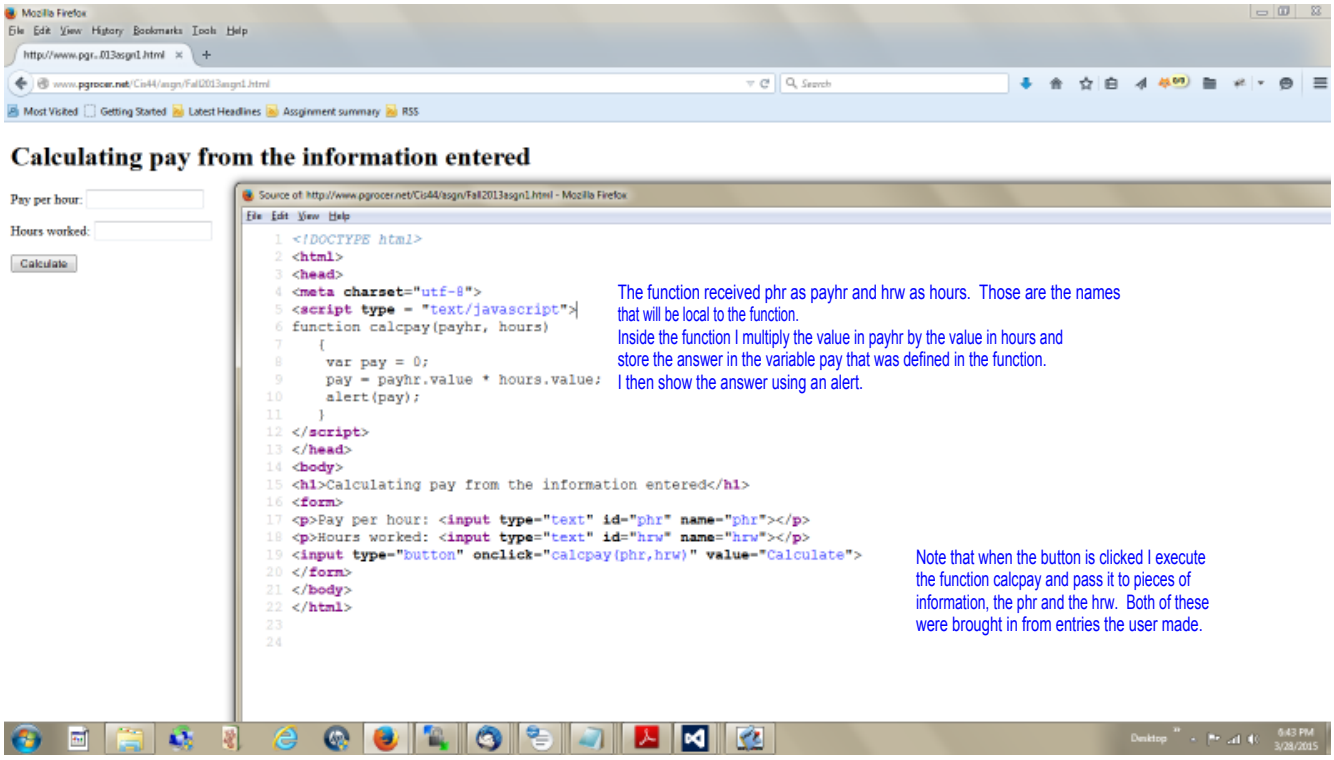
Funcion Assignment
Here are some programs that work with payroll and functions:
Fall2013asgn1.html
Fall2013asgn2.html
Fall2013asgn2a.html

Problem #1: I want you to take the payroll function problems above and modify one of them to do the code in the same way that I did the code in this example - I am looking for the way I assigned the answer in the click and then the function returned the msg to fill the answer.
passfuncF13return.html

