# JavaScript on the Client Side

#### **Outline**

- 1. DOM Manipulation using JavaScript
- 2. Fetch API
- 3. jQuery

# DOM Manipulation using JavaScript



# What Can JavaScript Do?

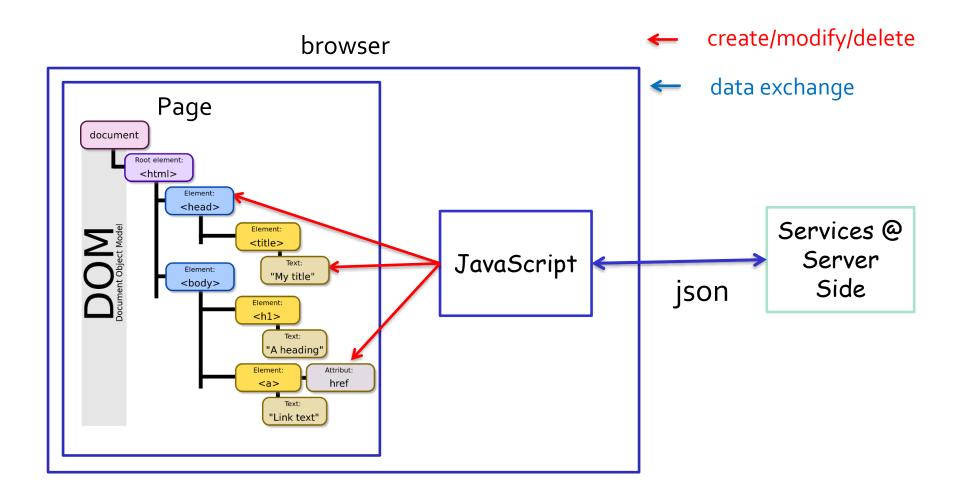
#### Server Side Web applications

Write server-side application logic (using Node.js)

#### Client Side Dynamic Behavior

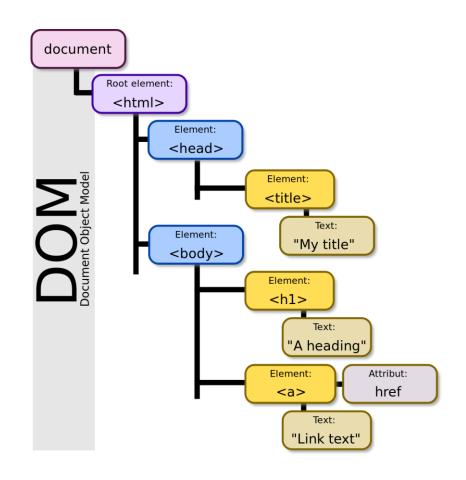
- Manipulate the Document Object Model (DOM) of the page: read, modify, add, delete HTML elements
- Handle client side events such as button clicked event
  - e.g., Changing an image on moving mouse over it
- Validate form input values before being submitted to the server
- Perform computations, sorting and animation
- Perform asynchronous server calls (AJAX) to load new page content or submit data to the server without reloading the page

# Role of JavaScript on the Client Side



# **Document Object Model (DOM)**

- DOM API consist of objects and methods to interact with the HTML page
  - Can add or remove HTML elements
  - Can apply styles dynamically
  - Can add and remove HTML attributes
  - Listen to and handle events



# **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.qif";
```

# **Selecting HTML Elements**

- HTML elements can be found and cached into variables using the DOM API
  - Select single element

```
var header = document.getElementById('header');
var nav = document.querySelector('#main-nav');
```

Select a collection of elements

```
var inputs = document.getElementsByTagName('input');
var header = document.querySelectorAll('#main-nav li');
```

# 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:**

- By tag name: document.querySelector("p")
- 2. By id : document.querySelector("#id")
- 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**

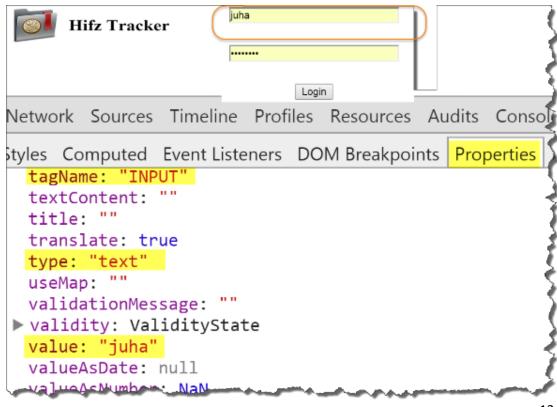
 Once we access an element, we can read and write its attributes

```
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
  - o Can be set with HTML attributes:

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

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 Traversal

```
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 = '';
```

# Communicating with the server using Fetch API







- AJAX is acronym of Asynchronous JavaScript and XML
  - AJAX is used for asynchronously loading (in the background) of dynamic Web content and data from the Web server into a HTML page
  - Allows dynamically adding elements into the DOM
- Two styles of AJAX
  - Partial page rendering
    - Load an HTML fragment and display it in a <div>
  - Call REST service then use the received JSON object to update the page at the client-side using JavaScript / jQuery

#### **Call REST Service using Fetch API**

Fetch content from the server

```
async function getStudent(studentId) {
   let url = `/api/students/${studentId}`
   let response = await fetch(url)
   return await response.json()
}
```

 .json() method is used to get the response body as a JSON object

#### Posting a request to the server using Fetch API

Fetch could be used to post a request to the server

```
let email = document.querySelector( "#email" ).value,
  password = document.querySelector("#password").value
fetch( "/login", {
    method: "post",
    headers: { "Accept": "application/json",
               "Content-Type": "application/json" },
    body: JSON.stringify({
        email,
        password
    })
//headers parameter is optional
```



https://jquery.com/

No longer popular. Use plain JavaScript instead



# **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"
- o \$("#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