

DOM VS SERVER





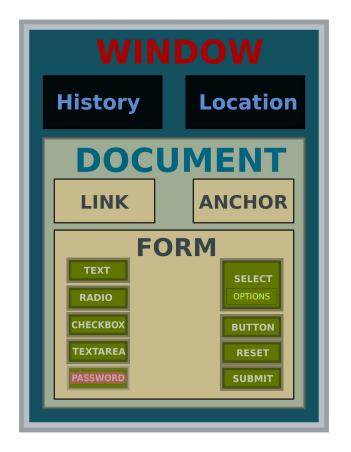


Review DOM

DOM what does DOM stand for?

Where does the DOM exist?

How does JS interact with the DOM?





What Is the Server

What is a server's main function?

What is a runtime environment?

What is the difference between a server and the DOM?

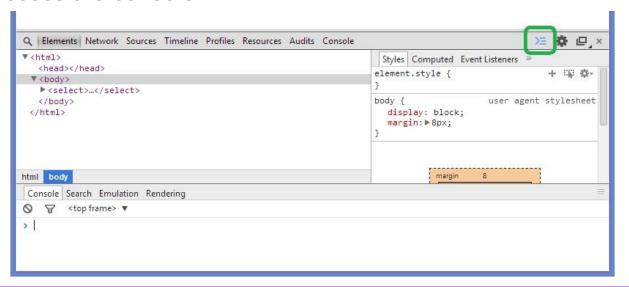




Javascript in the DOM

Up until the advent of Node in 2009, all JS was run in the client side console, utilizing programming to alter the DOM.

How can we access the console?





Javascript in the Server

How do we access node in the server?

```
Terminal — node — 62×14

$ node

> 7 * 6 + 1 / 2

42.5

> [25, 4, -1, 0].map(Math.sqrt)

[ 5, 2, NaN, 0 ]

> dogs = ["spike", "sparky", "spot"]

[ 'spike', 'sparky', 'spot' ]

> dogs.map(function (d) {return d.toUpperCase()})

[ 'SPIKE', 'SPARKY', 'SPOT' ]

> String.fromCharCode(0x263a)

'@'

> [].forEach

[Function: forEach]

> []
```



Programming in the console Ex: Name Game

- 1) Save a string containing your first and last name as the variable myName.
- 2) Write a for loop to print each of the letters of your name for the console.



Your Code Should look Like

var myName = 'My Name';

for (var i = 0, len = myName.length; i < len; i++){ console.log(myName[i]);}

Now lets try that again in the terminal using node.



Now try these in your browser console and in node

Write a for loop to print the numbers 0 thru 10.

Write a loop to print the number 4 -10.

Write a loop to print all even numbers from 0-15



Let's write something a little more complex, and save it as a JS file.

- 1) Make a list of 10 numbers and save it to the variable someNums.
- 2) Write a for loop to go thru the list and either write even or odd depending on if the number is even or odd.
- 3) Run in the client and in the terminal