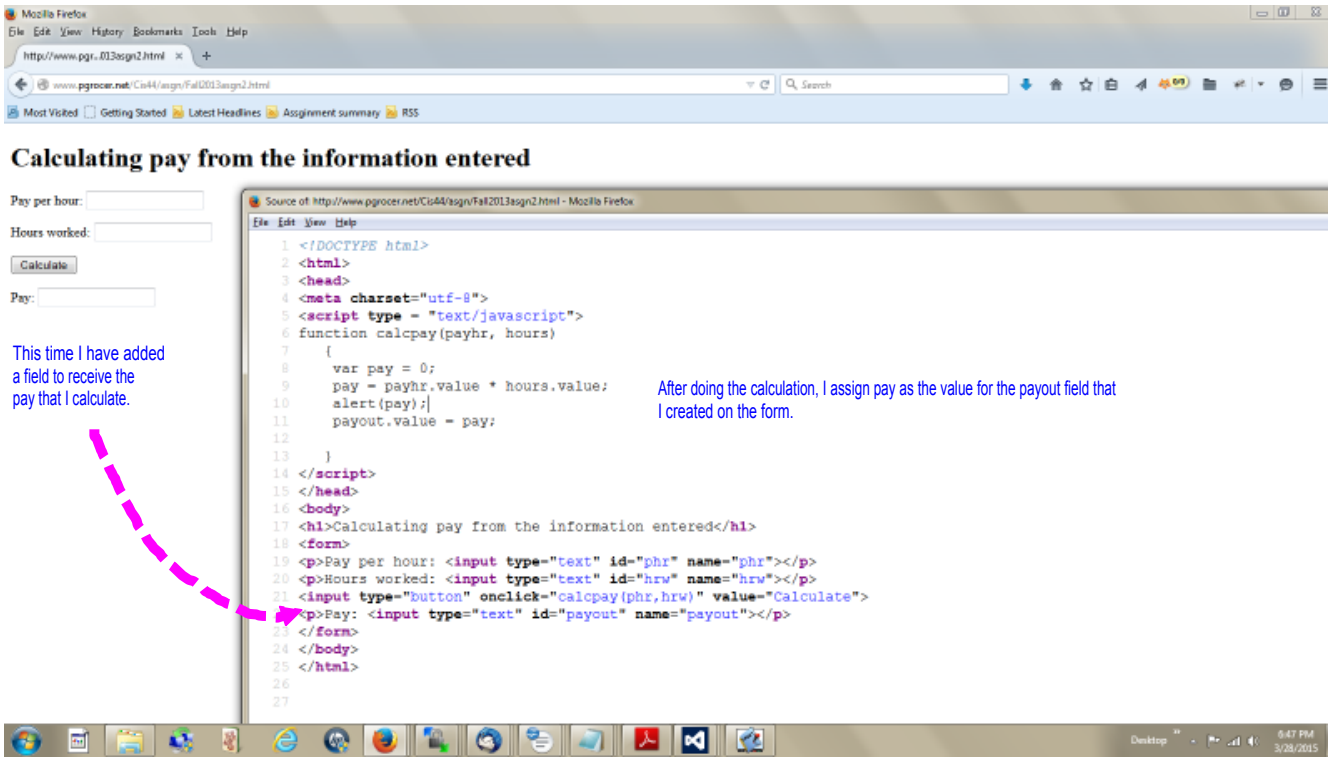
Problem #2: Modify one of the payroll function examples so it handles the onclick event the way I did in this example.
passfuncF11bx.html

