Try it yourself application

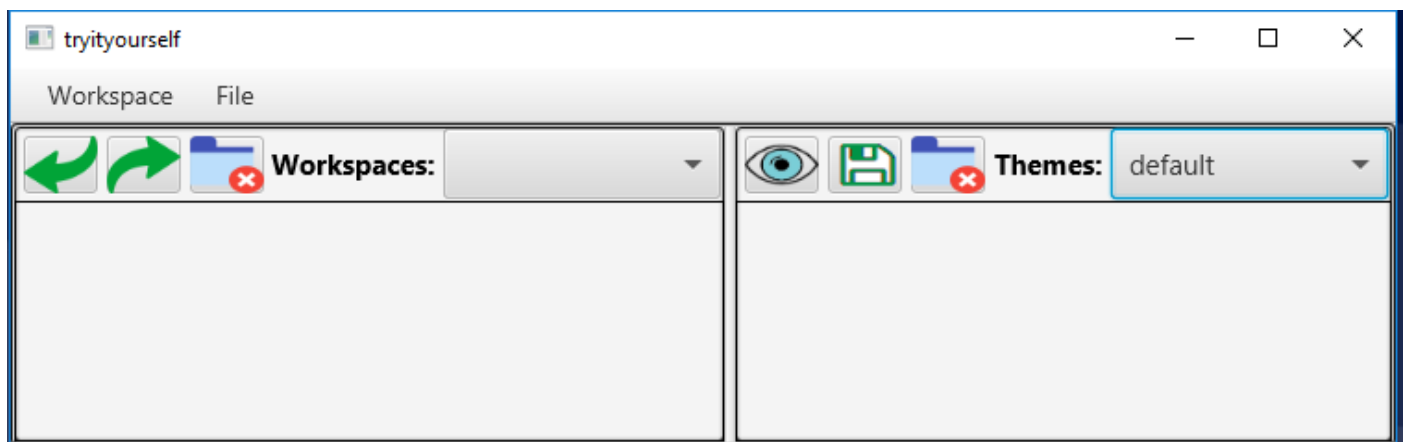This is a tool for teachers teaching students the basics of HTML, CSS, Javascript, PHP.

In the website w3schools.com you can find a Try it Yourself editor to test code examples online.

With this application you can write code (HTML, CSS, Javascript, PHP, …) and test the output in a webview offline.
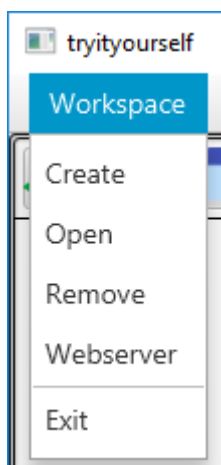
The user interface consists of a menu, a split pane with a left panel and a right panel. In the left panel appear the tabpages from the output in a webview. In the right panel appear the tab pages with a code editor for each program file.

The green buttons in the left panel use the webview history to go back or forward. The close tab button is used to close all the tabpages from the left panel. In the workspaces dropdown list you can select a workspace folder to use.
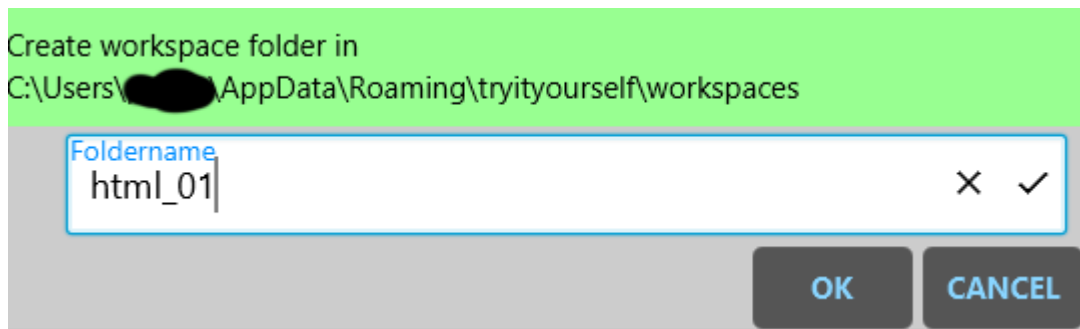
With the eye button in the right panel you can look at the output from the active tabpage code. With the save button you can save the contents of the editor to a file. The close tab button closes all the tabpages from the right panel. In the themes dropdown list you can select a theme for the editor (CodeMirror). Some themes are light, some are dark.

