Window Object Methods

Method	Description
alert()	Displays an alert box with a message and an OK button <script> window.alert("hello"); </script>
atob()	Decodes a base-64 encoded string <script> varstr = "Hello World!"; varenc = window.btoa(str); vardec = window.atob(enc); var res = "Encoded String: " + enc + " " + "Decoded String: " + dec; alert(res); </script>

blur()	Removes focus from the current window
	<script>
	varlitwindow= window.open("", "", "width=200, height=100");
	litwindow.document.write(" A new window! "); litwindow.blur();
	</script>

btoa()	Encodes a string in base-64 <script> varstr = "Hello World!"; varenc = window.btoa(str); var res = "Encoded String: " + enc; alert(res); </script>

clearInterval()	Clears a timer set with setInterval()
	<script>
	varmyVar = setInterval(function(){ myTimer() }, 1000);
	
	function myTimer() {
	var d = new Date();
	var t = d.toLocaleTimeString();
	document.getElementById("demo").innerHTML = t;
	}
	
	function myStopFunction() {
	clearInterval(myVar);
	}
	</script>
	
	<input type="button" value="stop" onClick="myStopFunction()" />

clearTimeout()	Clears a timer set with setTimeout()
	<script>
	varmyVar; function myFunction() { myVar =
	setTimeout(function(){ alert("Hello"); }, 1000);
	} function myStopFunction()
	{ clearTimeout(myVar);
	}

	</script> <input type="button" value="Start" onClick="myFunction()" /> <input type="button" value="Stop" onClick="myStopFunction()" />

close()	Closes the current window
	<script>
	varlitwindow= window.open("", "", "width=200, height=100");
	litwindow.document.write(" A new window! "); function closewindow()
	{
	litwindow.close();
	}
	</script>
	<input type="button" value="close" onClick="closewindow()" />

confirm()	Displays a dialog box with a message and an OK and a Cancel button. <script> window.confirm("Are you sure to delete?"); </script>

createPopup()	Creates a pop-up window
	<script> function show_popup() { var
	p = window.createPopup(); varpbody
	= p.document.body;
	pbody.style.backgroundColor = "lime";
	pbody.style.border = "solid black
	1px";
	pbody.innerHTML = "This is a pop-up! Click outside to close.";
	p.show(150,150,200,50,document.body);
	}
	</script>
	<input type="button" value="Show" onClick="show_popup()" />
	As of Internet Explorer 11, the createPopup() method is no longer supported in other browser.

focus()	Sets focus to the current window. <script> varlitwindow= window.open("", "", "width=200, height=100"); litwindow.document.write(" A new window! "); litwindow.focus(); </script>
getComputedStyle()	Gets the current computed CSS styles applied to an element <script> function getTheStyle() { varelem = document.getElementById("elem-container"); varcssprop = window.getComputedStyle(elem,null);} </script>
getSelection()	Returns a Selection object representing the range of text selected by the user

matchMedia()	Returns a MediaQueryList object representing the specified CSS media query string
moveBy()	Moves a window relative to its current position. myWindow.moveBy(250,250);
moveTo()	Moves a window to the specified position myWindow.moveTo(100, 100);
open()	Opens a new browser window. `window.open(URL,name,specs,replace)` Here replace(optional): true - URL replaces the current document in the history list false - URL creates a new entry in the history list. window.open("", "", "width=200, height=100");
print()	Prints the content of the current window. window.print();
prompt()	Displays a dialog box that prompts the visitor for input. window.prompt("Enter name","LIT");
resizeBy()	Resizes the window by the specified pixels myWindow.resizeBy(250, 250);
resizeTo()	Resizes the window to the specified width and height myWindow.resizeTo(250, 250);
scroll()	Deprecated. This method has been replaced by the scrollTo() method.

```
<script>
x = 0;

$(document).ready(function(){
   $("div").scroll(function(){
      $("span").text( x+= 1);
   });
});
</script>
<div>welcome to LIT</div>
<span></span>
```

scrollBy()	Scrolls the document by the specified number of pixels
	<script> function
	scrollWin() {
	window.scrollBy(100, 0);
	} </script>

scrollTo()	Scrolls the document to the specified coordinates
	<script> function
	scrollWin() {
	window.scrollTo(500,
	0);
	}
	</script>

setInterval()	Calls a function or evaluates an expression at specified intervals (in milliseconds) <script>
	function myFunction() { setInterval(function(){
	alert("Hello"); }, 3000);
	}
	</script>

setTimeout()	Calls a function or evaluates an expression after a specified number of milliseconds <script> function myFunction() { setTimeout(function(){ alert("Hello"); }, 3000); } </script>
stop()	Stops the window from loading. Means it does not display the content of window. window.stop();