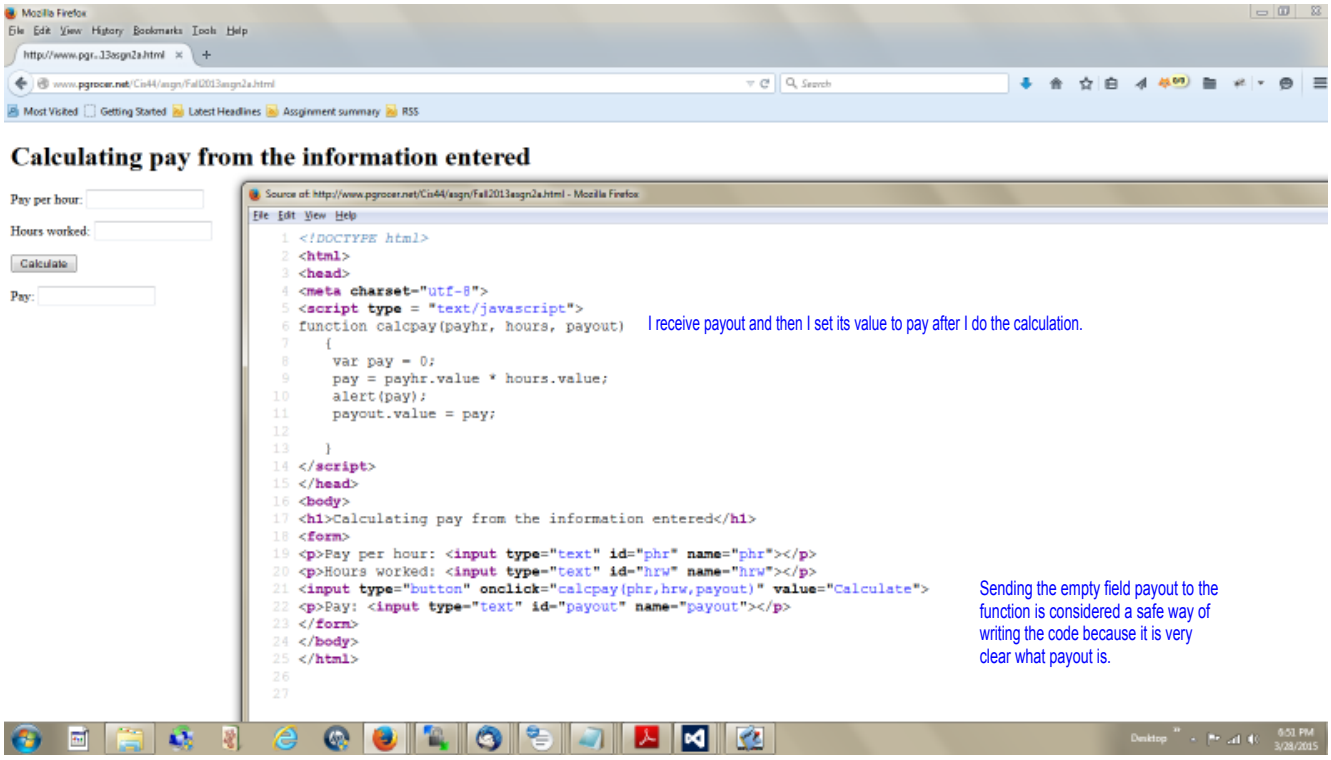
Problem #3: I want you to write an inventory problem where you take in on hand, on order and reorder point and number to order using text boxes on a form. I want you to have a button to click and its corresponding toclick event should perform a function that adds on hand and on order and does an if to see if it is less than or equal to the reorder point. If it is then it should display the difference between the sum of on hand and on order and the reorder point. If it is not it should display 0 indicating that nothing needs to be ordered.
For example lets say onhand is 5 and on order is 25 and the reorder point is 50. 5 and 25 equal 30 which is less than the reorder point. We calculate the number to order by saying 50 - 30 is 20 so 20 should be put in the number to order text box.
For example lets say onhand is 20 and on order is 40 and the reorder point is 50. 20 and 40 equal 60 which is greater than the reorder point so nothing needs to be ordered and 0 is displayed in the number to order text box.

