

# Kejadian (Event 2)

## 1. Event On Submit

- Event on submit akan dibangkitkan apabila seorang user menekan tombol submit.
- Dengan event ini data yang diinputkan akan dikirimkan ke tempat lain (email, file teks atau ke dalam suatu tabel).

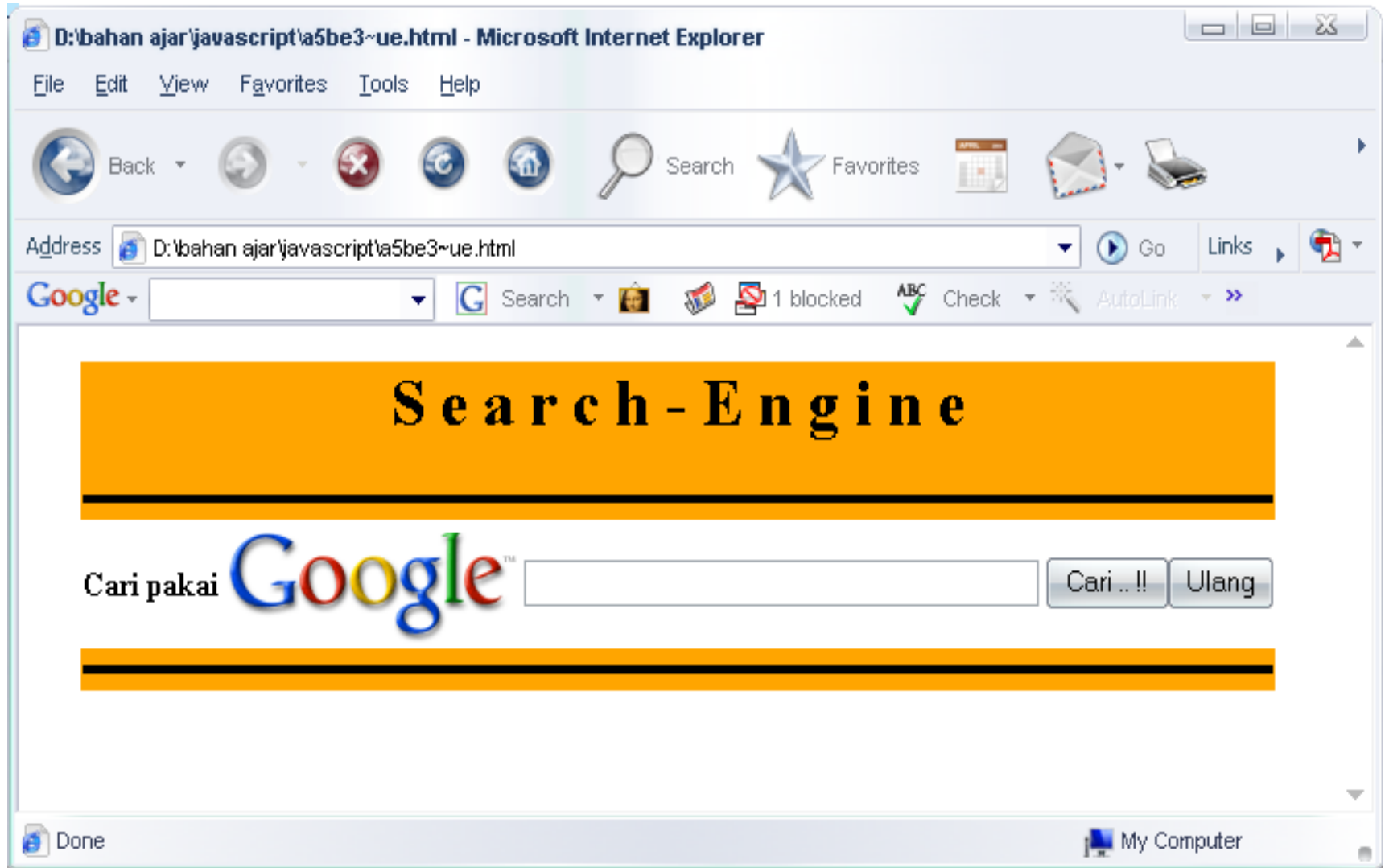
# Kejadian (Event-2)

- Contoh Program

```
<Html><Body><SCRIPT LANGUAGE="JavaScript">
function cari()
{   var kata = document.formcari.keyword.value; var hasil =
    "http://www.google.com/search?q=" + kata ; window.open(hasil, 'google',
    config='height=500,width=750 scrollbars=yes location=yes') }
</SCRIPT>
<FORM NAME="formcari" onSubmit="cari()">
<center> <table><tr>  <td colspan="4" bgcolor="orange">
<h1 align="center">S e a r c h - E n g i n e</h1>
<hr color="black" size="4" ></td> </tr>
<tr> <td><b>Cari pakai</b>          </td>
<td>      </td>
<td><INPUT NAME="keyword" SIZE="40" TYPE="text">          </td>
<td><INPUT TYPE="submit" VALUE="Cari .. !!">
<input type="reset" Value="Ulang">          </td> </tr>
<tr>  <td colspan="4" bgcolor="orange"><hr color="black" size="4" ></td>
</tr> </table></center></FORM> </body></html>
```

