

Lecture 9

Browsers

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DOM Defined

Document Object Model

- A tree representation of objects in HTML + XML documents
- Navigable in both *parent* and *child* directions
- Browsers use an internal model very similar to the DOM for rendering
- Can be manipulated programmatically using JavaScript
- Can be navigated using JS, XPath and CSS Selectors
- DOM, JavaScript, HTML and Browsers tightly related
- Think of browsers as a DOM-rendering engine

Browser History

1995 - DOM v0

- Navigator 2.0, LiveScript
- hierarchical object access e.g. `document.forms[].elements[]`

1997 - DOM v1

- Navigator 4.0 & IE released, ECMAScript standard defined
- Complete model for all document objects available

2000 - DOM v2

- `getElementById`

2004 - DOM v3

- XPath & event handling

2005 - jQuery

- <http://ejohn.org/blog/selectors-in-javascript/>

JavaScript

- Created in 10 days in 1995
- `document.write()` was state of the art
- AJAX sparked a massive innovation
- Many fundamental weaknesses addressed
- Radically extended to new environments
- A language in its *adolescence*

CSS (*is amazing*)

check

<https://pattle.github.io/simpsons-in-css/>

these

<http://cssdeck.com/labs/dancing-robot-with-reflection>

out!

<http://codepen.io/anon/pen/gnqlc>

Rendering

1. **Parse** HTML to create a DOM tree
Parse CSS to create a CSS model
2. **Combine** Structure (DOM) and styling (CSS) into a combined **render tree**
(render tree contains ONLY the nodes required to render the page)
3. **Compute** the display geometry of each node
4. **Paint** the screen

Using the DOM for Fun and Profit

- HTML was the primary path to DOM manipulation
- JS now the primary path (Angular)
- Browsers are DOM-renderers
- Create and Manipulate DOM nodes
- DOM Attach == Render
- Use Chrome's Developer Console

R.I.P. HTML “Pages”

- WebSites are now client-side programs. index.html == script
- Naturally, assets get loaded as-needed
- self-contained + well-behaved components ideal
- DOM is alive + well