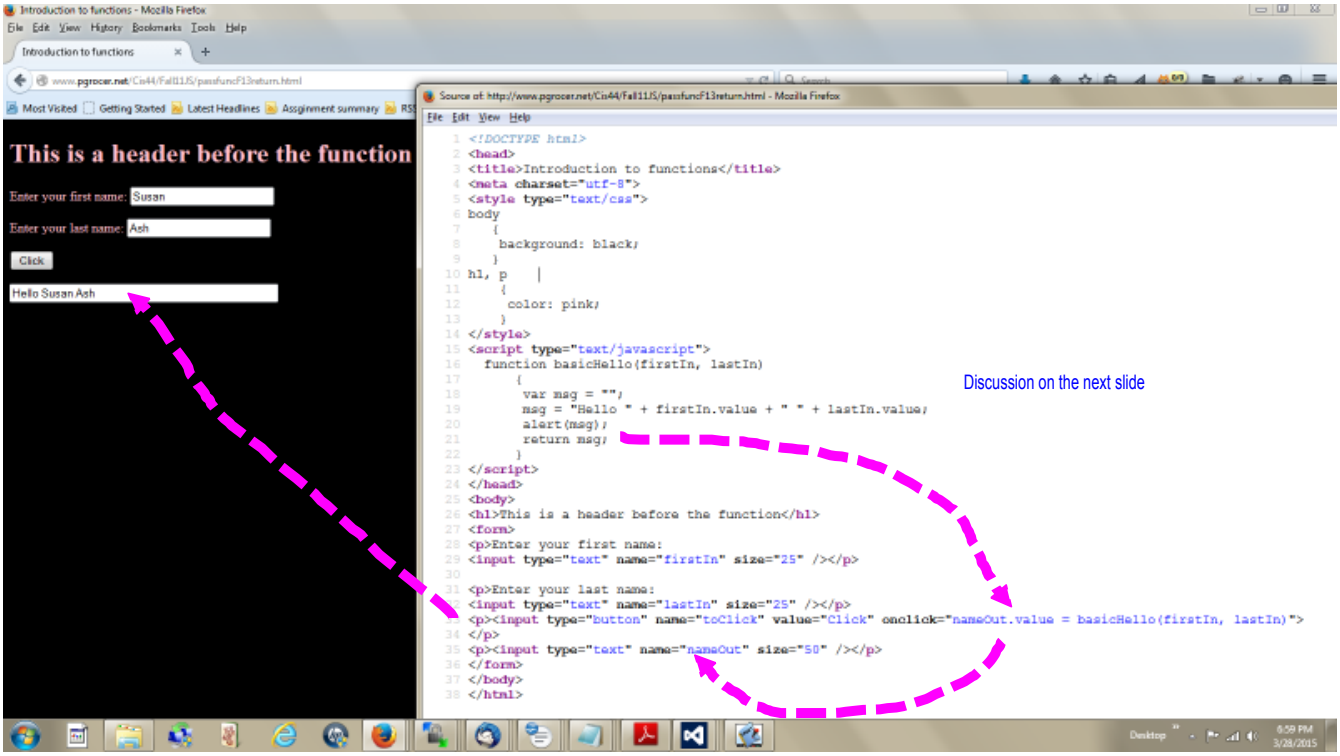


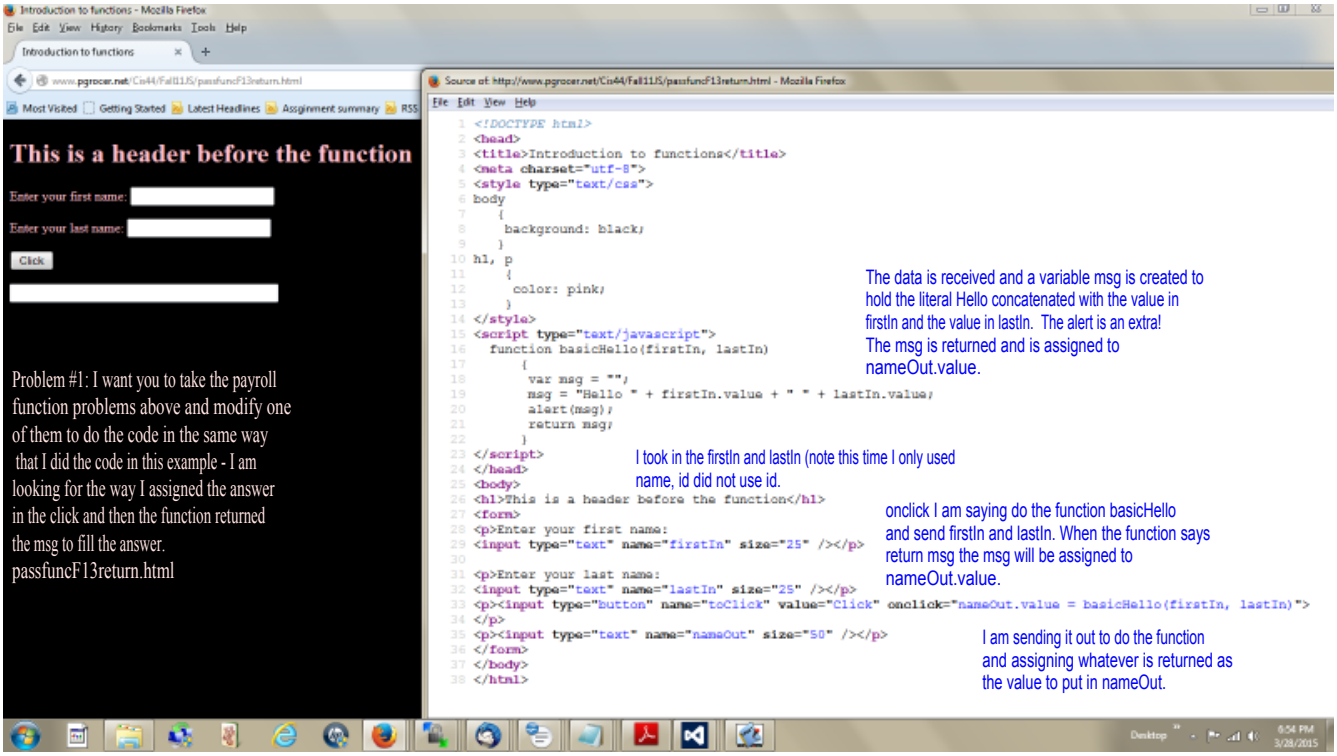
The function received phr as payhr and hrw as hours. Those are the names that will be local to the function.
Inside the function I multiply the value in payhr by the value in hours and store the answer in the variable pay that was defined in the function.
I then show the answer using an alert.

