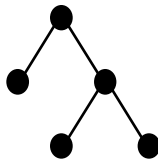




Architecture des Systèmes d'Information

HTML DOM

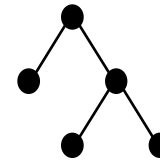
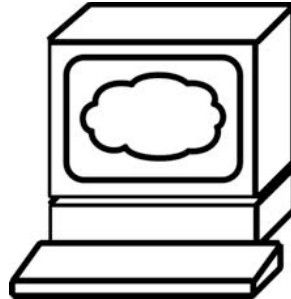


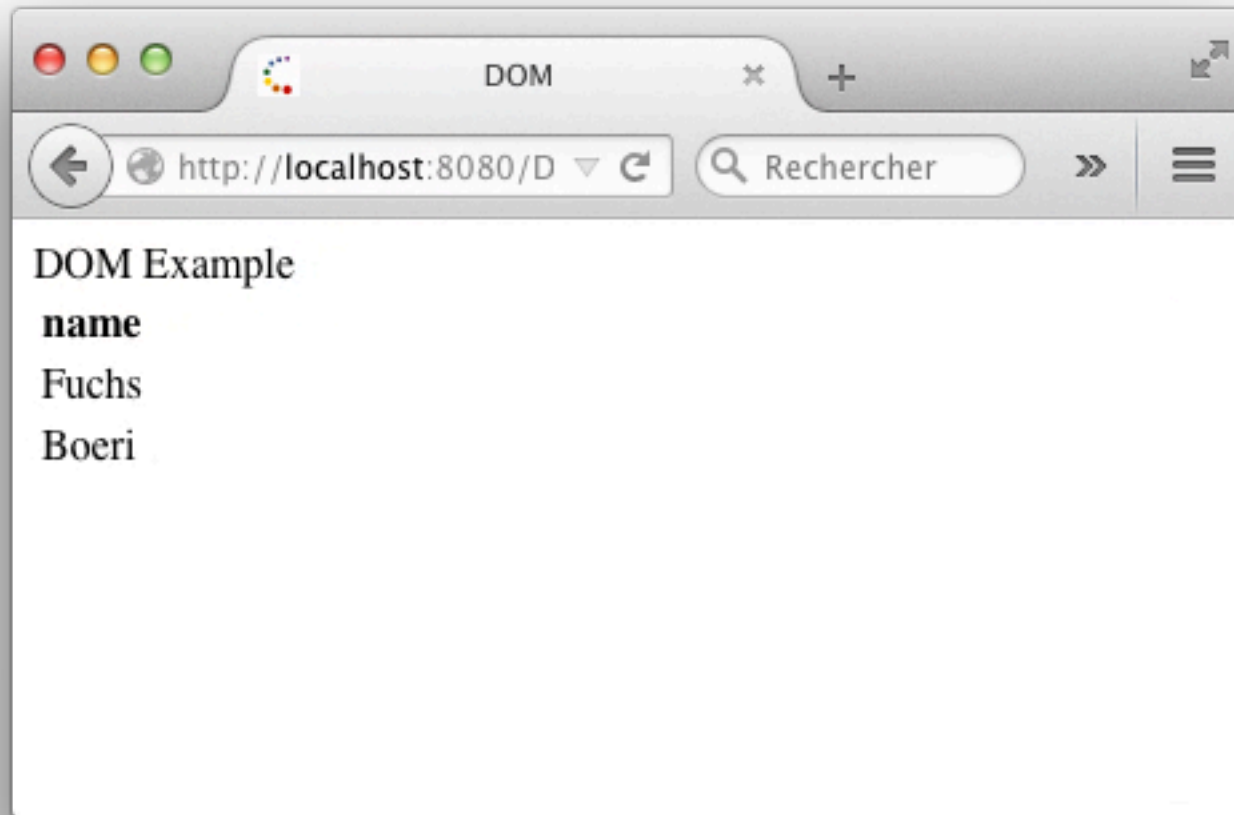
Traduction en cours

DOM : Document Object Model



- Model of how the various objects of a document are related to each other.
- Tree node and leaf.
- Each web page loaded in the browser has its own document object.
- Each object in a Web page is a DOM Node.



