Curtis Collins

2. The elements of a document are called objects that have both data and operations.

3. A notification that something has happened.

4. A script that is automatically ran in response to an event occurring.

5. DOM 0 was used by the very early browsers. More specifically it was used in IE 3 and Netscape 3.

6. The event handler script could be assigned to an event tag attribute, or it could be that the name is assigned to the associated event property.

7. It can write over the already displayed document.

8. When a user clicks an element or when the user tabs into it.

9. The reference to the address of the JavaScript object is associated with the HTML element as the DOM address of the element.

10. It uses a name that the coder specifies in order to call it later on.

11. It functions in a similar way to names, but it has the built in method getElementByID() to find out what the value is.

14. To ensure that the user input information that is relevant to what we want, as well to ensure that it matches what we have saved server side.

15. Tell the user there was an error with their input. Inform them of the correct way to input the information. Add focus to the element that they used wrong.

16. It tells the browser not to perform any default actions of the event.

19. The first is called the capturing phase. In this the target node starts at the document root node and propagates down the tree. The second is the target node phase. The handlers at the target node are executed here regardless of whether they are enabled or not. The last is the bubbling phase. The event moves back up the tree to the document node.

21. The first is the name of the event as a string. The second is that the name of the handler function can be assigned to the property that is related to the event.

24. They store the coordinates of the mouse in relation to the screen.

25. It creates an area in a document where we can use methods to draw on.

26. It moves the drawing tool to the next defined location without drawing on the way there.

27. The first two provide the center of the circle. The third is the radius. The fourth is the angle to draw at. The fifth is the angle to stop at. The sixth is whether it should draw counterclockwise or clockwise.

28. It gives us information about which browser and version the user is currently running.