slideshow

title

definition

Dominion of Melchizedek

Document-Object-Model DOM

joke

HTML

index.html

```html
<html>
  <head>
    <title>…</title>
  </head>
  <body>
    <h4>…</h4>
    <div>
      <p>…</p>
      <p>…</p>
    </div>
  </body>
</html>
```
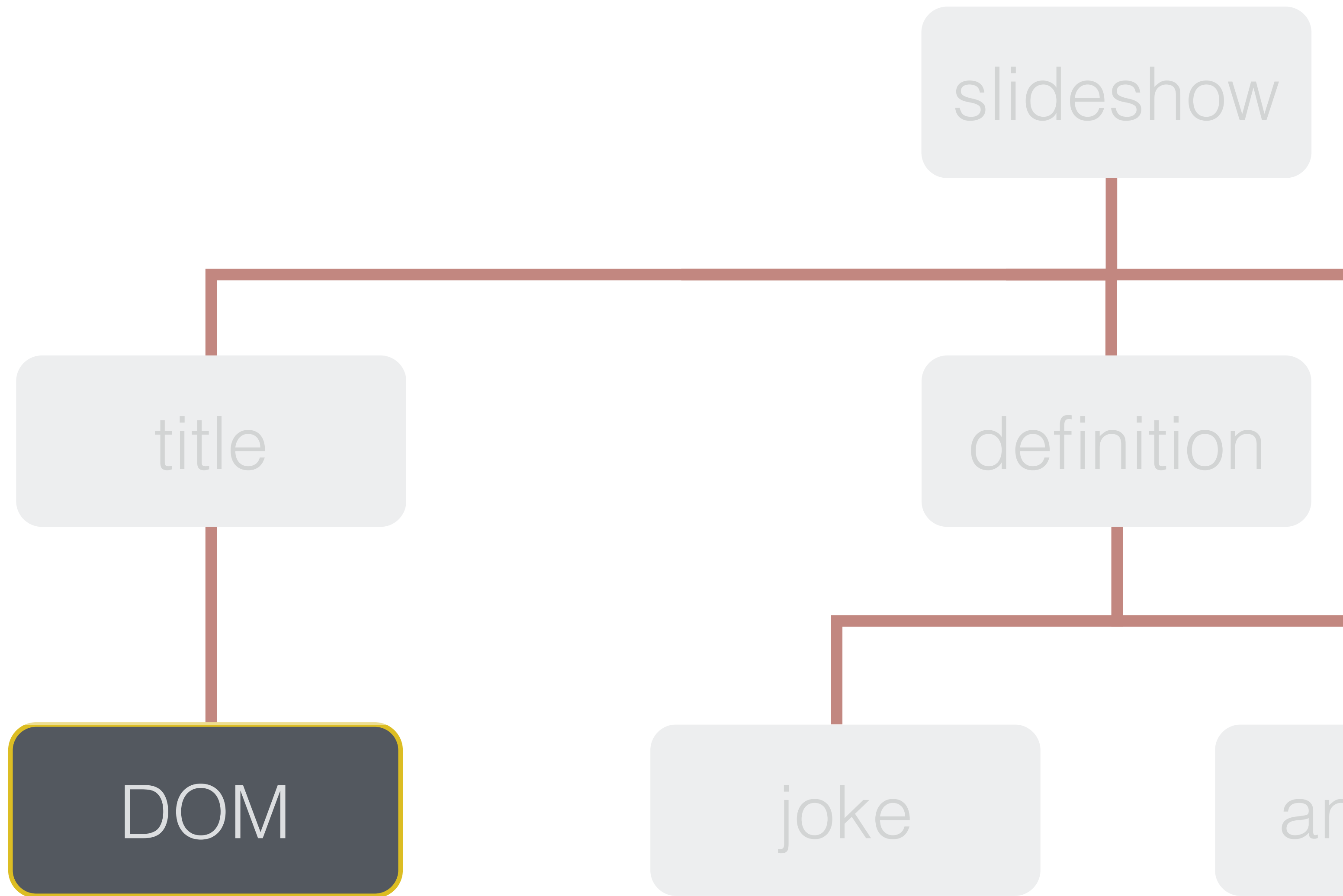
Object

(console)

```
> document
< {
    …
    head: {
      …
    },
    …
    body: {
      …
    }
    …
}
```

Blueprint

House

Why?

HTML

index.html

```
<html>
  <head>
    <title>…</title>
  </head>
  <body>
    <h4>…</h4>
    <div>
      <p>…</p>
      <p>…</p>
    </div>
  </body>
</html>
```
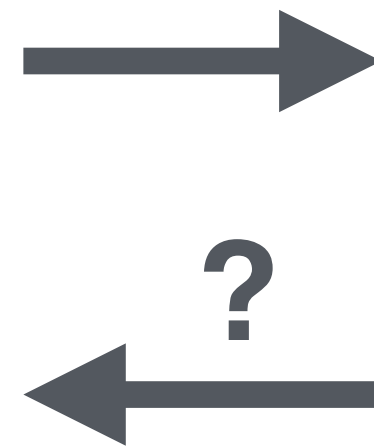
Web Page

Generic Website

?