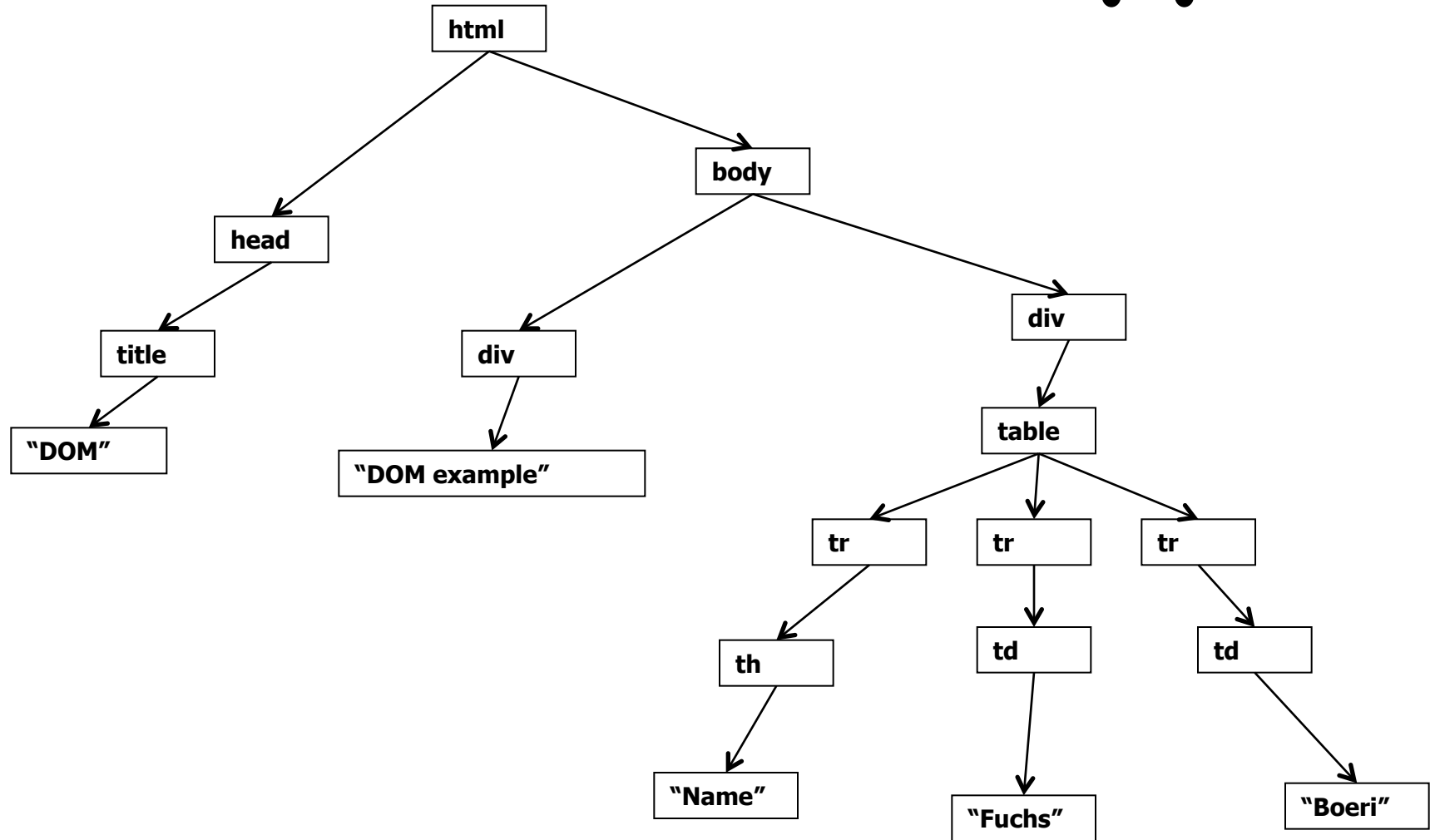
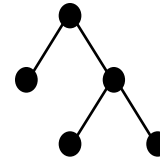




```
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01  
Transitional//EN" "http://www.w3.org/TR/html4/  
loose.dtd">
```

```
<html>  
<head>  
<title>DOM</title>  
</head>  
<body>  
    <div>DOM Example</div>  
  
    <table>  
        <tr>  
            <th>name</th>  
        </tr>  
        <tr>  
            <td>Fuchs</td>  
        </tr>  
        <tr>  
            <td>Boeri</td>  
        </tr>  
    </table>  
</body>  
</html>
```

