

Client-side (Browser) JavaScript (JS)

- Code runs IN THE BROWSER
- Code is unaware of anything not on the page
 - Code can't access server state!
- Code IS aware of the page
 - And can change it

How do we get JS onto a page?

We don't type it into the console

Console is great for:

- Checking the current state of the page
- Testing commands
- Testing syntax

JS can be inline (don't)

```
<div onload="alert('hello')">Hi</div>
```

AVOID INLINE JS

- A mess to edit
- A mess to maintain
- only allows one handler per event

Also, don't use `alert()`

- it "blocks", more on that later

JS can be inside a script tag

```
<script>  
  alert('hi');  
</script>
```

AVOID JS IN A SCRIPT ELEMENT

- Harder to edit
- Harder to reuse between files

Also, don't use `alert()`

- Some students miss the first message

JS can load from a separate file

```
<script src="chat.js"></script>
```

The preferred way

You often want your JS to load after the HTML

- Put `<script>` tag at the bottom of the `<body>`
 - just before the `</body>`
 - Could also use `defer` attribute

Why does the location of the script tag matter?

- Browser loads and runs the JS as it renders
- In `<head>` most HTML elements aren't known

Try it!

- Create an HTML file
- Add `<script src="test.js"></script>`
- Create a `test.js` file

```
function greet() {  
  const message = 'Hello';  
  console.log(`${message}, all you cool cats`);  
}  
  
greet();
```

- View the HTML file in browser
 - Either via `File->Open`, or using a static server
 - Get used to running servers!

Check global greet in console

In console:

- `greet` has a function value
- We polluted the global scope
 - Because we didn't use an IIFE
 - Always use an IIFE
 - Eventually we'll have tools do this for us

IIFE - Immediately Invoked Function Expression

`var` + `function` variables created outside a function

- will be created in the GLOBAL scope

That's bad

```
(function() {  
  function greet() {  
    console.log(`this is in the function scope,  
      not in the global scope`);  
  }  
  greet();  
})();
```

IIFE (Immediately Invoked Function Expression)

- Put all Browser-based JS code in an IIFE

Does that feel "hacky"?

Later we'll use tools that create IIFE for us

- Good to know why now

Interacting with the page

Change the HTML to include:

```
<div class="demo">
  <p class="greet">Hello World</p>
</div>
```

Change `test.js` to be:

```
const divEl = document.querySelector(`.demo`);
let count = 0;
const render = () => divEl.innerHTML = `
  <p>You have clicked ${count} times</p>
  <button type="button">Click Me!</button>
`;
divEl.addEventListener('click', () => {
  count++;
  render();
});
render();
```

Debugging

Devtools -> Sources

- On left menu, find `test.js`
- Click on line 8 *number* (the `count++` line)
 - sets "breakpoint"
- Click the button on the page
 - code runs and pauses at breakpoint
 - see "Scope" on right
 - See `count` value

More Debugging

- Click "Step Over" button on right-top
 - arrow over dot
 - `count` has changed
 - rendered page has not
- Click "Step Over" again
 - rendered HTML updates
- Click "Resume" (Blue Arrow)
- Reload Page
 - Click button
 - Breakpoint still here!

Debugging Notes

- Click Button again
 - Hold Down "Resume"
 - Select Play button (no stops for .5 secs)
- Click Button again
 - Go to Console
 - type `count`, see value
 - Even for local scope!

What is the DOM

- D - Document
- O - Object
- M - Model
- hierarchical tree structure of JS nodes (objects)
- ...represent the rendered page
- allow you to read/modify the rendered page
- ...via the API calls it exposes.

Browser-side only (No document/page, no DOM!)

Browser side JS

- Search the **DOM** for nodes
- Read details of a node (element)
- Write details to an existing node
- Create new **nodes**
- Listen for **events**

Also browser-side storage, navigation, and utilities

Finding a Node

To interact with elements, first get the **nodes**

DOM tree is

- tree-based set of nodes
- matches the page structure
 - Ex: node for `<html>` contains the nodes for `<head>` and `<body>`

`window` is the top-level global of the browser. (`window.foo` and the global `foo` are the same thing)

Top-level of DOM tree: `document` (`window.document`)

Getting an Element

A number of methods exist to find certain nodes:

- `document.getElementById()` (note: singular!)
- `document.getElementsByTagName()`
- `document.getElementsByClassName()`

a `NodeList` or `HTMLCollection`

- "array-like" (indexed)
- NOT an array (may not have same methods)

`Array.from(arrayLike)` gives an actual array

- with array methods

Selectors

We already have a way to select one or more elements:

- **CSS selectors**
- `document.querySelector()` - First matching node
- `document.querySelectorAll()` - NodeList (all)

Reading from a node

- DOM Nodes have methods and properties
- Check MDN for more detail

Common ones:

- `.innerHTML`
- `.innerText`
- `.classList.contains()`
- `.id`
- `.getAttribute()`
- `.dataset`
- `.value`

.innerHTML

Reading `.innerHTML` gives the HTML contents as string

- DO NOT TRY TO PARSE THE HTML!
 - The browser is a much better parser than you
- Rare to read innerHTML
 - Usually only to save, add, and replace

.innerText

`.innerText` gives the TEXT contents of the node

- HTML is stripped out
- You rarely want to read this
 - Poor idea to read the DOM
 - Other ways to know your app state
 - Doesn't scale well

.classList

`.classList` has methods

- `.contains()` to see if class is on element
- Better than modifying/parsing `class` attribute
 - `class` is space-separated attribute
 - Common mistakes avoided
- classes very often used to manage UI changes

.dataset

`.dataset` is a special object

- properties match up to special attributes
- values will be strings
- attributes begin with "data-"
- attribute names converted to camelCase

```
<div data-name="Jorts" data-age="3" data-has-napped="true"/>
```

- `.dataset.name`
- `.dataset.age`
- `.dataset.hasNapped` // Notice camelCase!

.value

- for input-related elements
- holds the *current* value
 - such as something typed/selected
 - even if not sent!
- not the hardcoded `value=` in the original HTML
 - DOM is the rendered page
 - not the original HTML

Creating a new node

```
const el = document.createElement('div');  
el.innerText = 'Hello World';  
document.querySelector('body').appendChild(el);
```

- Creates element
- Updates element
- Adds element to page
 - Triggers browser rendering

```
const el = document.createElement('div');  
document.querySelector('body').appendChild(el);  
el.innerText = 'Hello World'
```

- Creates element
- Adds element to page (render)
- Updates element (render!)

innerHTML implicitly creates/configures elements

```
const el = document.createElement('div');  
document.querySelector('body').appendChild(el);  
el.innerHTML = '<p>Hello</p><p>World</p>';
```

Using `innerHTML`

- Implicitly creates elements
- Implicitly configures attributes
- Adds Nodes to tree if parent in tree

innerHTML

- "easier" than:
 - creating each element
 - setting values on each element
 - attaching child elements
- "riskier" however
 - unsanitized user input can inject JS/CSS
- "more maintainable"
 - change is easier to manage
 - output is more clear

Modifying a node

```
const el = document.querySelector('.to-send');  
el.value = 'boring conversation anyway';  
el.classList.add('some-class-name');  
el.disabled = true;
```

- `classList` to interact with classes
 - Don't overwrite `class` attribute
 - May be other classes
- Don't style an element via properties
 - **add/remove classes** instead
- **Don't use `style` attribute**
 - People miss the first time I say it

Example: Light/Dark theme

Imagine you:

- have a page
- want a button
 - to change between light and dark theme

Do not do: Direct styling

Do NOT try to change the **style** of each element

- complex
- easy to mess up
- hard to keep up with changes

Instead, have CSS for both

- based off of a class on a top-level element
- button changes that class
- CSS will or will not match!

Demonstration

```
<div class="content">
  <p>Maru</p>
  <p>Grumpy Cat</p>
  <p>Lilbub</p>
</div>
<button class="theme" type="button">Toggle Theme</button>
<script src="theme.js"></script>
```

```
.content {
  color: black;
  background-color: #C0FFEE;
}

.content.dark {
  color: white;
  background-color: darkgray;
}
```

Demonstration JS

```
const button = document.querySelector('.theme');  
  
button.addEventListener('click', () => {  
  const content = document.querySelector('.content');  
  content.classList.toggle('dark');  
});
```

Change one class rather than changing styles

- **Don't use the `style` attribute**
 - Even when online examples do

Events

When any running JS is done

- JS enters the 'Event Loop' - waiting for events

If an event occurs (click, keypress, mousemove, etc)

- the system looks for any assigned "handlers"

If so, that code is run

When any running JS is done

- See the top and start again

Adding an Event Listener

Assign a callback function to the event ON A NODE.

```
const el = document.querySelector('.outgoing button');  
// Passing named function  
el.addEventListener('click', doSomething);
```

Can pass a named function, or a function directly

```
// Passing a function defined inline  
el.addEventListener('click', function() {  
  console.log("I can't handle the pressure!");  
});
```

Handler vs Listener

"Handler"/"Listener" are often used interchangeably

- **listener** says "when event happens, call this"
- **handler** is the function that gets called

Technically, the listener puts the handler on the queue

- Doesn't call the function directly

Event objects

Each event handler is called

- Passed an event object
- We may ignore event object
 - It is still passed

```
const el = document.querySelector('.to-send');

el.addEventListener('keydown', function( event ) {
  // event.target is the node that the event happened to
  console.log(event.target.value);
});
```