Vidur Apparao
CTO at Agari

San Francisco Bay Area | Information Technology and Services

Current   Agari, Various Companies
Previous   LiveOps, Inc., Slim Devices, Inc., America Online
Education   Brown University

Connect   Send Vidur InMail

● ● ●

Chief Architect
Netscape
January 1996 – March 1999 (3 years 3 months)

I was Chief Architect in the Netscape Client group where I worked on multiple versions of the Netscape Navigator browser, the Gecko Layout Engine and the Mozilla open source transformation. During my tenure at Netscape, I:

* Participated in definition, design and implementation of many of the technologies and standards that made up Dynamic HTML (DHTML) - HTML, CSS, JavaScript and the Document Object Model (DOM). These standards are the basis for modern browser-based frameworks and patterns, including Ajax, jQuery, etc.
* Drove the vision of the browser as an application and media container, including initial work on animation and event handling in web pages.
* Co-edited the W3C Document Object Model Level 1 and Level 2 standards. Participated in HTML 4, CSS 2 and XML Protocol/SOAP working groups.
* Designed and implemented core parts of the Gecko Layout Engine, the basis for Mozilla's Firefox and Thunderbird applications.
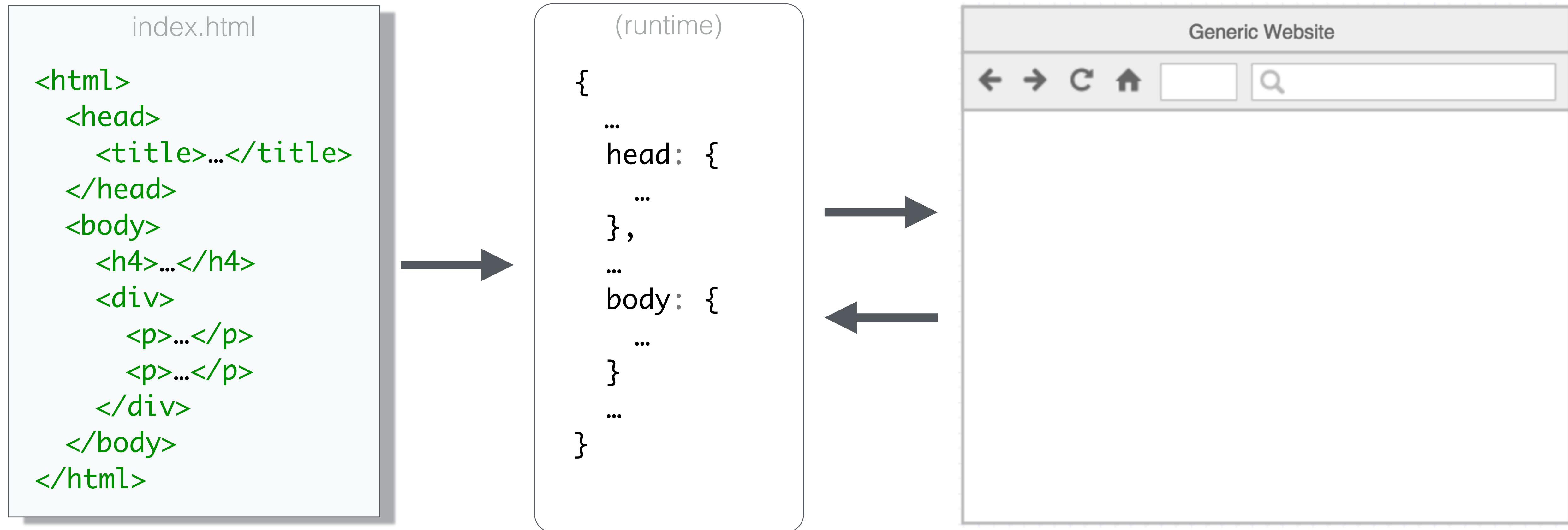* Developed and supported the global Mozilla open source community, recruiting key members into the core engineering team.

* Participated in definition, design and implementation of many of the technologies and standards that made up Dynamic HTML (DHTML) - HTML, CSS, JavaScript and the Document Object Model (DOM).

~1997 AD

How?

