

**<a> (a) tag**

creates a link to another web page.

**href** gives the address of the web page.

**target** is set to ""\_blank"" to show the linked page in a new tab when the user clicks it.

Example code:

```
<a target="_blank" href="http://google.com">Google</a>
<br>
<a href="/m/about.html">
  About Us</a>
```

**if**

Example code:

```
var age = prompt('How old are you?', '21');

if (age <= 12) {
  alert('You are a child');
} else if (age < 20) {
  alert('You are a teen');
} else if (age < 0 || age > 125) {
  alert('Invalid age');
} else {
  alert('You are an adult');
}
```

**null**

is a special value meaning **no value**.

Example code:

```
var name = prompt('What is your name?');

if (name == null) {
  alert('You clicked cancel!');
} else {
  alert('Hello ' + name);
}
```

**Event.item**

gets the item at the position of the mouse when the event occurred. It will contain {null} if there was no item there.

Example code:

```
var a = new Shape.Circle(40, 40, 20);
a.fillColor = 'black';
var b = new Shape.Circle(140, 90, 20);
b.fillColor = 'black';
var c = new Shape.Circle(40, 140, 20);
c.fillColor = 'black';

function onMouseDown(event) {
  if (event.item) {
    event.item.fillColor = Color.random();
  }
}
```

**Item.selected**

is a property that stores whether or not the item is selected.

Example code:

```
var path = new Path();
path.strokeColor = 'orange';
path.add(new Point(150, 10));
path.add(new Point(150, 100));
path.selected = true;

var triangle = new Path();
triangle.add(new Point(10, 10));
triangle.add(new Point(10, 100));
triangle.add(new Point(110, 100));
triangle.closed = true;
triangle.fillColor = 'orange';
triangle.selected = false;

//Click to change which item is selected
function onMouseDown(event) {
  if (triangle.selected) {
    triangle.selected = false;
    path.selected = true;
  } else {
    triangle.selected = true;
    path.selected = false;
  }
}
```

**onFrame(event)**

handles animations.

**event**: details of the frame event including the total amount of time since the first frame event.

Example code:

```
var ball = new Shape.Circle(50, 50, 50);
ball.fillColor = 'blue';

function onFrame(event) {
  ball.position.x += 1;
}
```