Default actions

Some events have "default" handlers

- Clicking a link causes navigation

Default handlers run **after** custom handlers

- Custom handlers may prevent running defaults

```
const el = document.querySelector('.outgoing button');  
  
el.addEventListener('click', function( event ) {  
  event.preventDefault(); // button will not submit form  
});
```

Event Propagation / Event Bubbling

- When an event triggers on a node
- After all event handlers for that node are finished
- That event triggers on the parent node
 - And then on the grandparent, etc

Event Propagation

1. Event triggered on a node
2. Handlers on that node for that event run
3. That event is triggered on parent node
4. Goto 1 for parent node

Propagation is Useful

When we have many nodes that can get same event

- Adding/Removing listeners is tedious, error-prone
- Adding/Removing complex when DOM changes

Instead: Put **a single listener** on an ancestor

- `event.target` still points to original node
 - The element node that got the event
 - Not the ancestor node that has the listener

`event.stopPropagation()` does what it says

Propagation Example

```
<ul class="todos">
  <li><span class="todo complete">Sleep</span></li>
  <li><span class="todo">Eat</span></li>
  <li><span class="todo">Knock things off shelves</span></li>
</ul>
```

```
.todo.complete { /* For demo purposes only, poor a11y */
  text-decoration: line-through;
}
```

```
const list = document.querySelector('.todos');

list.addEventListener('click', (e) => {
  if(e.target.classList.contains('todo')) {
    e.target.classList.toggle('complete');
  }
});
```


Dataset to connect w/data

You might need to associate a node with some data

- an identifier
- related data

Example:

- A visible username and related userid

```
<span class="username">Huang</span>
```

HTML class gets complex

You might use the `class`

```
<span class="username userid-1234">Huang</span>
```

But this can get complex or unwieldy quickly

HTML dataset

"Dataset" is a particular kind of HTML property

- starts with `data-`
- after `data-` is the name of the real key

```
<span class="username" data-userid="1234">Huang</span>
```

JS can easily access the data, as an object

```
const el = document.querySelector('.username');  
console.log(el.dataset.userid); // "1234"
```

Multiple properties

You can have multiple properties

- Every value will be a string
- `kebab-case` is translated to `camelCase`

```
<span data-userid="1234" data-dog-lover="no">Huang</span>
```

JS can easily access the data, as an object

```
console.log(el.dataset);  
// { userid: "1234", dogLover: "no" }
```

Key points I want to revisit

These are the things students repeatedly miss

I'm calling them out here, so **please** take note

Do not use the style attribute

Many examples will show this!

- Works, Simple
- But does not scale!
- Quickly gets hard to manage!

Bad Programmer! No biscuit!

```
<button style="background-color: lime;">  
  NO! Do not use style attribute  
</button>
```

Bad! Bad! Same problem!

```
const someEl = document.querySelector('.some-class');  
someEl.style="display: none;"; // NO! Do not use .style!
```

querySelector is fine to use

Many online examples will show other, older options

```
const someEl = document.getElementById("chat-app");  
const altEls = document.getElementsByClassName("user");  
const extEls = document.getElementsByTagName("input");
```

...Which are "fine"

But you can just use a selector

```
const someEl = document.querySelector("#chat-app");  
const altEls = document.querySelectorAll(".user");  
const extEls = document.querySelectorAll("input");
```

Makes many selections much easier

```
const someEl = document.querySelector(".cats[type=radio]");
```

Do not use `alert()`

Many online examples use `alert()` to demonstrate:

```
buttonEl.addEventListener('click', () => {  
  alert("Click Detected");  
});
```

`alert()` is okay for quick demonstrations

- Bad for production code
- Bad in certain situations (it "blocks")

Best to just never use `alert()` at all

- Also avoid similar code like `prompt()`

Don't use inline JS; use addEventListener

Some online examples will show inline JS:

```
<button onclick="doStuff()">Button</button>
```

Don't do this. A pain to edit/maintain/debug.

```
buttonEl.onclick = doStuff; // No! Still bad
```

Use `addEventListener` instead

```
buttonEl.addEventListener('click', doStuff);
```

Use Event Delegation

When you rely on Event Propagation ("bubbling")

- Known as **Event Delegation**
- Lets you use fewer event listeners
- Avoids pain of adding/removing listeners

Remember to use strict and have an IIFE

Until we have tools to do this:

```
"use strict"; // Start of every JS file
(function() { // Start of every front end JS file
    // Your code here
})();
```

Soon we will have tools do this automatically

- But you should show you understand it NOW

No Client-Side JS in Project 1!

Client-side JS starts our 2nd unit of 3

- Do not use client-side JS in Project 1
- Project 1 is all CSS and Server-generated HTML