# Kejadian (Event-2)

- Tampilannya Sebagai Berikut:



# Kejadian (Event-2)

- **Contoh event submit yang terjadi pada form pengisian data guestbok yang hasilnya akan dikirim pada suatu email**

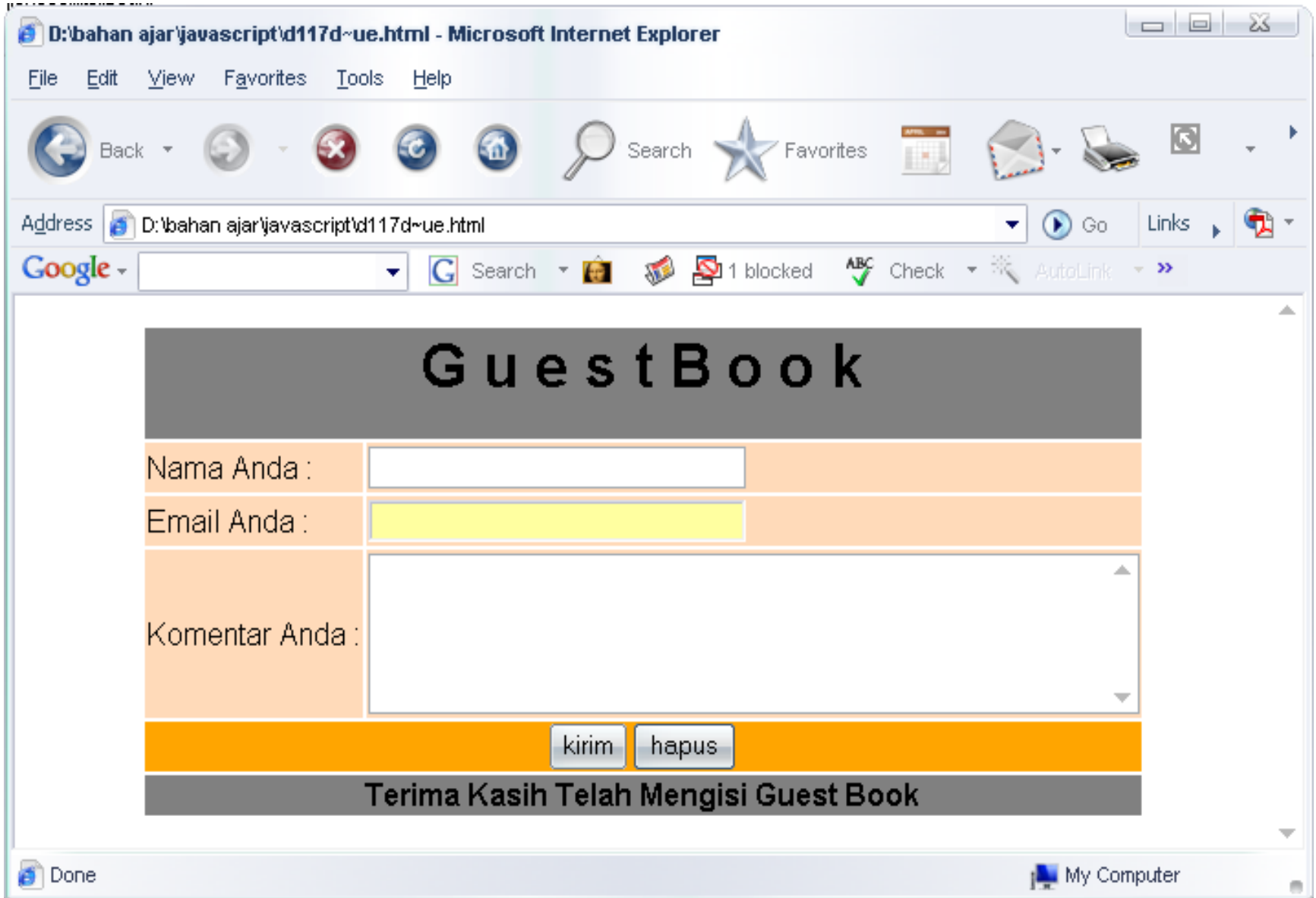
```
<Html><Body><SCRIPT LANGUAGE="JavaScript">
function isiform(form)
{   isinama(form);           isiemail(form);
    isikomentar(form);       kosongkan(form);   }
function kosongkan(form)
{   if((isinama(form) && isiemail(form) && isikomentar(form)))
    {   form.submit;           }
    If ((isinama(form)== false || isiemail(form)== false || isikomentar(form)== false))
    {   salahisi(form);       }   }
function salahisi(form)
{   var teks ="Ada Kesalahan Isian :";
    If   (isinama(form)== false) {teks +="\nNama Anda";           }
    If   (isiemail(form)==false) {teks +="\nEmail Anda"; }
    if (isikomentar(form)==false) {teks +="\nKomentar Anda";           }       alert(teks);}
function isinama(form)
{   if (form.nama.value=="") {return false;}           else {return true;   }           }
function isiemail(form)
{   if((form.email.value=="" || form.email.value.indexOf('@',0)==-1) ||
    form.email.value.indexOf('.')==-1)
{return false;}           else {return true;   }           }
function isikomentar(form){if(form.cs.value=="")
{return false;}           else {return true;}}           </script>
```