Window Object Properties

Property	Description

closed	Returns a Boolean value indicating whether a window has been closed or not.
	<script>
	if (litwindow.closed) {
	
	alert("window closed!");
	} else {
	alert("window is open!");
	}
	</script>

defaultStatus	Sets or returns the default text in the statusbar of a window. <script>

	var lit=window.open("", "", "width=200, height=100"); lit.defaultStatus="LIT Susant K Rout"; </script> **(Not supported in any browser)**
document	Returns the Document object for the window.The document is a part of the Window object and can be accessed as **window.document**. <script> window.document.write("hello student"); </script>

frameElement	Returns the <iframe> element in which the current window is inserted.
	// If the window is in an <iframe>, change its source
	<button onclick="myFunction()">Check IT</button>
	<script>
	function myFunction() { var frame =
	window.frameElement; if (frame)
	{ frame.src =
	"http://www.litindia.in/";
	}
	}
	</script>

frames	Returns all <iframe> elements in the current window. <button onclick="myFunction()">Try it</button> <iframe src="http://www.litindia.in"></iframe> <script> function myFunction() { window.frames[0].location = "http://www.litsolution.in"; } </script>

history	Returns the History object for the window.
	<script>
	var x = history.length;//properties
	document.write(x);
	</script>
	The methods of history objects are
	History.go(),history.forward(),history.back()

innerHeight	Returns the inner height of a window's content area. `window.innerHeight;`
innerWidth	Returns the inner width of a window's content area `window.innerWidth;`
length	Returns the number of <iframe> elements in the current window.

```
<iframe src="x.php"></iframe>
<iframe src="y.php"></iframe>

<script>
var x = window.length;

document.write(x)
;

</script>
```

location	Returns the Location object for the window. window.location="lit.php";

name	Sets or returns the name of a window.
	<button onclick="myFunction()">Try it</button>
	<script> function myFunction() { varmyWindow = window.open("", "MsgWindow", "width=200, height=100");
	myWindow.document.write(" This window's name is: " + myWindow.name + " ");
	}
	</script>

navigator	Returns the Navigator object for the window.
	<script>
	var x = "Platform: " + window.navigator.platform;
	document.write(x);
	</script>

opener	Returns a reference to the window that created the window.
	<button onclick="myFunction()">Try it</button>
	<script> function myFunction() { varmyWindow = window.open("", "myWindow", "width=200, height=100");
	myWindow.document.write(" This is 'myWindow' ");
	myWindow.opener.document.write(" This is the source window! ");
	}
	</script>

outerHeight	Returns the outer height of a window, including toolbars/scrollbars. window.outerHeight; <script> function myFunction() {

	var w = window.outerWidth; var h = window.outerHeight;
	document.getElementById("demo").innerHTML = "Width: " + w
	+ "
	Height: " + h;
	}
	</script>

outerWidth	Returns the outer width of a window, including toolbars/scrollbars.
	window.outerWidth;
	<script> function myFunction() { var w = window.outerWidth;
	var h = window.outerHeight;
	document.getElementById("demo").innerHTML = "Width: " + w
	+
	"
	Height: " + h;
	}
	</script>

pageXOffset	Returns the pixels the current document has been scrolled (horizontally) from the upper left corner of the window. window.pageXOffset; <script> function myFunction() { window.scrollBy(100, 100); alert("pageXOffset: " + window.pageXOffset + ", pageYOffset: " + window.pageYOffset); } </script>
pageYOffset	Returns the pixels the current document has been scrolled (vertically) from the upper left corner of the window. window.pageYOffset;
parent	Returns the parent window of the current window. <script> window.parent.document.body.style.backgroundColor = "red"; </script>
screen	Returns the Screen object for the window. <script> var x = "Total Width: " + screen.width; document.write(x); </script>

screenLeft	Returns the horizontal coordinate of the window relative to the screen
	<script>
	function myFunction() { varmyWindow = window.open("", "myWin");
	myWindow.document.write("<p>This is 'myWin'");
	myWindow.document.write("
	ScreenLeft: " + myWindow.screenLeft);
	myWindow.document.write("
	ScreenTop: " + myWindow.screenTop
	+

	" "); } </script>
screenTop	Returns the vertical coordinate of the window relative to the screen

screenX	Returns the horizontal coordinate of the window relative to the screen
	<script>
	function myFunction() { varmyWindow = window.open("", "myWin");
	myWindow.document.write(" This is 'myWin'");
	myWindow.document.write("
	ScreenX: " + myWindow.screenX);
	myWindow.document.write("
	ScreenY: " + myWindow.screenY
	+ " ");
	}
	</script>

screenY	Returns the vertical coordinate of the window relative to the screen

sessionStorage	Returns a reference to the local storage object used to store data.
	Stores data for one session (lost when the browser tab is closed)
	<script>
	// Check browser support
	if (typeof(Storage) !== "undefined") {
	// Store
	localStorage.setItem("lastname", "Smith");
	// Retrieve
	document.getElementById("result").innerHTML =
	localStorage.getItem("lastname");
	} else {
	document.getElementById("result").innerHTML = "Sorry, your browser
	does not support Web Storage...";
	}
	</script>

scrollX	An alias of pageXOffset
scrollY	An alias of pageYOffset

self	Returns the current window
	<script>
	function myFunction() { if (window.top != window.self) {
	document.getElementById("demo").innerHTML = "This window is not the
	topmost window! Am I in a frame?";
	} else {
	document.getElementById("demo").innerHTML = "This window is the

	topmost window!"; } }</script>
status	Sets or returns the text in the statusbar of a window <script> window.status = "Some text in the status bar!!"; </script>

top	Returns the topmost browser window
	<script>
	function myFunction() { if (window.top != window.self) {
	document.getElementById("demo").innerHTML = "This window is not the topmost window! Am I in a frame?";
	} else {
	document.getElementById("demo").innerHTML = "This window is the topmost window!";
	}
	}</script>