

# Teddywaddy Code Club

## Activity 4d

### Embedding JavaScript

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>

</body>
</html>
```

# Embedding JavaScript

This exercise will illustrate how JavaScript is connected to the HTML.

For this activity and onwards it is assumed that VS Code is in use.

There are several ways that JavaScript can be enabled within a web page. All these start with the HTML. Even if there are no visible web page elements, it is still necessary to have the HTML file.

Most commonly the JavaScript code is in another file that is referenced in the HTML, but the code can be in the HTML file.

## Typical `<script>` tag usage.

Probably the most common way to include JavaScript is by using the `<script>` tag at the bottom of the `<body>` section.

Create a new file called `index.html`. Add the boilerplate HTML code within VS Code by using the `!` abbreviation.

In VS Code, type `!` and then hit the tab or enter key.

```
<> index.html •
<> index.html > ...
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4  |   <meta charset="UTF-8">
5  |   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6  |   <title>Document</title>
7  </head>
8  <body>
9
10 </body>
11 </html>
```

Add the `<script>` tag just before the closing `</body>` tag.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0">
6   <title>Document</title>
7 </head>
8 <body>
9
10  <script src="app.js" type="text/javascript"></script>
11 </body>
12 </html>
```

Create the following `app.js` file to check that the above method works.

```
JS app.js
1 console.log("Test");
2 |
```

Add a `<h1>` tag with a heading to the html file to see some web content displayed.

```
<body>
  <h1>JavaScript test</h1>
  <script src="app.js" type="text/javascript"></script>
</body>
```