DOM Tree



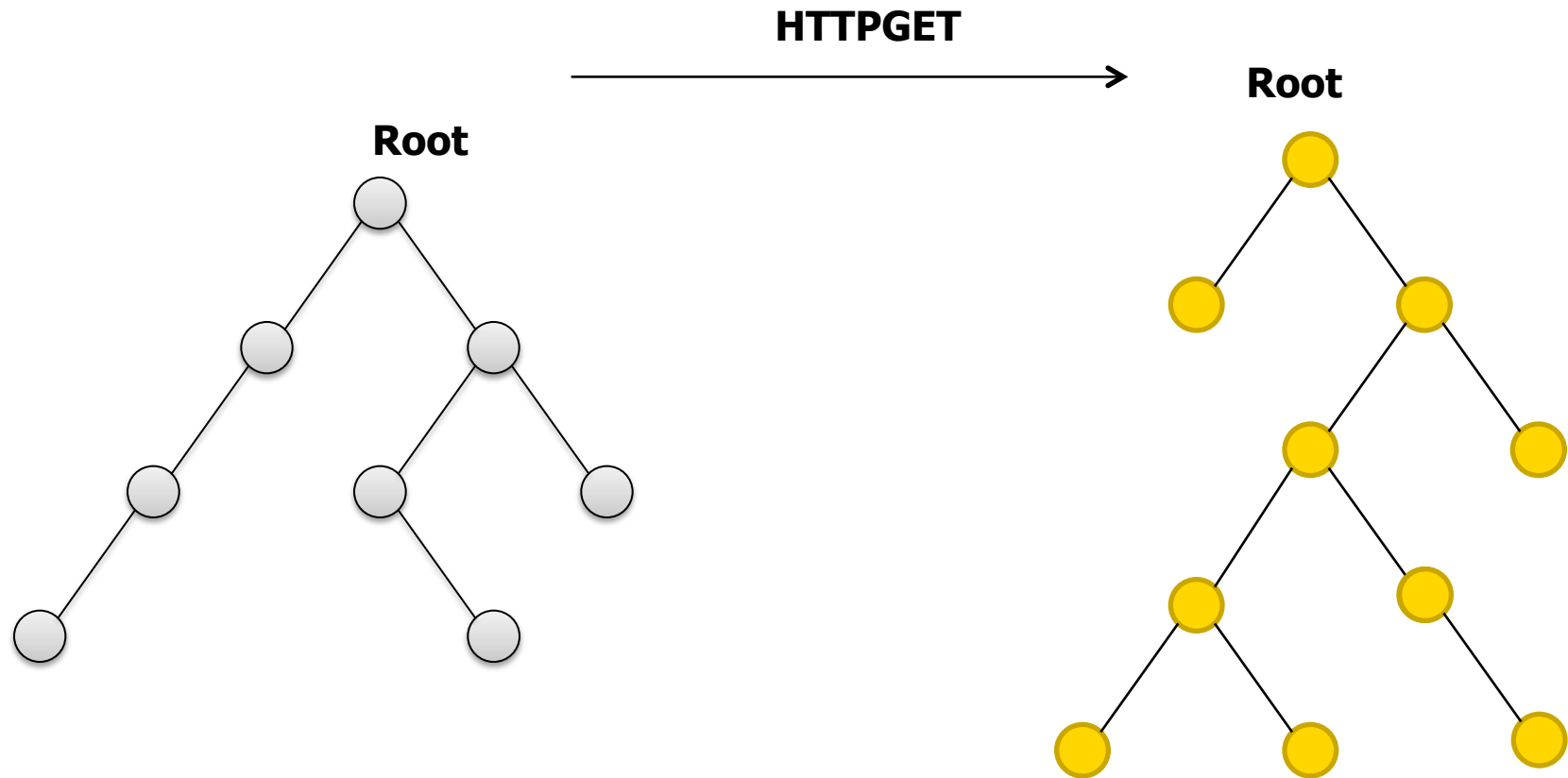


DOM and scripting

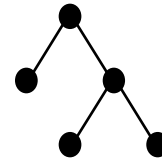
- When the HTML file is loaded into the browser, it becomes a "Document" object
- Each node can be modified by scripting.
- Each HTML tag has a corresponding DOM object with specific properties.
- To modify any element of the HTML page scripts walthrough the tree cheking element ID.



