Programming for Web Pages

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Introduction

Setting up a Web Page

Changing Text

Handling a Button Click

Removing and Adding Elements

Adding a User Interface to Blackjack

Setting up a Web Page

DOM

Document Object Model: defines how the data of a web page is organized and manipulated

Changing Text

Change Paragraph Text

HTML

```html
<p id="text-area"></p>
```

JavaScript

```javascript
let paragraph = document.getElementById('text-area');

paragraph.innerText = "This is paragraph text…";
```

Handling a Button Click

Access a Button in JS

```javascript
let okButton = document.getElementById('ok-button');
```

Handle a Button Click

```javascript
let okButton = document.getElementById('ok-button');

okButton.addEventListener('click', function() {

  // code goes here

});
```

Removing and Adding Elements

Removing and Adding Elements

```javascript
let paragraph = document.getElementById('text-area');

paragraph.style.display = 'none';      // remove it

paragraph.style.display = 'block';     // add it back
```

Adding a User Interface to Blackjack

Summary

Set up a Web Page

- Remember to move <script> to bottom

Change Text

- myParagraph.innerText = "...";

Handle a Button Click

- myButton.addEventListener(...)

Remove and Add Elements

- element.style.display = "none";
- element.style.display = "block";

Added a User Interface to Blackjack