CODE AVENGERS

JavaScript Intro References

color property

sets the color of text.

Example code:

```
<style>
section {
  color: XXX;
}
</style>

<section>
  Example content.
</section>
```

<input> (input) tag

adds an input field where the user enters data.
type sets the type of input.
value sets the text of the input.
checked pre-selects the input when the page loads.
maxlength sets the maximum number of characters that can be entered.
name sets the name and tells the form to send this input to the server when the form is submitted.

Example code:

```
<input type="radio" checked>Radio Button<br>
<input type="checkbox" checked>Checkbox<br>
<input type="color"><br>
<input type="range"><br>
<input type="time"><br>
<input type="week"><br>
<input type="month"><br>
<input type="date" name="birthday"><br>
<input type="datetime-local"><br>
<input type="hidden"><br>
<input type="search"><br>
<input type="number" value="1234"><br>
<input type="text" maxlength="2"><br>
<input type="password" value="text"><br>
<input type="button" value="Button"><br>
<input type="file"><br>
```

+

adds numbers and joins strings
$4 + 8$ equals 12
`'4' + '8'`, `4 + '8'` and `'4' + 8` are equal to `'48'`

Example code:

```
//Add numbers
alert(8 + 4);

//Join strings
alert('8' + '4');
alert('8' + 4);
alert(8 + '4');
```

==

means *equal to*; a `==` b is true if a and b have the same value.
E.g. age `==` 15 is true if age is 15

Example code:

```
alert(8 == 4);
alert(8 == 4 * 2);
alert('CodeAvengers' == 'Code' + 'Avengers');
```

alert(message)

displays a message box with an OK button.
message: the text to display.

Example code:

```
alert('Hello');
```

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');
}
```