Application development in JavaScript

Ing. Roman Bronis, PhD.

Faculty of Informatics and Information Technologies

Sept. 2024

Table of Contents

JavaScript for Web I.

- window
  - global scope
  - .document
  - .onload
  - .navigator
  - .location
  - .history
- document
  - .body
  - .querySelector()
  - .getElementById()
  - .createElement()

JavaScript for Web II.

- DOM Elements
  - .appendChild()
  - .removeChild()
  - .insertBefore()
  - .parentNode

  - .style
  - .href
  - .src

  - .getAttribute()
  - .setAttribute()
- listeners
  - .addEventListener()
  - .removeEventListener()

Canvas

```
<canvas id="my-canvas"></canvas>

var canvas = document.getElementById('my-canvas');
var ctx = canvas.getContext('2d');

ctx.fillStyle = "#FF0000";
ctx.fillRect(15, 15, 100, 200);

var img = document.getElementById("my-image");
ctx.drawImage(img, 10, 10);

ctx.drawImage ( image,
                sx, sy, sWidth, sHeight,
                dx, dy, dWidth, dHeight
);
```

---

[1]https://developer.mozilla.org/en-US/docs/Web/API/
CanvasRenderingContext2D/drawImage