

Scripting



Jitterbit Harmony Design Studio

Scripting

Overview

Scripts, written using either the [Jitterbit Script Language](#) or [JavaScript](#), are used to manipulate data or to perform logic checks. You can run scripts by using the `RunScript()` function or by inserting them into an operation. See [Creating a Script](#) for more information.

Conditions also fall under the scripting category, although they do not require you to write any scripts. Instead, conditions provide a simple, visual way to create conditional operations (such as "If *this*...then *that*"), without needing to create a script. See [Creating a Condition](#) for more information.

Frequently Asked Questions

Q: *How do you randomly generate a number using scripting?*

A: These are examples to generate a random number, depending on your use case. For additional information, see [Formula Builder General Functions](#).



EXAMPLES:

```
Random(0, 9999999);
```

```
RandomString(7, "0123456789");
```

Q: *How do you validate an e-mail address?*

A: See [Email Functions](#) for an example.

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