Note that when the button is clicked I execute the function calcpay and pass it to pieces of information, the phr and the hrw. Both of these were brought in from entries the user made.

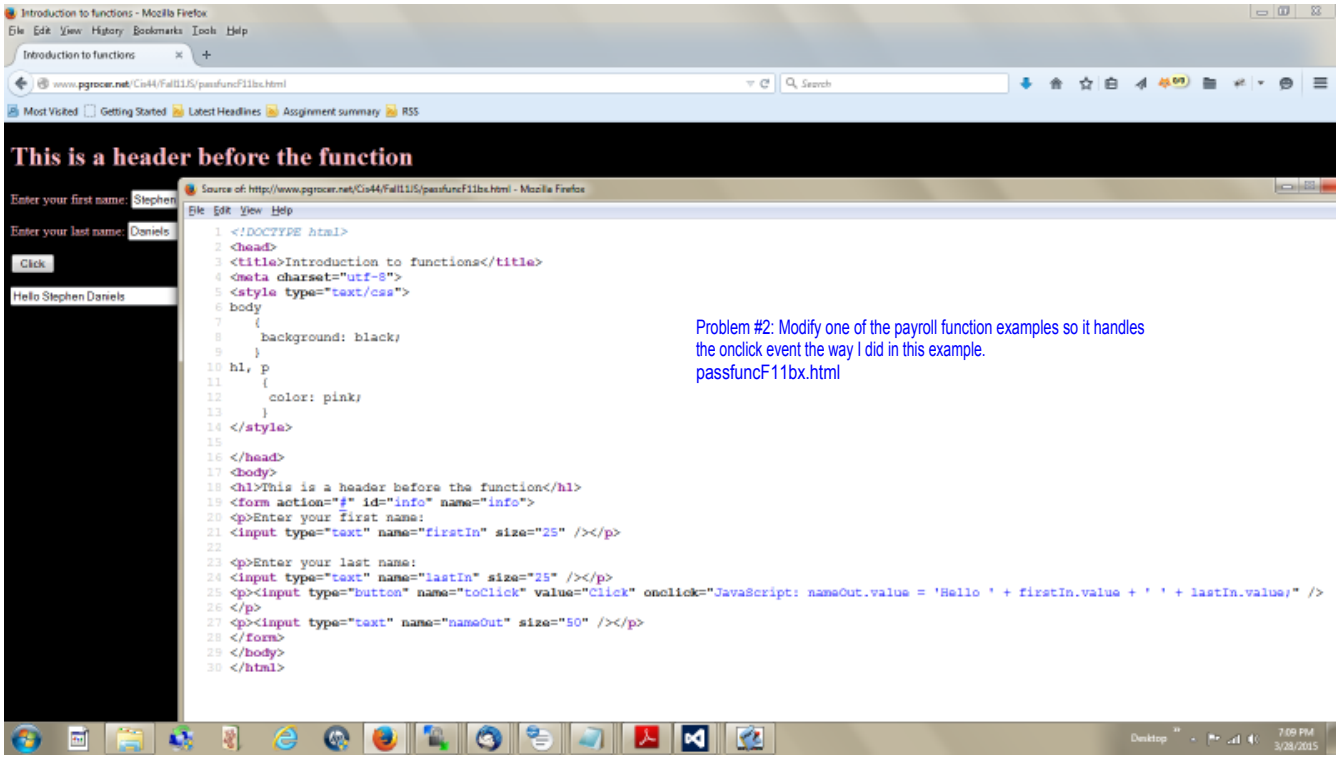

Calculating pay from the information entered
Pay per hour:
Hours worked:
Calculate
Pay:
This time I have added a field to receive the pay that I calculate.
After doing the calculation, I assign pay as the value for the payout field that I created on the form.
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<script type = "text/javascript">
function calcpay(payhr, hours)
{
var pay = 0;
pay = payhr.value * hours.value;
alert(pay);
payout.value = pay;
}
</script>
</head>
<body>
<h1>Calculating pay from the information entered</h1>
<form>
Pay per hour: <input type="text" id="phr" name="phr">
Hours worked: <input type="text" id="hrw" name="hrw">
<input type="button" onclick="calcpay(phr,hrw)" value="Calculate">
Pay: <input type="text" id="payout" name="payout">
</form>
</body>
</html>


