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JavaScript CD-ROM Cookbook TOC Revision Proposal
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N.B. **by an item indicates new or revised material. "Chapter" titles in bold.

Welcome to This CD-ROM

Introducing JavaScript

Communicating with Readers

Hello World

- v.1: JavaScript in HTMLHello World
- v.2: A Function Call Hello World
- v.3: An Alert Hello World
- v.4: The Status Bar Hello World
- v.5: Confirm Dialog Hello World
- v.6: Writing to Another Frame Hello World
- **v.7: Creating a Popup Window Hello World
- **v.8: Using a Prompt Hello World
- **v.9: Using Links Overview of Dialog Elements

****JavaScript Environment**

- **Environmental Issues
- **Who's Hosting This Party?

JavaScript Games

- Guess the Number; JavaScript Slot Machine ; Generate Random Pictures; FRP; Dice "Potsie" the Dice Roll Game; The Memory Game Color Matching Game (from the Color chapter); Body Mass Index (BMI);
- **Demonstration Crabby Dodecahedron
 - **Paper Dolls
 - **Trivia Game
 - **Poker Solitaire
 - **A Poker Game
 - **3D-Graphic Adventure (titled "MARS Adventure")

The Status Bar

- Status Bar MessageThe Default Status Marquee #1: Left to Right Scroll Marquee #2: Bouncing Marquee #3: Letter at a time Marquee #4: Missile Shots Marquee #5: Random Messages;Marquee ** Stop Button Marquee
- ** Timed Messages Timeout Overview

JavaScript Clocks

- **Simple Status Bar Clock;
- ** Real Time Status Bar Clock;
- ** Scrolling Status Bar Clock Window Clock
- **Digital Clock Date Formats
- **Julian Days Monthly Calendar

Overview of Dates and Time in JavaScript

**** JavaScript Strings** (updated and expanded)

Chop strings right and left
Chop strings at a given character string;
Strip a string's blanks
Reverse a string
Create a repeating string

- **Count a substring's occurrences
- **Merge strings together Split a string into an array
- **Splitting strings is useful for writing parsers
- **Substitute first instance
- **Substitute last instance
- **Substitute every instance
- **Set or limit decimal places
- **Allow input prepended with dollar signs
- ** Recover an indexed substring using strings for arrays.
- **Recover an indexed number from a string
- **Cookbook string routines overview

Strings overview

JavaScript Math

A JavaScript Calculator
JavaScript Formulas: The Tailor JavaScript Formulas: A Mortgage Calculator JavaScript
Formulas: Pseudo 1040EZ
Random Numbers and Histograms

- **Better Histograms Graphing a Function

Better Random Numbers Fibonacci Numbers;
Recursion RPN Calculator
JavaScript Spreadsheet

- ** JavaScript Spreadsheet II

Math Overview

JavaScript Colors

Color Setter
Color "Hex" Numbers
Color Literals
Groovy Color Thing

- **Groovy Color Thing II
- **Groovy Color Thing III: The Scrolling Marquee

Color Matching Game (Hard Version)
Color Matching Game (Easy Version)

- **Color Matching Game (Cheating Version)
- **Color Window Scheme Creator

JavaScript Forms

Confirming Submission
Validation #1: Blank Fields
Validation #2: Simple E-mail Check
Validation #3: Numbers
Selection Values
***"Drop-down" Menus
**Radio Button Values
**Password Values
Handling "Enter"
**Protecting Fields
Forms Overview Data Structures
User-Defined Objects
Introducing Arrays
Sorting Arrays
Strings to Arrays and Back
Strings to Arrays and Back II
**Implemented using the Netscape String.split() function
Strings in Place of Arrays
Stacks
**Queues
**LIFO.
Matrix Reduction

JavaScript Cookies

Cookie Examples
Cookie Peeker
**The Interactive Cookie Jar
Site Visit Counter
To-Do List
"Potsie" with High Scores
JavaScript Cookbook Cookie Overview
**Mmmm. Cookie Recipes.

****JavaScript Windows**(revised & expanded discussion of "frames")

**A Window Remote Control
**Recursive Frame Description
**A Frames Remote Control
**The JavaScript Cookbook Windows Inspector

****JavaScript Multimedia**

**JavaScript Bach
**Multimedia Slideshow
**Guitar Salmon
**Put Another Nickel InÉ

****Hors d'oeuvres**

**Popup Window
**Self-Closing Popup Window
**Reload a Window
**Blink a Window

JavaScript Support

View source

Easy Tables

Absolute Directory

Relative Directories

****Typewriter: Echo Text**

****Client-Side Image Maps**

****Slide Show**

Object Utilities

That Flashy Intro Thing

****Stop the Scrolling Menaces**

****JavaScript for Navigator Only** (almost completely new chapter including "Mouse-overs")

****Getting in the Picture I: Caching Pictures**

****Getting in the Picture II: Smoother Animation**

****The Mobile Mouse I: on MouseOver()**

****The Mobile Mouse II: onMouseOut()**

****The Dynamic Crystals Memory Game**

****Reversing an Array**

****Sorting an Array**

****Converting an Array to a String**

. **JavaScript 1.2 Goodies

****Determining Compatibility**

****Language Extension I: While() You Were Looping**

****Language Extension II: A Switch() in Time**

****Language Extension III: String.charCodeAt(), String.fromCharCode()**

****Language Extension IV: String.slice()**

****Another Plank for the Platform**

****How Much Real Estate is Here?**

****How Much Real Estate Can I Use?**

****Paint with All the Colors of the Screen**

****Repeat Yourself**

****Cutting in Front of the Line**

****Wandering All Over: onMouseMove()**

****Point and Click I: onMouseDown(), onMouseUp()**

****Point and Click II: onMouseOver(), onMouseOut()**

****Getting All Keyed Up I: onKeyPress()**

****Getting All Keyed Up II: onKeyDown(), onKeyUp()**

****The Future of JavaScript/JScript**

****ECMA: Hey, We've Got Standards!**