W02 Reading (L3)

The Window Object

1. The Browser Object Model (BOM)

BOM is used to interact with the browser and is a collection of properties and methods that contain information about browser and computer screen:

• Window:ブラウザのウィンドウ全体

• Document : <u>DOM (Document Object Model)</u>

• Location : URL 情報

• Navigator:ブラウザの種類やバージョン等

• History: 閲覧履歴

• Screen:モニターの情報

• Console:コンソールへの出力

• Storage: Web ストレージ

2. The browser history

The window.history property can be used to access information about pages that you visited.

window.history.length: how many pages have been visited before arriving at the current page.

```
window.history.go(); can be used to go to a specific page.
window.history.go (1); goes forward 1 page.
window.history.go(0); reloads the current page.
window.hisotry.go(-1); goes back 1 page.
```

3. Cookie

 Cookies are limited to storing up to \$KB of data, 20 cookies are allowed per domain.

- It is also used for personalizing a user's browsing experience, storing user preferences, keep tracking of user choice(a shopping cart)
- To delete cookies, you need to set it to expire at time in the past.
 e.g. document.cookie = 'name=Batman; expires=Thu, 01 Jan 1970
 00:00:01
 - -if a cookie is a session cooki, it will expire when the tab or window is closed.

Library: Cookies.js

4. Timing Functions

setTimeout(): for scheduling the executioin of a function

e.g. window.setTimeout(() => alert("Time's Up!"), 3000);

<< 4

SetInterval(): it is a similar way to setTimeout(), except that it will repeatedly invoke the callback function.

5. Animation

- To start the animation, we need to call the requestAnimationFrame() method, giving the rotate() function as an argument.
- To stop the animation, using the window.cancelAnimationFrame() method:

cancelAnimationFrame(id);

CSS is also used for animation