THE WINDOW OBJECT

The Window Object is created for each window that appears on the screen. It differs from the Document Object in that the window objects the document object as well as many other objects, such as history, navigator and so on.

Properties of Window Object

1. `closed:` holds the value based on whether or not a window has been closed.
2. `defaultStatus:` defines the default message displayed in the status bar.
3. `document:` a reference to the document object of the window.
4. `frames:` an array that represents all of the frames in a given window.
5. `history:` provides information on the browsers history of the current window.
6. `innerHeight:` returns the height, in pixels, of the viewable area within the window.
7. `innerWidth:` returns the width, in pixels, of the viewable area within the window.

8. `length:` holds a value equal to the number of frames in a window.
9. `location:` holds the value of the current URL of the window.
10. `name:` enables a window to be named.
11. `opener:` refers to the window that opened another window
12. `outerHeight:` returns the height, in pixels, of the entire browser window.
13. `outerWidth:` returns the width, in pixels, of the entire browser window.
14. `parent:` refers to the frame set that contains the current frame.
15. `screen.availWidth:` returns the available width of the browser in pixels.
16. `screen.availHeight:` returns the available height of the browser in pixels.
17. `screen.colorDepth:` returns the color depth of the screen in bits per pixels.
18. `screen.height:` returns the total height of the screen in pixels.
19. `screen.pixelDepth:` returns the bit depth of the screen in bits per pixel.

20. `screen.width:` returns the total width of the screen in pixels.
21. `self:` provides another way to reference the current window.
22. `status:` enables a message to be placed in the status bar; overrides default status.
23. `top:` a reference to the top window containing a frame set, or nested frame set.
24. `window:` a reference to the window object.

Methods of the Windows Object

1. `alert ():` pops up an alert to the viewer, who must then click OK to proceed.
2. `back ():` takes the window back one item in its history list.
3. `blur ():` removes the focus from a window.
4. `clearInterval ():` cancels the action of a `setInterval () method` call.
5. `clearTimeout ():` cancels the action of a `setTimeout () method` call.
6. `close ():` closes the browser window.

7. `confirm ():` displays a confirmation dialog box to the viewer, who must then click OK or cancel to proceed.
8. `escape ():` converts special characters in a string to hexadecimal characters.
9. `find ():` enables the viewers to launch the find utility in the browser to find text on a page.
10. `focus ():` gives the focus to a window.
11. `forward ():` takes the window one item forward in its history list.
12. `home ():` send the viewer to the homepage that the viewer has set in the web browser settings.
13. `moveBy ():` moves a window by certain pixel values that are sent as parameters.
14. `moveTo ():` moves the top-left corner of the window to the coordinates sent as parameters.
15. `open ():` opens a new browser window.
16. `print ():` prints the contents of the window.
17. `prompt ():` pops up a prompt dialog box asking the viewer to input information.
18. `resizeBy ():` resize a window by moving the bottom right corner by certain pixel values that are sent as parameters.

19. `resizeTo ():` resizes an entire window to the height and width that are sent as parameters.
20. `scrollBy ():` scrolls the viewing area of a window by certain pixels values that are sent as parameters.
21. `scrollTo ():` scrolls the viewing area of the window to the specified coordinates that are sent as parameters.
22. `setInterval ():` calls a function each time a certain amount of time passes.
23. `setTimeout ():` calls a function once after a certain amount of time has passed.
24. `stop ():` stops the window from loading its content.
25. `unescape ():` converts an escaped string back to its normal characters.