Calculating pay from the information entered
Pay per hour:
Hours worked:
Calculate
Pay:
<!DOCTYPE html>
<html>
<head>
<meta charset="utf-8">
<script type = "text/javascript">
function calcpay(payhr, hours, payout)
{
var pay = 0;
pay = payhr.value * hours.value;
alert(pay);
payout.value = pay;
}
</script>
</head>
<body>
<h1>Calculating pay from the information entered</h1>
<form>
Pay per hour: <input type="text" id="phr" name="phr">
Hours worked: <input type="text" id="hrw" name="hrw">
<input type="button" onclick="calcpay(phr,hrw,payout)" value="Calculate">
Pay: <input type="text" id="payout" name="payout">
</form>
</body>
</html>
I receive payout and then I set its value to pay after I do the calculation.
Sending the empty field payout to the function is considered a safe way of writing the code because it is very clear what payout is.

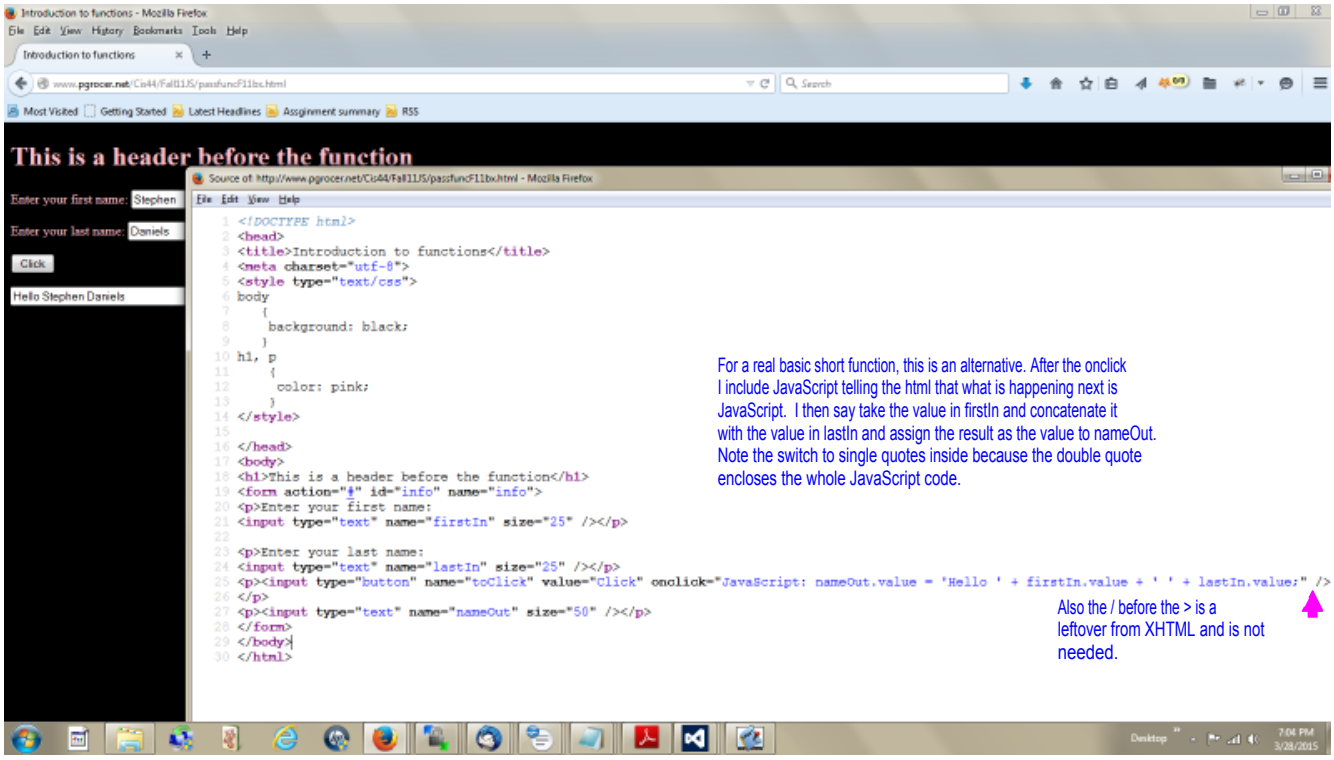

Introduction to functions - Mozilla Firefox
This is a header before the function
Enter your first name: Susan
Enter your last name: Ash
Click
Hello Susan Ash
Source of: http://www.pgrocer.net/Cis44/Fall11JS/passfuncF13return.html - Mozilla Firefox
Discussion on the next slide


Introduction to functions - Mozilla Firefox
This is a header before the function
Enter your first name:
Enter your last name:
Click
Problem #1: I want you to take the payroll function problems above and modify one of them to do the code in the same way that I did the code in this example - I am looking for the way I assigned the answer in the click and then the function returned the msg to fill the answer.
passfuncF13return.html
<!DOCTYPE html>
<head>
<title>Introduction to functions</title>
<meta charset="utf-8">
<style type="text/css">
body
{
background: black;
}
h1, p
{
color: pink;
}
</style>
<script type="text/javascript">
function basicHello(firstIn, lastIn)
{
var msg = "";
msg = "Hello " + firstIn.value + " " + lastIn.value;
alert(msg);
return msg;
}
</script>
</head>
<body>
<h1>This is a header before the function</h1>
<form>
Enter your first name:
<input type="text" name="firstIn" size="25" />
Enter your last name:
<input type="text" name="lastIn" size="25" />
<input type="button" name="toClick" value="Click" onclick="nameOut.value = basicHello(firstIn, lastIn)">

<input type="text" name="nameOut" size="50" />
</form>
</body>
</html>
The data is received and a variable msg is created to hold the literal Hello concatenated with the value in firstIn and the value in lastIn. The alert is an extra! The msg is returned and is assigned to nameOut.value.
I took in the firstIn and lastIn (note this time I only used name, id did not use id.
