INFM 603: Information Technology and Organizational Context

# Session 4: JavaScript – DOM and Events



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Programming... is a lot like cooking!

# **Arrays**

- An array holds a collection of values
  - Each value is referenced with an index, starting from 0
- Creating an array:

Or, alternatively:

```
var arr = [0, 3, 2, 4];
```

Note, arrays automatically grow in size

# **Using Arrays**

Referencing values in an array:

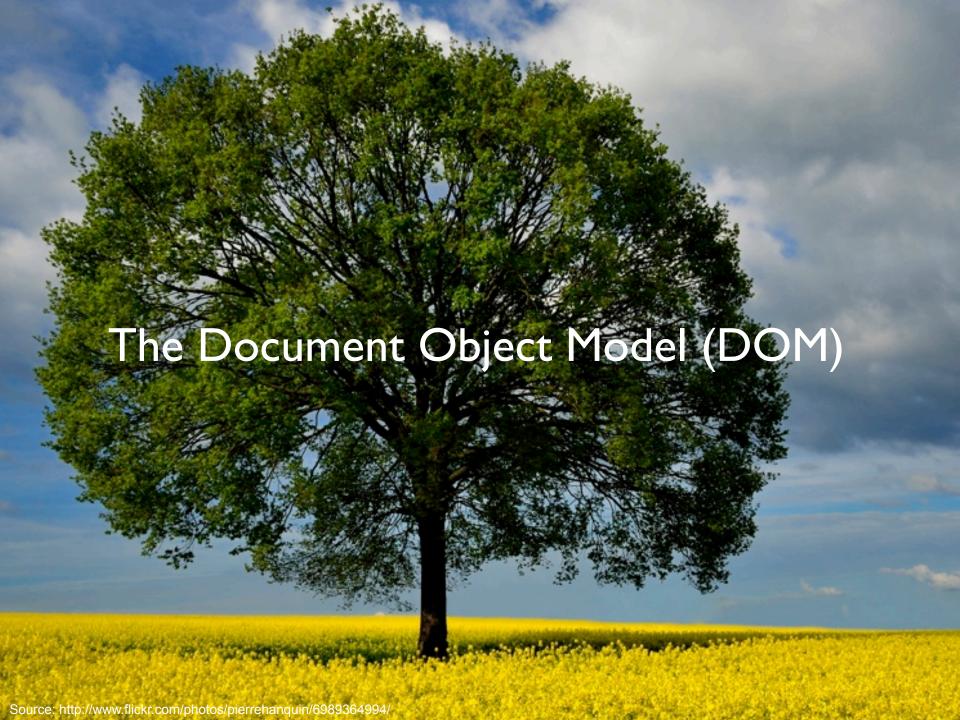
```
name of array index (starts at 0!)
```

- Array values can be used in other expressions and statements:
   var f = 5 + arr[0] + arr[2];
- Find out the length of an array: arr.length
- Arrays and for loops go hand in glove:

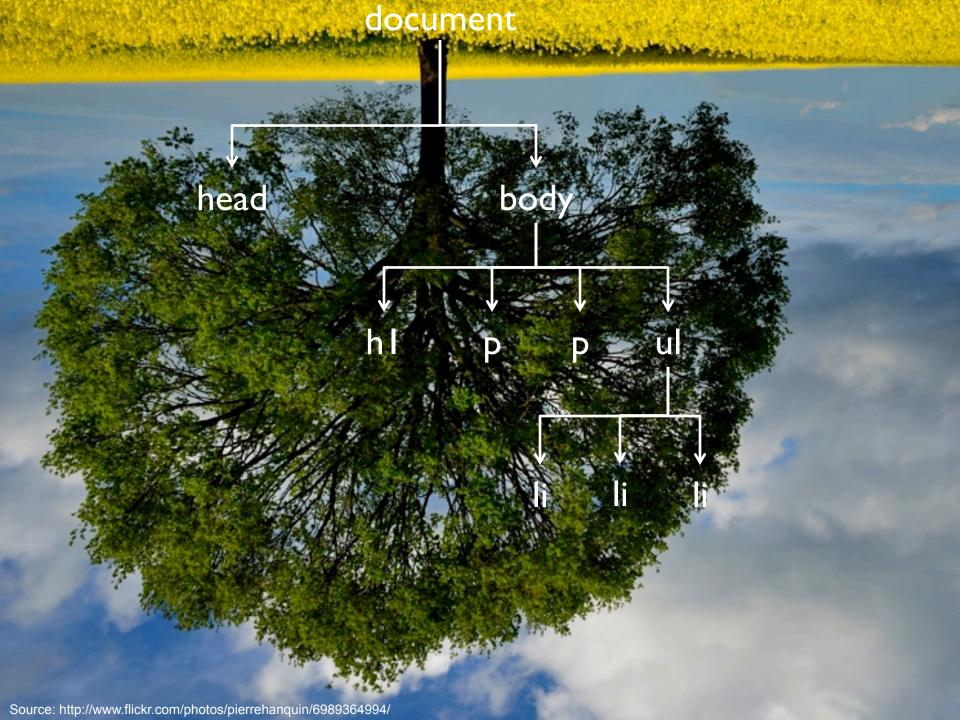
```
var arr = [0, 3, 2, 4];
var sum = 0;
for (var i=0; i<arr.length; i++) {
   sum += arr[i];
}
console.log(sum);</pre>
```



Cooking analogy?







# Asking the DOM to "do stuff"

the *method* is want you want the document "to do", usually a verb phrase

document.method("argument");

document represents the entire page and contains the DOM

arguments are additional details that you specify

More on the dot notation later...

#### **DOM: Selecting Nodes**

Selecting a DOM node by id:

document.getElementById("id");

- Note, returns a DOM node
- Selecting DOM nodes by tag:

document.getElementsByTagName("p");

- Note, returns a collection (treat as an array)
- Once you select a DOM node:
  - Get a node's children: list.childNodes
  - Get a node's number of children: list.childNodes.length
  - Natural to iterate over child nodes using for loops

# **DOM: Manipulating Nodes**

 Simplest way to manipulate DOM nodes: select the node and modifying its innerHTML property:

```
var p = document.getElementById("para");
p.innerHTML = "some text";
```

- innerHTML can be any HTML!
- Modify a child node using innerHTML:

```
document.getElementById("list").childNodes[1].innerHTML = "new item";
```

# **DOM:** Building Nodes

Building DOM nodes programmatically:

```
var p = document.createElement("p");
p.innerHTML = "here is some new text.";
document.getElementById("divI").appendChild(p);

var newItem = document.createElement("Ii");
newItem.innerHTML = "new list item";
document.getElementById("list").appendChild(newItem);
```

Set setAttribute method to set attributes

### **DOM: Removing Nodes**

 Select the node to remove, then use the removeChild method in its parent:

```
var list = document.getElementById("list");
var listItem = list.childNodes[1];
list.removeChild(listItem);
```



```
var t = document.createElement("table");
t.setAttribute("border", I);
var row I = document.createElement("tr");
var rowlcoll = document.createElement("td");
row1col1.innerHTML = "A";
var rowlcol2 = document.createElement("td");
row I col2.innerHTML = "B";
row1.appendChild(row1col1);
row1.appendChild(row1col2);
t.appendChild(row1);
document.getElementById("div I").appendChild(t);
```

#### **Events**

- GUI are driven by events
- When an event happens, an event handler is called to "handle" the event
- Easier to show in an example...

Note, what I'm showing is slightly easier than what's in the book...