The application creates 2 folders: a workspaces folder and a textfiles folder.
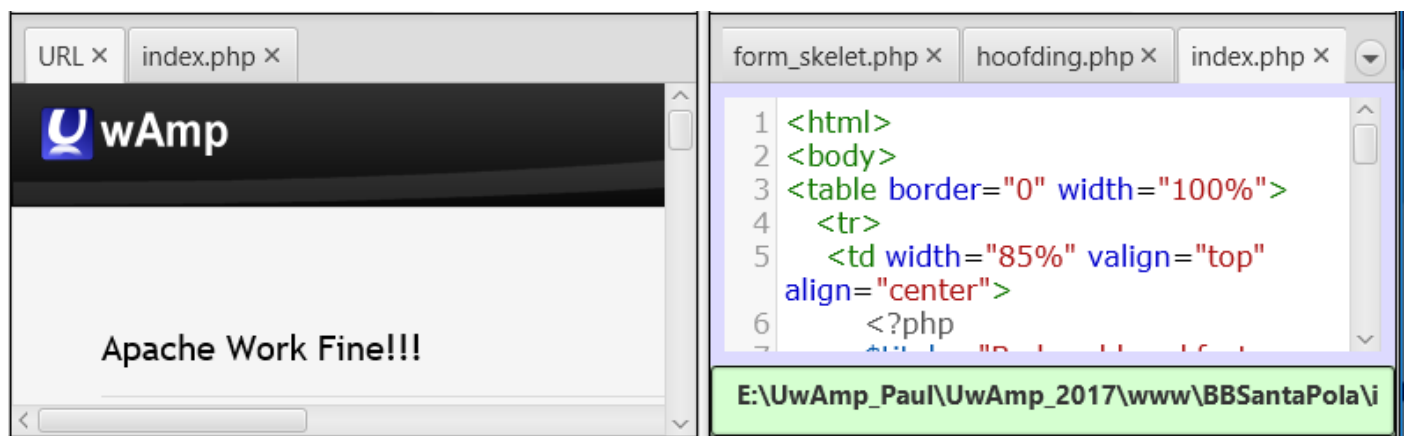
With the menu workspace you can create or remove a workspace folder. The parent folder is C:\Users\yourname\AppData\Roaming\tryityourself\workspaces. The folder name that is entered will be used to create a folder in the workspaces folder. In that specific folder the application makes a javascript folder and a css folder with the w3.css file in it.
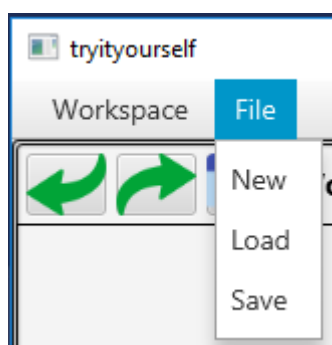

With the Workspace Open menu item you can open any folder and get all the files that have an extension that is allowed. A folder with many subfolders and many files will slow down the application! A typical use would be to open a folder from the webserver's www-folder.
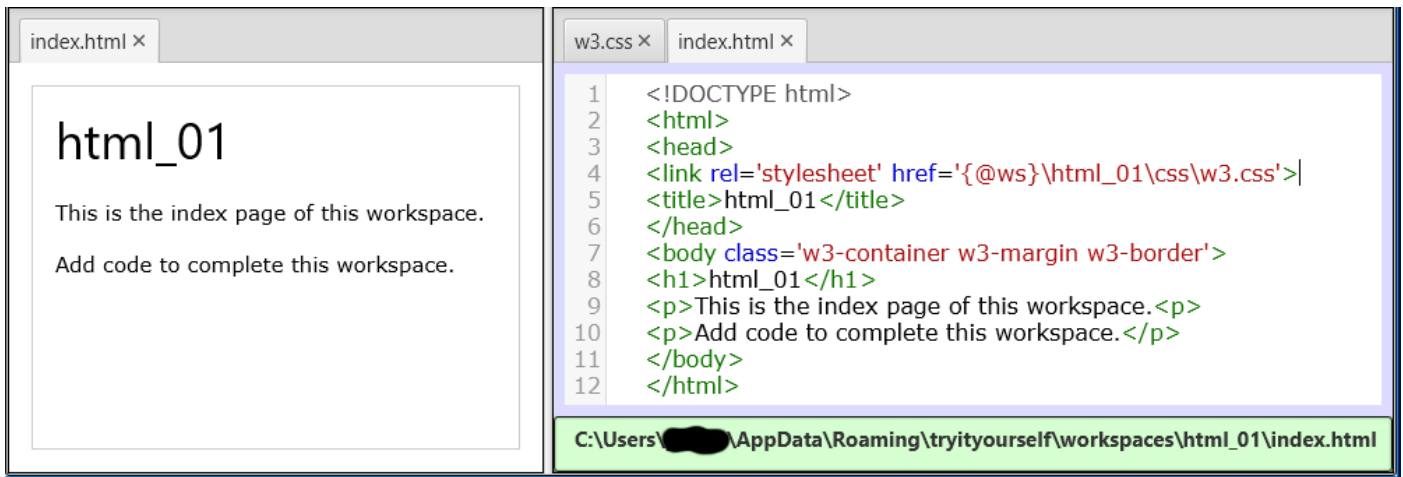
Selecting Webserver in the Workspace menu allows you to show the start page of a local webserver. The default url is: http://localhost. The local webserver must be running to use this menu item.

