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**My Reflections on the DOM Model**

 • Of what use is the DOM syntax?  
The Document Object Model is an Application Programming Interface (API) for HTML and XML documents. It does two things for web developers:  
- Provides a structural representation of the  
document.  
- Defines the way that that structure is to be  
accessed from script.  
  
• How does the DOM syntax allow you to write JavaScript code for your websites?  
- It allows you to get at the web page as a structured  
group of nodes. Essentially, it connects web pages  
to scripts or programming languages.  
- The JavaScript syntax has to do with objects. To  
access an object, property, or method, its reference  
must include every object that contains it,  
separated by a dot. This is called the "dot syntax".  
  
• Write some pseudocode (fake code) to write JavaScript on to a button.  
- window.document.form.textarea  
the above writes code to a submit button on a  
form.  
  
• Explain in simple terms the purpose of JavaScript.  
- JavaScript is a text-based programming language  
used both on the client-side and server-side that  
allows you to make web pages interactive. Where  
HTML and CSS are languages that give structure  
and style to web pages, JavaScript gives web pages  
interactive elements that engage a user.

**Daily Notes - Type Conversions**

 String Conversion  
String conversion happens when we need the string form of a value.   
Numeric Conversion   
Numeric conversion happens in mathematical functions and expressions automatically.   
Boolean Conversion   
It happens in logical operations (later we’ll meet condition tests and other similar things) but can also be performed explicitly with a call to Boolean(value).   
  
JavaScript Number Format: Main Tips  
  
Several JavaScript number format methods are offered with this language that you can use to manipulate numeric values.   
Each number method returns a new value instead of changing the one being used for the method.   
Every JavaScript number format method may be used on any type of number, including literals, variables, expressions.  
  
toString()   
toString() turns the numeric value into a string (a sequence of characters).  
  
toExponential()   
toExponential() turns numbers into strings as well, but in addition to that, the number that is returned is also rounded and written with exponential notation.   
  
toFixed()   
The JavaScript toFixed() also turns the number into a string, but with a specific amount of decimals this time.  
  
toPrecision()   
The toPrecision() also turns the number into a string, but with a specified length. The length is specified inside the parentheses after the method's name. It is quite similar to JavaScript toFixed() method but counts all numbers, not only decimals.   
  
Converting Variables to Numbers   
If you find yourself in need to turn a variable into a number, these are the three methods you can use:  
Number()   
  
parseInt()   
  
parseFloat()   
  
Number()   
Number() method is widely used to convert JavaScript variables into numbers. Although, if a number cannot be returned, the program will return NaN (Not a Number).  
  
parseInt()   
If you want to create a JavaScript integer, you should use parseInt(). It works by parsing a string and then returning the number. Spaces may be present in the string, but only the first number will be returned.   
  
parseFloat() Method   
parseFloat() method works by parsing a string and then returning a floating point number. Spaces may be present in the string, but only the first number will be returned.  
  
valueOf()   
valueOf() is used to return a number as a number. When looking at JavaScript code, numbers may be primitive values (typeOf = number) or objects (typeOf = object). The method called valueOf() is used internally to turn number objects into primitive values.

**Daily Notes - DOM Revisited**

 The Document Object Model and JavaScript Syntax  
The Document Object Model is an Application Programming Interface (API) for HTML and XML documents. It does two things for web developers:  
  
Provides a structural representation of the document  
Defines the way that that structure is to be accessed from script  
This allows you to get at the web page as a structured group of nodes. Essentially, it connects web pages to scripts or programming languages.  
  
The JavaScript syntax has to do with objects. To access an object, property, or method, its reference must include every object that contains it, separated by a dot. This is called the "dot syntax".  
  
Object  
a JavaScript object is any scriptable HTML element, that is, any HTML element within a document that may be accessed through the JavaScript language. Although the browser window is not an HTML element, it too is a scriptable object.  
  
Outside the context of a web page are core objects. These objects are not associated with HTML elements, but with the language itself. Then there are the homemade objects. Core objects and Home made objects are both associated with the JavaScript Object Model.  
  
The following are some of the JavaScript objects:  
  
window  
document  
form  
image  
  
Property  
Objects have properties, which you can think of as characteristics of an object. A JavaScript property has a similar relationship to the object it belongs to that an HTML tag attribute has to the tag that contains it. For example, the JavaScript "value" property is to a text field object as the HTML "width" attribute is to a table tag.  
  
Method  
Methods are actions that can be applied directly to objects. Within a web page, methods cause a boring old HTML document to react to the end user. This results in a meaningful experience for the end user which would otherwise be completely one-sided  
  
Method Parameters  
Syntactically speaking, methods are signified by parenthesis immediately following their name, e.g. "alert()". These parenthesis sometimes hold values called parameters, which are required by some methods  
  
Here are a Few JavaScript Methods:  
alert() causes an alert dialog box to appear over the page that launched it  
write() writes content to a page  
focus() causes the mouse cursor to be inserted into a form element  
  
Core APIs in the DOM  
document and window objects are the objects whose interfaces you generally use most often in DOM programming. In simple terms, the window object represents something like the browser, and the document object is the root of the document itself. Element inherits from the generic Node interface, and together these two interfaces provide many of the methods and properties you use on individual elements.  
  
The following is a brief list of common APIs in web and XML page scripting using the DOM.  
  
document.getElementById(id)  
document.getElementsByTagName(name)  
document.createElement(name)  
parentNode.appendChild(node)  
element.innerHTML  
element.style.left  
element.setAttribute  
element.getAttribute  
element.addEventListener  
window.\_content  
window.onload  
window.dump()  
window.scrollTo()  
  
So for example, to write JavaScript code that references a link, I would write the code as follows:  
  
window.document.link  
  
Or to write code to a submit button on a form, the JavaScript code will look as follows:  
  
window.document.form.textarea  
  
The above method of writing code is referred to as the dot syntax

**Daily Notes - Activity 1 - My Reflections on the Document Object Model**

 • Of what use is the DOM syntax?  
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**Daily Notes - Activity 2 - JavaScript Functions in Action**

 In the activity above, I have implemented html and js code in order to create an alert that contains a message. I have also made use of a button to reload the function on command.

**Daily Notes - Activity 3 - Operators & Assignments**

 In the above activity we continued the work built in activity 2. I added a new function and called it to the main html page, I then called and made use of the function when the page is called.

**My Views on the Day**

 1. Learning about DOM and learning how to implement the in the activities.  
  
2. Activity 1, 2 & 3  
  
3. None  
  
4. None

**Daily Notes - Day 1 Reflections**

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2. Activity 1, 2 & 3  
  
3. None  
  
4. None