

MIS3690 - Web Technologies

2020 Summer

Babson College

Introduction to JavaScript

What is JavaScript?

- A programming language
 - originally used only in web browsers (with JavaScript engine)
 - now embedded in servers, usually via [Node.js](#)
- Client-side JavaScript
 - the main focus of this course
 - enabling interactive web pages
 - create dynamically updating content
 - control multimedia
 - animate images
 - and many other things
- [Server-side](#) JavaScript

How to add JavaScript

- Internal JavaScript
 - can be added in `<head>` or bottom of `body` (preferably)
 - we will be using this in class
- External JavaScript
 - create `.js` file
 - use `defer` / `async`
 - syntax:

```
<script src="script.js" defer></script>
```
- Inline JavaScript handlers
 - easy to connect event with element
 - it is bad practice to *pollute* your HTML with JavaScript

JavaScript Examples

- Download *lec12-js-demo.html* from GitHub (*mis3690/resources/templates*)
- Open the file in web browser and interact
- Read the source code
 - any questions?



JavaScript - Basic Concepts

DOM - Document Object Model

- What is DOM?
 - the data representation of the objects that comprise the structure and content of a document on the web
 - a programming interface for HTML documents
- See [example](#)

Fundamental data types

- Document
 - the root
- Node
 - every object located within a document is a node of some kind
 - could be an *element* node, or an *attribute* node
- ***Element***
- NodeList
 - an array of nodes

What is an *event*?

When a page load happens, **do** play the video of a cat sliding into cardboard.

When a click happens, **do** submit my online purchase.

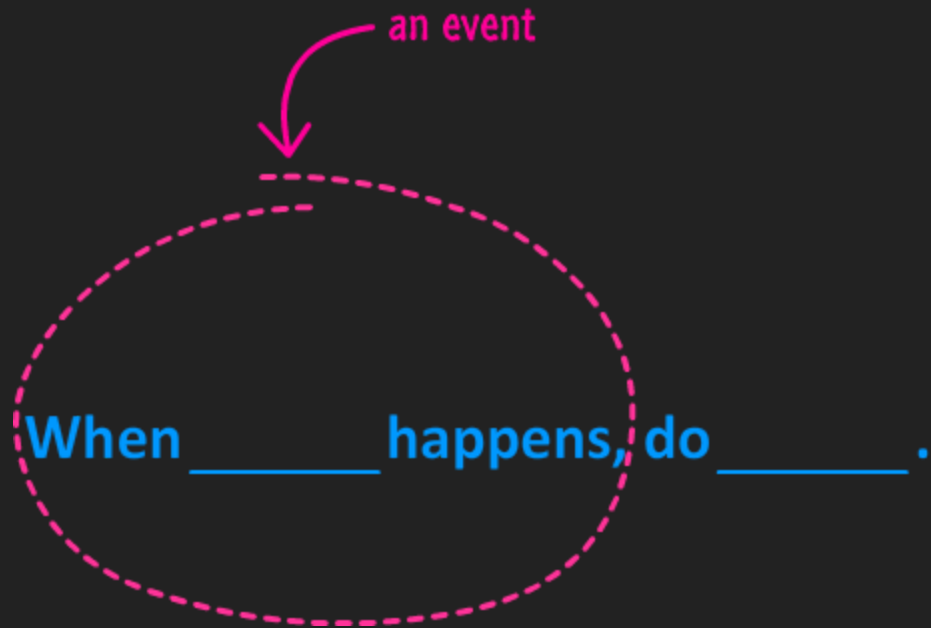
When a mouse release happens, **do** hurl the giant/not-so-happy bird.

When a delete key press happens, **do** send this file to the Recycle Bin.

When a touch gesture happens, **do** apply this old timey filter to this photo.

When a file download happens, **do** update the progress bar.

What is an *event*?



Handling events

- Event listener
 - `EventTarget.addEventListener()`
- Event handler
 - ***onevent***

Registering *onevent* handlers

- The *onevent* handlers are properties on certain DOM elements to manage how that element reacts to events
- Two ways
 - adding an HTML *attribute* named on<eventtype>:

```
<button onclick="handleClick()">  
<!-- again, it is bad practice -->
```

- setting the corresponding property from JavaScript:

```
document.querySelector("button").onclick = function(event) {  
    ...  
}
```

Object properties

- JavaScript treats everything as an *object*
- *Properties* describe the characteristics of an object
 - use *dot notation*: `object.property`
 - examples:
 - `document.title` - the title property of a web page doc
 - `image.src` - the source property of the image element
 - different types of objects have different properties

Object methods

- *Methods* are functions that are performed by an object
 - think of them as verbs
- use *dot notation*: `object.method(arguments)`
 - `arguments` could be empty
- examples:
 - `document.getElementById("a")`
 - `document` - the object
 - `getElementById("a")` - the function (or method) that is part of this object
 - it gets the "puppet strings" to the element whose id is `"a"`
 - `console.log(message)`
 - outputs `message` to the web console
 - is an important way to debug

Questions?

