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1.DOM对象

内容：创建DOM对象

1.节点操作

createElement () 创建节点

createTextNode () 创建文本节点

appendChild () 添加子节点

父节点.insertBefore (需要插入的节点, 父节点中的子节点)

父节点.removeChild (子节点)

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <div id="id_div_01">

  </div>

  <div id="id_div_02">

    <p id="id_p_01">this is a p
    </p>

  </div>

  <div id="id_div_03">

    <p id="id_p_02">11111</p>

  </div>

  <button onclick="func01()">touch1</button>

  <button onclick="func02()">touch2</button>

  <button onclick="func03()">touch3</button>

  <script>

    function func01() {

      var div_1 = document.getElementById("id_div_01");
```

```

        //创建p标签节点
        var p_1 = document.createElement("p");
        //动态创建文本节点
        var txt = document.createTextNode('hello world')
        //向p_1元素节点添加子节点
        p_1.appendChild(txt);
        //向div_1元素节点添加子节点
        div_1.appendChild(p_1);
    }

    function func02(){
        var div_2 = document.getElementById("id_div_02");
        var p_1 = document.getElementById("id_p_01");

        var h_1 = document.createElement("h1");
        h_1.innerText = 'Hello';
        h_1.align = 'center';
        //在div_2里面把h1标签放到p之前
        div_2.insertBefore(h_1,p_1);
    }

    function func03(){
        var div_3 = document.getElementById("id_div_03");
        var p_2 = document.getElementById("id_p_02")

        div_3.removeChild(p_2)

    }

</script>
</body>
</html>

```

案例动态添加文本框

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <div id="id_div_01">

        <input type="text" id="id_ipt_01" placeholder="请输入电话号">
        <br>

        <button onclick="func01()" id="id_but_01">添加电话号</button>

    </div>

    <script>

        function func01() {

            var div_1 = document.getElementById("id_div_01");

```

```

        var ipt1 = document.getElementById("id_ipt_01");
        var ipt2 = document.createElement('input');
        var br = document.createElement('br');
        var button = document.getElementById("id_but_01");

        ipt2.type = 'text';
        ipt2.placeholder = "请输入电话号";

        div_1.insertBefore(ipt2,button);
        div_1.insertBefore(br,button);

    }

</script>
</body>
</html>

```

2.查看节点信息

parentNode 父节点（一个）（只能获取其父节点的信息）

childNodes 所有子节点（数组）（一个父类中可以有很多子类）

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <div id="id_div_01">

        <p id="id_p_01">p1</p>

        <p id="id_p_02">p2</p>

        <input type="text" value="1">

    </div>

    <button onclick="func01()">查看父节点</button>

    <button onclick="func02()">查看子节点</button>

    <button onclick="func03()">查看节点信息</button>
</script>

    function func01() {

        var p1 = document.getElementById("id_p_01");

        // 获取p1节点的父节点
        var parent_obj = p1.parentNode;
        console.log(parent_obj);
    }

```

```

    }

    function func02(){

        var div_1 = document.getElementById("id_div_01")

        //查看子节点 返回的数组
        //注意:html代码格式会被认为是子节点

        var div_child = div_1.childNodes;

        console.log(div_child);

        for(var i = 0; i < div_child.length; i++){

            console.log(div_child[i]);

        }

    }

    function func03(){

        var div_1 = document.getElementById("id_div_01")

        console.log(div_1.nodeName);
        console.log(div_1.nodeType);
        console.log(div_1.nodeValue);
        for(var i = 0; i < div_1.childNodes.length ;i++){

            if(div_1.childNodes[i].nodeName == 'INPUT'){

                console.log(div_1.childNodes[i].value);

            }

        }

    }

}

</script>
</body>
</html>

```

3.动态生成表格

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>

```

```

<body>
  <div id="id_div_01">

  </div>

  <button onclick="createTable()">touch</button>

  <script>

    function createTable(){

      var div_1 = document.getElementById('id_div_01');

      var table_new = document.createElement('table');

      table_new.setAttribute('width', 500);
      table_new.setAttribute('height', 500);
      table_new.setAttribute('border', '1px');
      table_new.setAttribute('align', 'center');

      //添加行

      for (var i = 1; i <= 5 ; i++) {
        var tr_new = table_new.insertRow()
        for (var j = 1; j<=3;j++){

          var td_new = tr_new.insertCell()
          td_new.innerHTML='内容'+i+'-'+j
          // tr_new.appendChild(td_new)

        }

      }
      // table_new.appendChild(tr_new)

      div_1.appendChild(table_new)

    }

  </script>
</body>
</html>

```

2.BOM对象

定义：浏览器对象模型，用于操作浏览器窗口的一组接口

BOM/DOM区别

DOM接口错做浏览器内的body元素

BOM操作浏览器本身，比如窗口大小，浏览器执行时间

BOM主要对象：window,navigator,screen,history,location（后面的对象都是window的属性对象，获取方式为 window.XXX）

1.window

循环执行和延迟执行 定时器

setInterval

clearInterval

setTimeout

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>

  <button onclick="stopTimer()">stopInterval</button>
  <button onclick="stopDelay()">setTimeout</button>
  <script>

    // 设置定时器

    // window.setInterval(func01,0)
    // //函数表达式：函数名 或者匿名函数

    // function func01() {

    //     console.log(Date.now().toLocaleString())

    // }

    // 停止定时器

    // 如果需要停止setInterval 必须要有定时器对象

    var timer = setInterval(function(){
        console.log('ok')
    },1000);

    function stopTimer(){

        window.clearInterval(timer)