onclick I am saying do the function basicHello and send firstIn and lastIn. When the function says return msg the msg will be assigned to nameOut.value.
I am sending it out to do the function and assigning whatever is returned as the value to put in nameOut.



Problem #2: Modify one of the payroll function examples so it handles the onclick event the way I did in this example.
passfuncF11bx.html


Introduction to functions - Mozilla Firefox
This is a header before the function
Enter your first name: Stephen
Enter your last name: Daniels
Click
Hello Stephen Daniels
Source of: http://www.pgrocer.net/Cis44/Fall11/S/passfuncF11bx.html - Mozilla Firefox
<!DOCTYPE html>
<head>
<title>Introduction to functions</title>
<meta charset="utf-8">
<style type="text/css">
body
{
background: black;
}
h1, p
{
color: pink;
}
</style>
</head>
<body>
<h1>This is a header before the function</h1>
<form action="#" id="info" name="info">
Enter your first name:
<input type="text" name="firstIn" size="25" />
Enter your last name:
<input type="text" name="lastIn" size="25" />
<input type="button" name="toClick" value="Click" onclick="JavaScript: nameOut.value = 'Hello ' + firstIn.value + ' ' + lastIn.value;" />

<input type="text" name="nameOut" size="50" />
</form>
</body>
</html>
For a real basic short function, this is an alternative. After the onclick I include JavaScript telling the html that what is happening next is JavaScript. I then say take the value in firstIn and concatenate it with the value in lastIn and assign the result as the value to nameOut. Note the switch to single quotes inside because the double quote encloses the whole JavaScript code.
Also the / before the > is a leftover from XHTML and is not needed.

Problem #3: I want you to write an inventory problem where you take in on hand, on order and reorder point and number to order using text boxes on a form. I want you to have a button to click and its corresponding toclick event should perform a function that adds on hand and on order and does an if to see if it is less than or equal to the reorder point. If it is then it should display the difference between the sum of on hand and on order and the reorder point. If it is not it should display 0 indicating that nothing needs to be ordered.
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For example lets say onhand is 20 and on order is 40 and the reorder point is 50. 20 and 40 equal 60 which is greater than the reorder point so nothing needs to be ordered and 0 is displayed in the number to order text box.