Document Object Model

```
index.html

<html>
  <head>
    <title>…</title>
  </head>
  <body>
    <h4>…</h4>
    <div>
      <p>…</p>
      <p>…</p>
    </div>
  </body>
</html>
```

```
(runtime)

{
  …
  head: {
    …
  },
  …
  body: {
    …
  }
  …
}
```

Generic Website

index.html

```html
<html>
  <head>
    <title>…</title>
  </head>
  <body>
    <h4>…</h4>
    some text
    <div>
      <p>…</p>
      <p>…</p>
    </div>
  </body>
</html>
```

DOM Tree

```
                    html
          ┌──────────┴──────────┐
        head                  body
          │           ┌─────────┼─────────┐
        title        h4    some text    div
          │           │              ┌────┴────┐
         ...         ...             p         p
                                     │         │
                                    ...       ...
```

HOW TO USE IT

◉ **Document** **(https://developer.mozilla.org/en-US/docs/Web/API/document)**
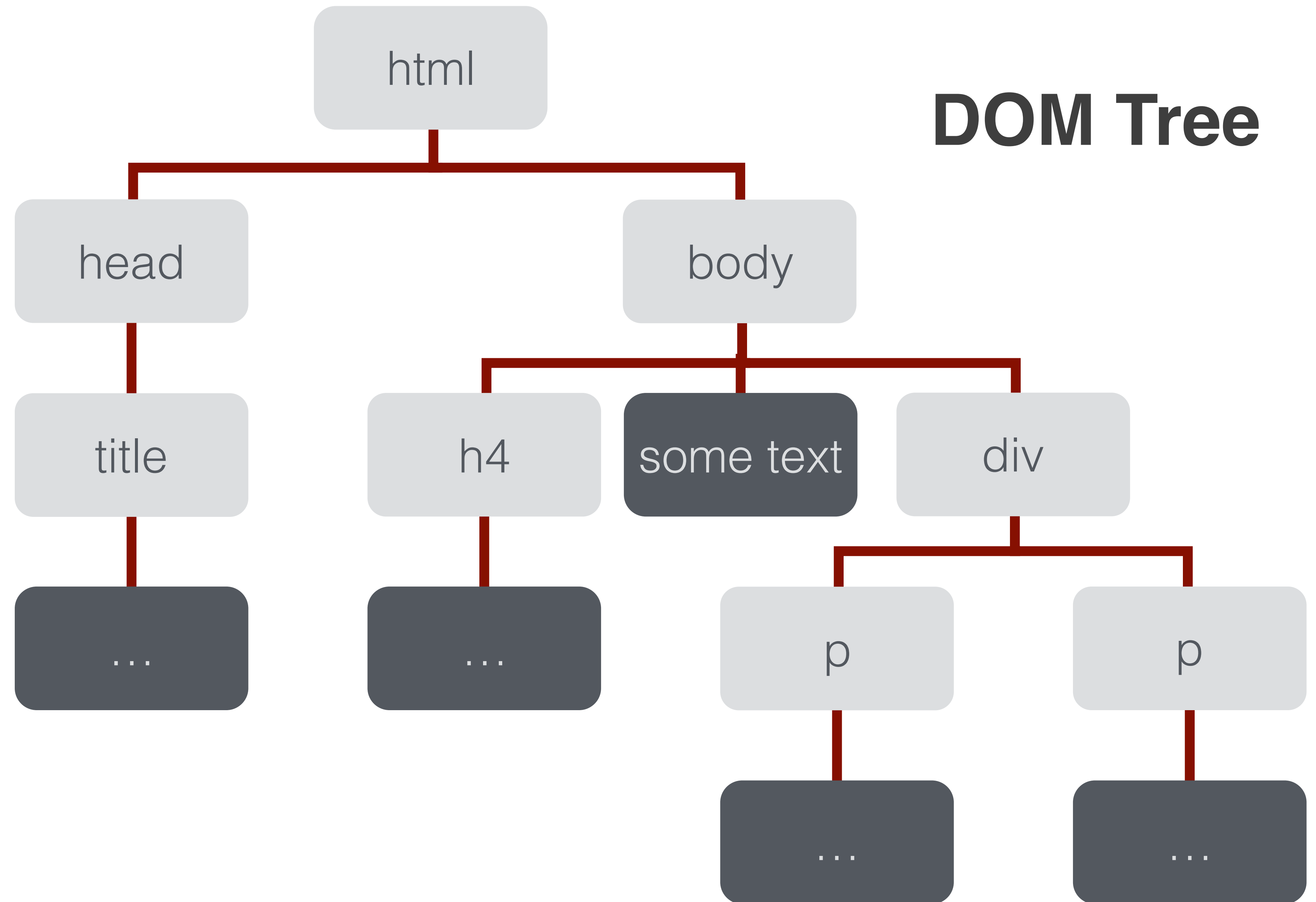
◉ **Node** **(https://developer.mozilla.org/en-US/docs/Web/API/Node)**

BEWARE

- ◎ **Array-like objects**
- ◎ **Use console.dir**

SELECTOR.JS

◉ **Utility library**

◉ **Functions for traversing/manipulating the DOM**

◉ **…jQuery**