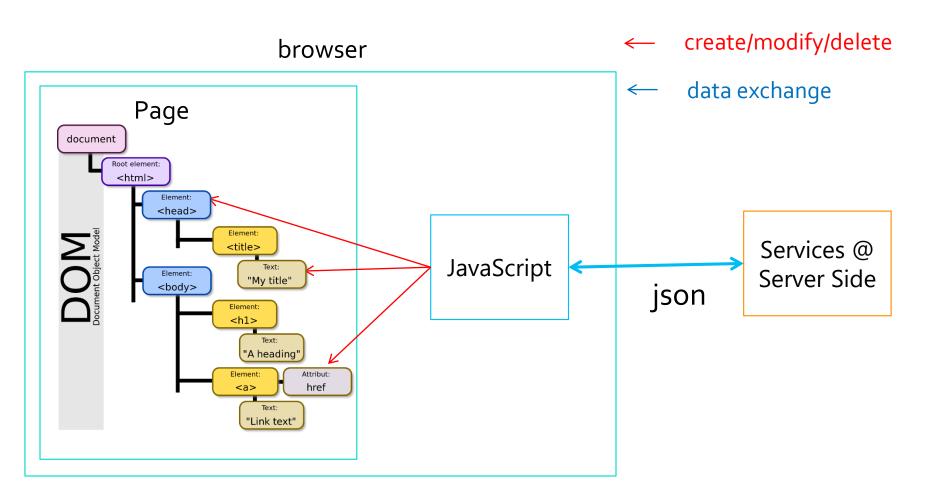
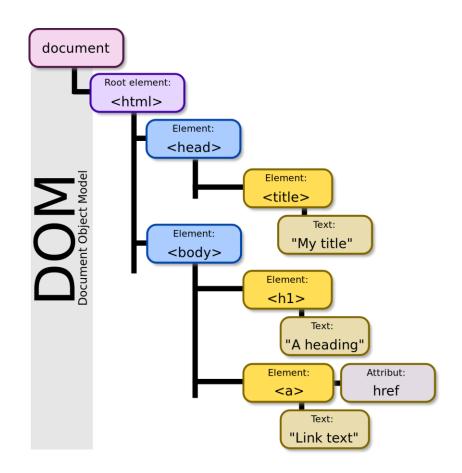
# DOM & jQuery

# Role of JavaScript on the Client Side



# **Document Object Model (DOM)**

- Every HTML element can be modified via the JavaScript DOM API to:
  - Create interactive pages
  - Updates the objects of a page without reloading it
  - Listen to and handle events when the user does something on the page



# **Example DOM Element**

#### HTML

```
>
  Look at this octopus:
  <img src="octopus.jpg" alt="an octopus" id="icon01" />
  Cute, huh?
DOM Element Object
                              Value
                  Property
                  tagName
                              "IMG"
                              "octopus.jpg"
                  src
                  alt
                              "an octopus"
                              "icon01")
                  id
JavaScript
var icon = document.getElementById("icon01");
icon.src = "kitty.gif";
```

# DOM querySelector() Method

- querySelector() returns the first element that matches a specified CSS selector in the document
- querySelectorAll() returns all elements in the document that matches a specified CSS selector

#### **Example CSS selectors:**

- 1. By tag name: document.querySelector("p")
- 2. By id : document.querySelector("#id")
- 3. By class: document.querySelector(".classname")
- 4. By attribute: document.querySelector("a[target]")
- Examples
- https://www.w3schools.com/jsref/met\_document\_queryselector.asp
- https://www.w3schools.com/jsref/met\_document\_queryselectorall.asp

#### **Accessing Elements – old way!**

Access elements via their ID attribute

```
let element = document.getElementById("some-id")
```

Via the name attribute

```
let elArray = document.getElementsByName("some-name")
```

Via tag name

```
let imgTags = document.getElementsByTagName("img")
```

Returns array of <img> elements

# **DOM Manipulation**

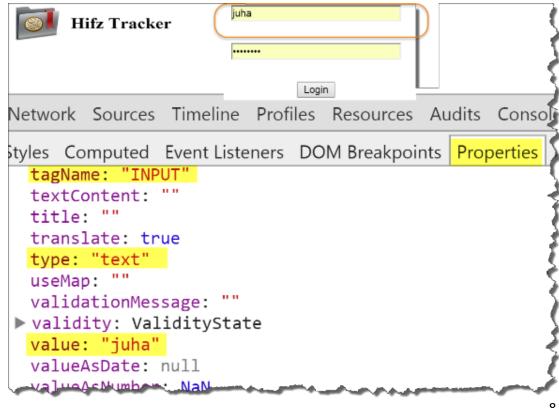
Once we access an element, we can read and write its attributes

```
function change(state) {
  let lampImg = document.querySelector("#lamp")
  lampImg.src = `lamp_${state}.png`
  let statusDiv =
    document.querySelector("#statusDiv")
  statusDiv.innerHTML = `The lamp is ${state}`
<img src="test_on.gif" id="lamp"</pre>
  onmouseover="change('off')"
  onmouseout="change('on')" />
```

#### **Common Element Properties**

- innerHTML get/set the HTML content of an element
- className the class attribute of the tag

**User Chrome** Dev Tool to see the Properties of Page element



#### **Event Handlers**

- JavaScript can register event handlers
  - Events are fired by the Browser and are sent to the specified JavaScript event handler function
  - Can be set with HTML attributes:

```
<img src="test.gif" onclick="imageClicked()" />
```

o Can be set through the DOM:

```
let img = c("#myImage")
img.addEventListener('click', imageClicked)
```