New DOM Tree per request

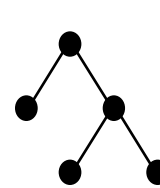


DOM Node



- In the HTML DOM everything is a node:
 - The document itself is a document node
 - All HTML elements are element nodes
 - All HTML attributes are attribute nodes
 - Text inside HTML elements are text nodes
 - Comments are comment node

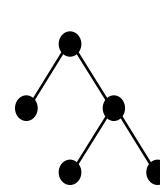
DOM document object



- The document object is the root node of the HTML document it the entry point to all other nodes:
 - element nodes,
 - text nodes,
 - attribute nodes,
 - comment nodes.



DOM Element Object



- In the HTML DOM, the Element object represents an HTML element.
- Element objects can have child nodes of type :
 - element nodes,
 - text nodes,
 - comment nodes.
- A NodeList object represents a list of nodes.
- Elements can also have attributes.



HTML DOM Events

- HTML DOM events allow JavaScript to register different event handlers on elements in an HTML document.
- Events are normally used in combination with listener functions.
- Each element has an event handlers.

<http://www.w3.org/TR/DOM-Level-2-Events/events.html>





DOM event : Mousse events

Event	Description	DOM
<u>onclick</u>	The event occurs when the user clicks on an element	2
<u>oncontextmenu</u>	The event occurs when the user right-clicks on an element to open a context menu	3
<u>ondblclick</u>	The event occurs when the user double-clicks on an element	2
<u>onmousedown</u>	The event occurs when the user presses a mouse button over an element	2
<u>onmouseenter</u>	The event occurs when the pointer is moved onto an element	2
<u>onmouseleave</u>	The event occurs when the pointer is moved out of an element	2
<u>onmousemove</u>	The event occurs when the pointer is moving while it is over an element	2
<u>onmouseover</u>	The event occurs when the pointer is moved onto an element, or onto one of its children	2
<u>onmouseout</u>	The event occurs when a user moves the mouse pointer out of an element, or out of one of its children	2
<u>onmouseup</u>	The event occurs when a user releases a mouse button over an element	2

W3C DOM IDL



- Appendix F: IDL Definitions
- *OMG IDL for the Level 3 Document Object Model Core definitions.*



DOM API



■ DOM IDL Exemple :

```
interface DOMImplementation {  
    boolean hasFeature(in DOMString feature, in DOMString version);  
  
    // Introduced in DOM Level 2:  
  
    DocumentType createDocumentType(in DOMString qualifiedName, in DOMString publicId, in DOMString systemId)  
                                   raises(DOMException);  
  
    // Introduced in DOM Level 2:  
  
    Document createDocument(in DOMString namespaceURI, in DOMString qualifiedName, in DocumentType doctype)  
                           raises(DOMException);  
  
};
```

<http://www.w3.org/TR/DOM-Level-2-Core/core.html#i-Document>



DOM IDL : Interface Node

```
interface Node {  
  // NodeType  
  
  Node insertBefore(in Node newChild, in Node refChild) raises(DOMException);  
  Node replaceChild(in Node newChild, in Node oldChild) raises(DOMException);  
  Node removeChild(in Node oldChild) raises(DOMException);  
  Node appendChild(in Node newChild) raises(DOMException);  
  boolean hasChildNodes();  
  Node cloneNode(in boolean deep);  
};
```

<http://www.w3.org/TR/REC-DOM-Level-1/idl-definitions.html>





EventTarget IDL

```
// Introduced in DOM Level 2:
interface EventTarget {

    void            addEventListener(    in DOMString type,
                                          in EventListener listener,
                                          in boolean useCapture);

    void            removeEventListener(    in DOMString type,
                                          in EventListener listener,
                                          in boolean useCapture);

    boolean          dispatchEvent(in Event evt)
                          raises(EventException);
};
```

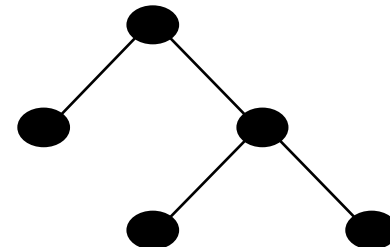
<http://www.w3.org/TR/DOM-Level-2-Events/events.html>



Document Object Model



- JavaScript
- WebIDL
- Object event
- Event





javascript framework : client side

- Dojo Toolkit
- jQuery
- script.aculo.us (Thomas Fuchs)

script.aculo.us
it's about the user interface, baby!



