:
12 <input type="text" id="name1"/><br>
13 <input type="button" value="Show Message" onclick="showMessage()" /><br>
14 <p id="messageArea"></p>
15 </body>
16 </html>
  
```



## Step 2: Introducing variables into your code (video 01.41 – 02.30)

Another new piece of syntax not used before is one that tells the browser that a variable is being inputted and then stored. A variable is something that varies. This means that the input won't always be the same – different users will have different names. Steve type in the syntax **var name;** into the script tag in the head section. Note you must use the semi-colon at the end so the browser knows that's the end of the variable instruction. Add this to your code now.



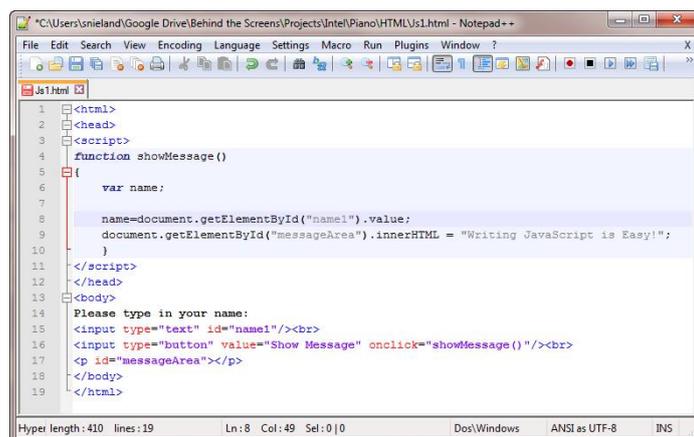
```
1 <html>
2 <head>
3 <script>
4   function showMessage ()
5   {
6     var name;
7
8     document.getElementById("messageArea").innerHTML = "Writing JavaScript is Easy!";
9   }
10 </script>
11 </head>
12 <body>
13   Please type in your name:
14   <input type="text" id="name1"/><br>
15   <input type="button" value="Show Message" onclick="showMessage()"/><br>
16   <p id="messageArea"></p>
17 </body>
18 </html>
```

## Step 3: Telling the browser where to find the input (Video 02.31 – 03.18)

In this next step, Steve is continuing to work in the script tag to tell the browser where it can find the inputted name from the user.

He does this by defining what the name is by using the 'name=' syntax.

The name is in the document, and it's the element with the id "name1". So the syntax for this is...



```
1 <html>
2 <head>
3 <script>
4   function showMessage ()
5   {
6     var name;
7
8     name=document.getElementById("name1").value;
9     document.getElementById("messageArea").innerHTML = "Writing JavaScript is Easy!";
10  }
11 </script>
12 </head>
13 <body>
14   Please type in your name:
15   <input type="text" id="name1"/><br>
16   <input type="button" value="Show Message" onclick="showMessage()"/><br>
17   <p id="messageArea"></p>
18 </body>
19 </html>
```

**name=document.getElementById("name1").value;**

Type this into your code, after the var name; inside the script tag. The syntax should look like the screenshot above.



## Step 4: Using the input to personalise the message (Video 03.19– end)

Steve now wants to use the name input that a user has provided in order to present a personalised message when the button is clicked (this was coded in the previous activity). He does into the existing code in the script section where the message "Writing JavaScript is Easy!" appears. He adds another part of the message "Hi!" and then tells the browser to include the name, and a comma, before the existing message. So he adds...

"Hi! " + name + ", after which comes the 'Writing JavaScript is Easy!' message. He uses some spaces, and the comma, to improve the way the message appears on the screen when the page is published. Add this syntax to your code so it looks like the screenshot above.

Save and publish your page in Chrome. When published, type in your own name and hopefully the message will appear as it does on the right.

```
1 <html>
2 <head>
3 <script>
4 function showMessage()
5 {
6     var name;
7
8     name=document.getElementById("name1").value;
9     document.getElementById("messageArea").innerHTML =
10     "Hi! " + name + ", Writing JavaScript is Easy!";
11 }
12 </script>
13 </head>
14 <body>
15 Please type in your name:
16 <input type="text" id="name1"/><br>
17 <input type="button" value="Show Message" onclick="showMessage()" /><br>
18 <p id="messageArea"></p>
19 </body>
20 </html>
```



**Well done – now take a screenshot of the code, and of the published page, and insert these into your Student Log so your teacher can see you have completed this task. You can now code your web page to ask for user input and make use of that input.**