#### **Common DOM Events**

- Mouse events:
  - onclick, onmousedown, onmouseup
  - onmouseover, onmouseout, onmousemove
- Key events:
  - onkeypress, onkeydown, onkeyup
  - Only for input fields
- Interface events:
  - onblur, onfocus, onscroll
- Form events
  - onsubmit : allows you to cancel a form submission if some input fields are invalid

#### **Event Handler**

```
<script>
document.querySelector("dateBtn").
   addEventListener("click", displayDate)
function displayDate() {
   document.querySelector("#date").innerHTML =
        Date()
</script>
```

Try it @ <a href="http://www.w3schools.com/js/tryit.asp?filename=tryjs\_addeventlist">http://www.w3schools.com/js/tryit.asp?filename=tryjs\_addeventlist</a> <a href="ener\_displaydate">ener\_displaydate</a>

#### **DOMContentLoaded**

- DOMContentLoaded is fired when the DOM tree is built, but external resources like images and stylesheets may be not yet loaded
  - Best event for adding event listeners to page elements

```
//When the document is loaded in the browser then listen to studentsDD on change event
document.addEventListener("DOMContentLoaded", () => {
    console.log("js-DOM fully loaded and parsed");
    document.querySelector('#studentsDD').addEventListener("change", onStudentChange)
})
```

# **Commonly used methods**

Add Element

```
document.body.appendChild(document.createElement('p'))
```

Add div element and assign it foo css class

```
let newDiv = document.createElement('div')
newDiv.classList.add('foo')
```

Navigate elements

```
let parent = document.querySelector('#about').parentNode
let children = document.querySelector('#about').children
```

Hide & Show

```
document.querySelector('myDiv').style.display = 'none';
document.querySelector('myDiv').style.display = '';
```



https://jquery.com/



# **jQuery**

- jQuery is a fast, small and feature-rich JavaScript library that works across a multitude of browsers
- Simplifies HTML document traversing, event handling and animation
- To include jQuery in your website, all you need is a script tag with its src pointed to the hosted location

```
<script
src="https://code.jquery.com/jquery-3.1.1.slim.min.js">
</script>
```

# **jQuery Syntax**

- You can use the \$() function to select
  HTML elements and perform some action
  on the element(s)
- Basic syntax is: \$(selector).action()
  - A \$ sign to access jQuery
  - A (selector) to find HTML elements
  - A action() to be performed on the element(s)

# **jQuery Selectors**

#### jQuery supports CSS selectors:

- By tag name: \$("p")
- 2. By id: \$("#id")
- 3. By class: \$(".classname")
- 4. By attribute: \$("a[href]")
- 5. ...

DOM method	jQuery equivalent
querySelector("#id")	\$("#id")
querySelector("tag")	\$("tag")
<pre>querySelector(".classname")</pre>	<pre>\$(".classname")</pre>

# **jQuery Syntax**

#### Examples:

- \$("p").hide() hides all elements
- \$(".test").hide() hides all elements with class="test"
- \$("#test").hide() hides the element with id="test"
- \$('div').css('background', 'blue') Make all DIVs blue

# .ready() event

 jQuery provides a ready event that is fired when the document is ready to be manipulated

You'll put most of your code in this method

```
$(document).ready( () => {
    // Your code here e.g.,
    alert("Ok document is ready...")
})
```

# **Creating Elements**

Creating new elements is also easy

```
let divElement = $('<div>')
let paragraph = $('Some text')
```

Creating complex node

```
$("", {
     "id": "myParagraph",
     "class": "special",
     "text": "My paragraph is awesome!"
})
```

# **Adding Elements**

- Adding elements can be done on the fly
  - o jQuery.appendTo() / jQuery.prependTo()
  - o jQuery.append() / jQuery.prepend()

\$('#wrapper div').append('Test')

```
$('<div>First</div>').prependTo('body')
```

# **Removing Elements**

You can also easily remove elements from the DOM

```
<div>
    Red
    Green
    <div>
    </div>
    <script>
        $('p').remove() // Remove all paragraphs
    </script>
```

#### **jQuery Events**

 jQuery has a convenient way for attaching and detaching events Using methods on() and off()

```
$('#button').ON('click', onButtonClick)

function onButtonClick() {
   $(this).hide()
   // "this" is the event source (the button clicked)
}
```

#### Looping over the DOM

Using the DOM

```
let elems = document.querySelectorAll("li")
for ( let e of elems )
      // do stuff with e
}
```

Using jQuery

```
let elems = $("li")
for ( let e of elems )
    // do stuff with e
}
```

#### jQuery css method parameters

#### Getter:

```
$("#myid").css(propertyName)
```

#### Setter:

```
$("#myid").css(propertyName, value)
```

#### Multi-setter:

```
$("#myid").css({
    'propertyName1': value1,
    'propertyName2': value2,
    ...
})
```

# More <u>node manipulation</u> with jQuery

jQuery method	functionality
.hide()	Hides an element
.show()	Shows an element
.empty()	remove the content of an element, equivalent to innerHTML = ""
.html()	get/set the content of an element in HTML format
.text()	get/set the content of an element as plain text
.val()	get/set the value of a form input, select, textarea,

#### **Summary**

- jQuery the most popular client-side JS library
- Select DOM elements with jQuery
  - o \$([selector])
- DOM Traversal:
  - o \$([selector]).next()/parent()
- Altering the DOM:
  - o \$([selector]).html(...) / append(...)
- jQuery Events
  - o \$([selector]).on([event], [callback])

#### Resources

• W3C School:

http://www.w3schools.com/jquery/

• Code School:

http://www.codeschool.com/courses/jqueryair-first-flight