    }

    //格式同setInterval
    var delay = setTimeout(function(){

        alert('hello')
```

```

    },2000)

    function stopdlay(){

        clearTimeout(delay)

    }
</script>
</body>
</html>

```

定时器案例

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <div id="id_div_01">
        当前事件
    </div>
    <button onclick="startTime()">开始</button><br>
    <button onclick="stopTime()">暂停</button><br>

    <script>

        var div_01 = document.createElement("id_div_01");

        function showData() {

            var date_now = new Date();
            date_now = date_now.toLocaleString();
            var div01 = document.getElementById('id_div_01');
            div01.innerText=date_now;

        }

        function startTime() {

            timer = setInterval(showData,0)

        }

        function stopTime() {

            clearInterval(timer);

        }
    </script>

```

```
    </script>
</body>
</html>
```

open()

close()

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">

  <title>Document</title>
</head>
<body>

  <!-- // 格式: open('页面路径' '页面打开方式') -->
  <button onclick="window.open('demo_03.html')">打开新窗口</button>
  <button onclick="window.open('https://www.baidu.com')">新窗口打开百度</button>
  <button onclick="window.open('https://www.bvaidu.com', '_top')">原窗口打开百度
</button>

  <button onclick="window.close()">关闭</button>
<script>

  </script>
</body>
</html>
```

2.navigator

封装在window对象中，作用是 可以返回浏览器的各种信息

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <script>

    console.log(window.navigator.appCodeName)
    console.log(navigator.appName)
    console.log(navigator.userAgent)
    console.log(navigator.language)
    console.log(navigator.plugins)
```



```
    </script>
</body>
</html>
```

3.screen对象

表示窗口对应的屏幕信息

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <script>

    console.log(window.screen.width)
    console.log(screen.height)
    console.log(screen.availwidth)
    console.log(screen.availHeight)
    console.log(screen)
    console.log(window.devicePixelRatio)

  </script>
</body>
</html>
```

4.history

窗口的历史浏览记录

length历史列表中的url数量

back () 后退 forward () 前进 go (step) 跳转至当前页面的第step个url路径 (step参数可以为负值, 往回退)

5.location对象

表示窗口地址对象

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>

  <button onclick="location.href='https://www.baidu.com'">页面跳转</button>

</body>
</html>
```

```

<button onclick="location.reload()">页面刷新</button>
<script>
    //当前窗口的地址域名以及端口
    console.log(window.location.host)
    //当前窗口域名
    console.log(location.hostname)
    //当前地址的请求方式
    console.log(location.protocol)
    //端口号
    console.log(location.port)

</script>
</body>
</html>

```

3.json数据格式

定义：json是JavaScript Object Notation的缩写，是一种轻量级的数据交换形式，基于ECMAScript的标准。

特点：采用js原生格式，处理json不需要任何特殊API和工具包

是一种xml的替代方式，比xml更小，更容易解析

json的书写格式采用key-value（键值对形式）

json对象可以无限嵌套

1.json案例

```

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <!-- //json对象 -->
    <script>

        var json_obj = {

            'id':100,
            'username':'tom',
            'age':18,
            'content':{
                'qq':2479362948,
                'tele':18640928449
            }
        }

        console.log(json_obj);
        console.log(json_obj.content.qq)
    </script>

```

```
//json字符串
var json_str = '{ "id":100,"username":"tom","age":18,"content":
{"qq":2479362948,"tele":18640928449}}'

</script>
</body>
</html>
```

2.json转换

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>

  <script>

    var str = '{"id":101,"name":"xmz","age":27}'
    //json字符串转json对象
    var json_obj = JSON.parse(str);

    console.log(json_obj.name);

    json_obj.name = 'lisan'
    var json_str = JSON.stringify(json_obj);
    console.log(json_str);

  </script>

</body>
</html>
```

作业

```
<!DOCTYPE html>
<html>
  <head>
    <meta charset="utf-8">
    <title>生成表格</title>
  </head>
  <body>
    <div>
      <button onclick="generateTable()">生成表格</button>
      <div id="tableContainer"></div>
    </div>

    <script>
```

```
var info = '[{"id":101,"name":"jack","age":27},{ "id":102,"name":"张三","age":20},{ "id":103,"name":"李四","age":22},{ "id":104,"name":"赵四","age":45}]';

function generateTable() {
    var tableData = JSON.parse(info);
    var tableContainer = document.getElementById("tableContainer");

    // 创建表格元素
    var table = document.createElement("table");
    table.setAttribute("border", "1");

    // 创建表头
    var thead = document.createElement("thead");
    var headerRow = thead.insertRow();
    var headers = ["ID", "Name", "Age"];

    for (var i = 0; i < headers.length; i++) {
        var th = document.createElement("th");
        th.textContent = headers[i];
        headerRow.appendChild(th);
    }

    thead.appendChild(headerRow);
    table.appendChild(thead);

    // 创建表格内容
    var tbody = document.createElement("tbody");

    for (var i = 0; i < tableData.length; i++) {
        var row = tbody.insertRow();
        var cell1 = row.insertCell(0);
        var cell2 = row.insertCell(1);
        var cell3 = row.insertCell(2);

        cell1.textContent = tableData[i].id;
        cell2.textContent = tableData[i].name;
        cell3.textContent = tableData[i].age;
    }

    table.appendChild(tbody);

    // 将表格添加到页面中
    tableContainer.innerHTML = ""; // 清空容器
    tableContainer.appendChild(table);
}

</script>
</body>
</html>
```