With the File menu items you can make a new file in the editor, load an existing file in the editor and save the active tabpage code in a file.
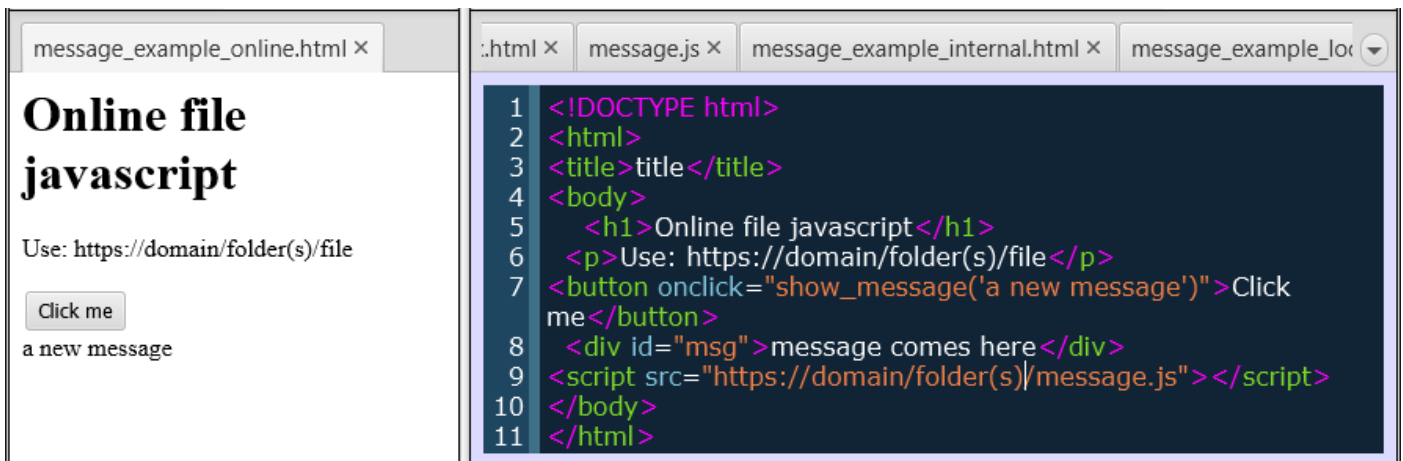

When a workspace is selected from the dropdown list then all the files from that folder are loaded in the editor tabpages from the right panel. In the left panel the webview shows the contents of the index.html or index.php file if it exists.

The application can use the {@ws} template variable as a shorthand for the file:///C:\Users\yourname\AppData\Roaming\tryityourself\workspaces URL part.

When you don't use a webserver then the paths must be absolute starting with file:/// and ending with the subfolder(s)\filename.

You can test javascript in 3 ways: link to an online *.js file, link to a local *.js file or put the script between the HTML <script> tags. The execution of the script should work in the webview of the left panel tabpage.

When you test CSS styles you can use an internal style using the HTML <style> tags, an external stylesheet or inline styles with specific HTML tags. A w3.css external stylesheet is provided in each workspace: <link rel='stylesheet' href='{@ws}\html_01\css\w3.css'>.

Don't forget to first save the active code tabpage before resizing the panels or the main form! When you use the eye-button then the active code is first saved.

Note: it is possible to open a B4X project folder and study the B4X code, the CSS styles used, the javascript used and so on. Be careful! Changing the code might make the project unuseable!

Happy coding!