# Kejadian (Event-2)

- `<form name="f" method="post" action="mailto:irawan@unikom.ac.id?subject=Form">`
- `<font face="Arial">`
- `<table align="center">`
- `<tr bgcolor="gray">`
- `<td colspan="2" align="center"><h1>G u e s t B o o k</h1> </td>`  
`</tr> <tr bgcolor="peachpuff"> <td>Nama Anda :</td>`  
`<td><input type="text" value="" name="nama" size="30" </td>`  
`</tr> <tr bgcolor="peachpuff"> <td>Email Anda : </td>`  
`<td><input type="text" value="" name="email" size="30" </td>`  
`</tr> <tr bgcolor="peachpuff"> <td>Komentar Anda : </td>`  
`<td><textarea name="cs" rows="5" cols="50"></textarea> </td>`  
`</tr><tr bgcolor="orange"> <td colspan="2" align="center">`
- `<input type="button" name="thesubmit" value="kirim" onClick="isiform(this.form)">`
- `<input type="reset" value="hapus"> </td> </tr>`
- `<tr bgcolor="gray"> <td colspan="2" align="center">`
- `<b>Terima Kasih Telah Mengisi Guest Book</b> </td> </tr>`  
`</table> </font> </form></body></html>`

# Kejadian (Event-2)

- Tampilannya Sebagai Berikut:



# Kejadian (Event-2)

- **2. Manipulasi Gambar**

- Untuk memuat suatu image, pada Javascript terdapat objek Image. Untuk membuat objek tersebut pendeklarasiannya adalah sebagai berikut :
- `img1 = new Image ()`
- `img1.src = "pic1.gif"`
- artinya membuat objek image dengan isinya adalah image pic1.gif
- berikut akan diberikan contoh mengenai objek image :

# Kejadian (Event-2)

- **Contoh Program:**

```
<HTML><BODY><SCRIPT LANGUAGE="JavaScript">
var num=1                                img1 = new Image ()
img1.src = "pic1.gif"                    img2 = new Image ()
img2.src = "pic2.gif"                    img3 = new Image ()
img3.src = "pic3.gif"                    img4 = new Image ()
img4.src = "pic4.gif"                    img5 = new Image ()
img5.src = "pic5.gif"                    img6 = new Image ()
img6.src = "pic6.gif"
function slideshow(x)
{num=num+x                                if (num==7){num=1      }
If (num==0)                               {num=6}
document.mypic.src=eval("img"+num+".src") }
</SCRIPT> <CENTER>
<IMG SRC="pic1.gif" NAME="mypic" BORDER=0 height="200" width="150">
<p><A HREF="JavaScript:slideshow(-1)">Previous</A>
<A HREF="JavaScript:slideshow(1)">Next</A></CENTER> </BODY></HTML>
```



# Kejadian (Event-2)

- Tampilannya :



# Kejadian (Event-2)

- **Contoh Program:**
- `<html><head><script language="javascript">`
- `var image1=new Image()`
- `image1.src="1.gif"`
- `var image2=new Image()`
- `image2.src="2.gif"`
- `var image3=new Image()`
- `image3.src="3.gif"`
- `</script></head>`
- `<body><center>`
- `<h2>Penggunaan Objek Image Untuk Membuat SlideShow</H2>`
- `<hr size=5 color="black">`
- ``
- `<script>`
- `var step=1`

# Kejadian (Event-2)

- `function slideit()`
- `{ if (!document.images)`
- `return document.images.slide.src=eval("image"+step+".src")`
- `if (step<3)step++elsestep=1`
- `setTimeout("slideit()",1000)}`
- `slideit()`
- `</script><hr size=5 color="black"></body></html>`

# Kejadian (Event-2)

- Tampilannya:

