

Browser Object Model

Module 3 - BOM - Navigator Object in JavaScript

 **CBSE**

JavaScript Navigator Object

JavaScript Navigator Object is used to fetch information related to the browser(useragent), like the browser name, browser version, operating system information, etc.

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JavaScript Navigator object is also a property of the JavaScript Window object and can be accessed using the read only property window.navigator for the current browser window.

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Navigator Object in JavaScript

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The navigator object is a part of the Browser Object Model (BOM) in JavaScript. It provides information about the browser and operating system of the user. This object helps developers customize the user experience based on the device and browser details.

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**Features of Navigator Object:**

- Browser Information: Get details like browser name, version, and user agent.
- Platform Details: Identify the operating system or device type.
- Online Status: Check if the user is connected to the internet.
- Geolocation: Access the user's geographical location (with user permission).
- Language Preferences: Detect the preferred language of the browser.
- Cookies and JavaScript Support: Check if cookies or JavaScript are enabled.

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**Syntax:**

The basic syntax to use the navigator object is:  
navigator.propertyName

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1. navigator.platform  
Description: Provides the operating system information (e.g., Win32, MacIntel, Linux).

Syntax: navigator.platform

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2. navigator.onLine

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Description: Checks if the browser is online or offline. Returns true if online, otherwise false.

Syntax: navigator.onLine

3. navigator.language

Description: Returns the preferred language of the browser (e.g., "en-US" for English).

Syntax: navigator.language

4. navigator.userAgent

Description: Returns the user agent string for the browser, which includes browser name, version, and platform details.

Syntax: navigator.userAgent

Solved Example

Ques: Write a JavaScript program to display the following browser and system information on a webpage using the navigator object and document.write:

- User Agent
- Platform
- Preferred Language
- Online Status

Requirements:

- Use the navigator object to get the required information.
- Display the information using document.write() instead of innerHTML.

The output should be in the following format:

- User Agent: [Your User Agent]
- Platform: [Your Platform]
- Language: [Your Language]
- Online Status: [Online/Offline]

Solution:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Navigator Object Example</title>
</head>
<body>
  <h2>Browser and System Information</h2>
```

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## Introduction to 'JavaScript' Language

```
<p id="info"></p>
```

```
<script>  
  // Getting information using navigator object  
  let browserInfo = "User Agent: " + navigator.userAgent + "<br>";  
  browserInfo += "Platform: " + navigator.platform + "<br>";  
  browserInfo += "Language: " + navigator.language + "<br>";  
  browserInfo += "Online Status: " + (navigator.onLine ? "Online" : "Offline") +  
  "<br>";  
  
  // Displaying the information  
  document.getElementById("info").innerHTML = browserInfo;  
</script>  
</body>  
</html>
```

### OUTPUT:

#### Browser and System Information

```
User Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:135.0) Gecko/20100101 Firefox/135.0  
Platform: Win32  
Language: en-US  
Online Status: Online
```