

JavaScript *for the* *Client*

W3D2

Overview

The Browser

The DOM

DOM + JS

Events

JavaScript

SpiderMonkey

V8

Chakra

JavaScriptCore



JavaScript

SpiderMonkey

V8

Chakra

JavaScriptCore



Layout

Gecko

Blink

EdgeHTML

WebKit

Document
Object
Model



```
<html>
  <head>
    <title>JavaScript for the Client</title>
  </head>
  <body>
    <ul>
      <li>Item 1</li>
      <li>Item 2</li>
      <li>Item 3</li>
      <li>Item 4</li>
    </ul>
  </body>
</html>
```

html

body

ul

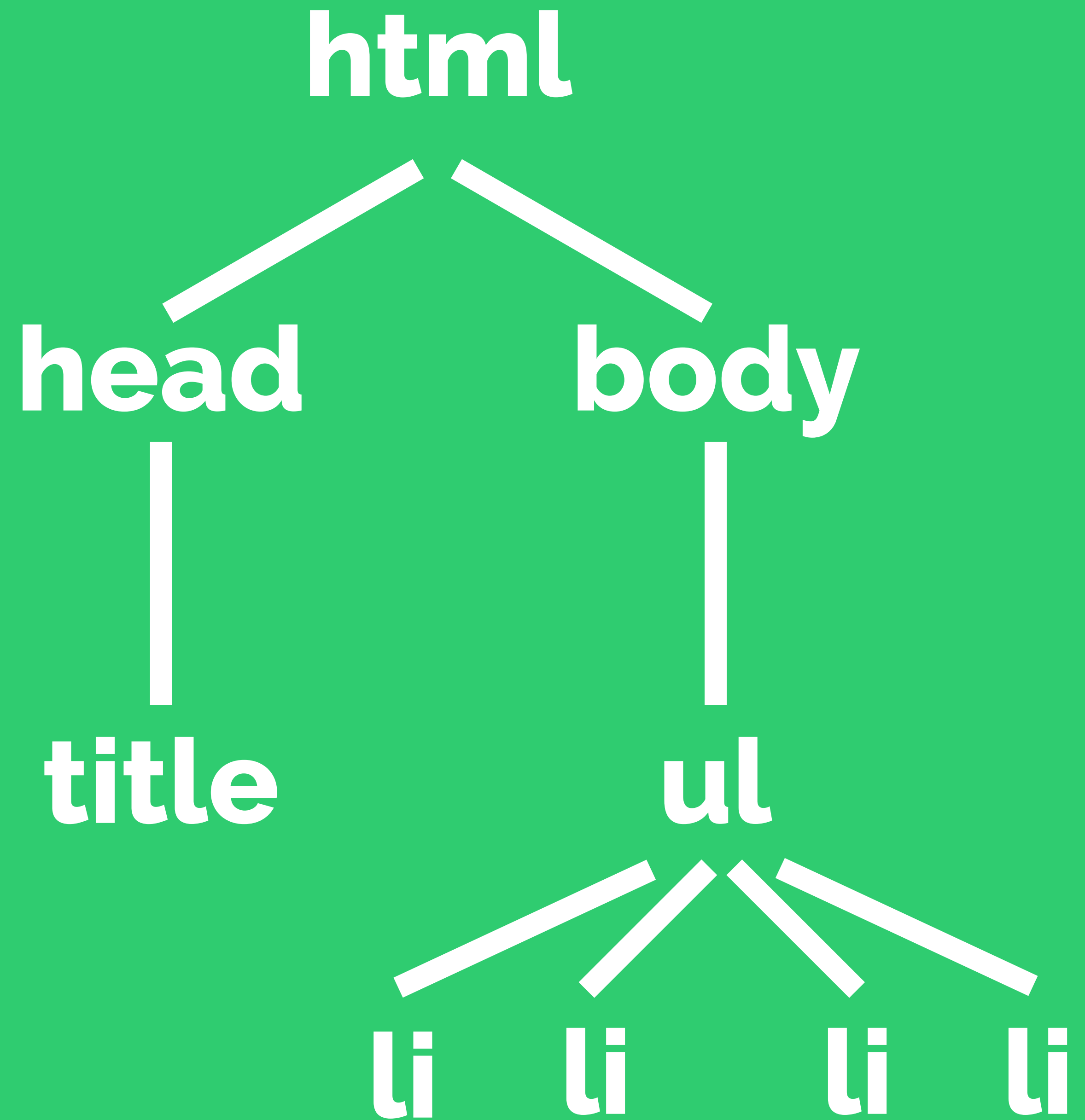
li

li

li

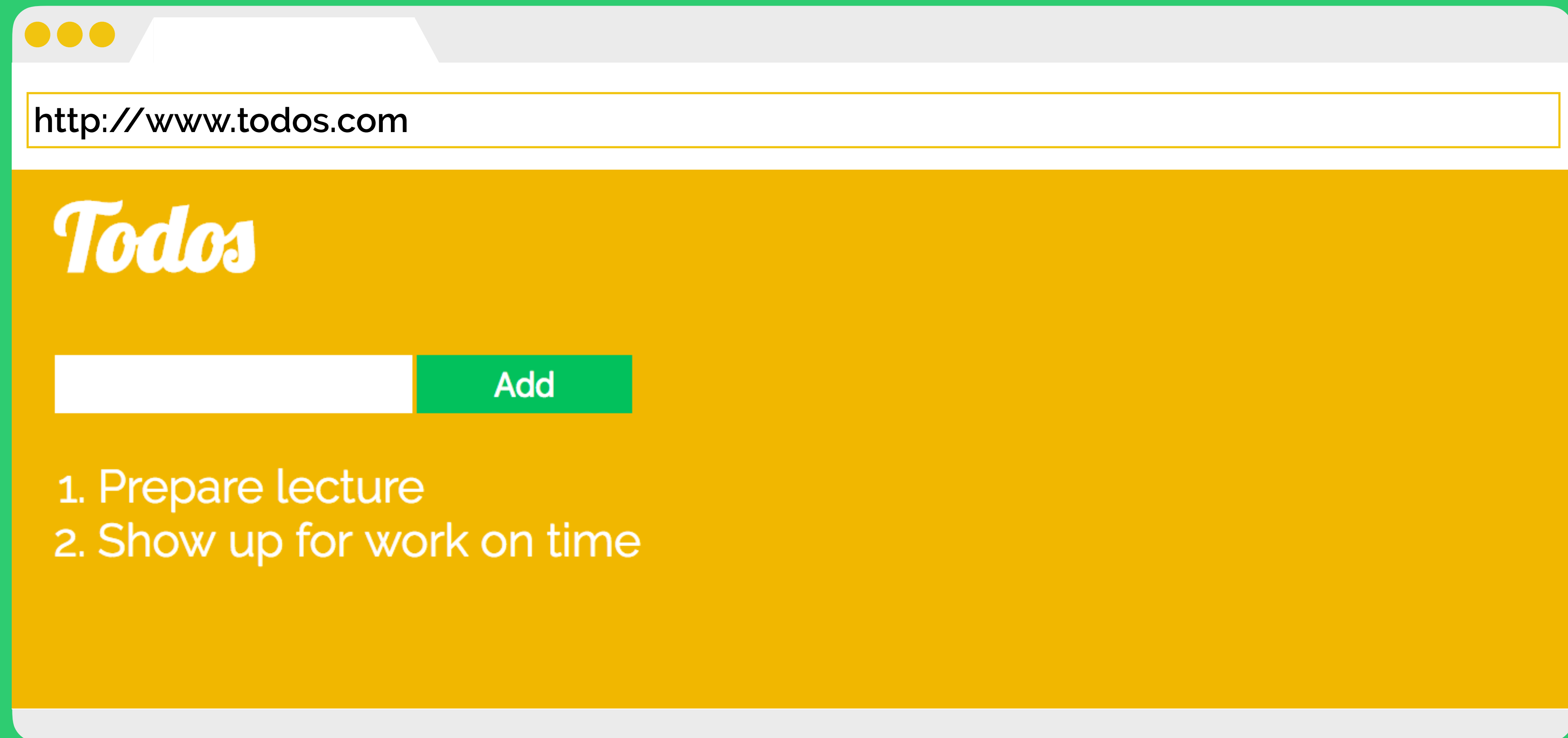
li

The **DOM**
uses a tree
structure.



DOM + JS

navigator, window, document



Selecting DOM Elements

Document.getElementById()

Document.getElementsByClassName()

Document.getElementsByName()

Document.getElementsByTagName()

Document.querySelector()

Document.querySelectorAll()

Adding DOM Elements

`Document.createElement()`

`Document.createTextNode()`

`Node.appendChild()`

EVENTS

Events are triggered when interesting things happen.

blur
click
dblclick
focus
input
keydown
keypress
keyup

mousedown
mouseenter
mouseleave
mousemove
mouseout
mouseover
mouseup

resize
scroll
select
unload
wheel

Adding Events

```
var button = document.querySelector('button');  
button.addEventListener('click', function(event) {  
    console.log('Clicked ' + event.detail + ' times.');
```

Questions?