

# What are the three building blocks of the web?

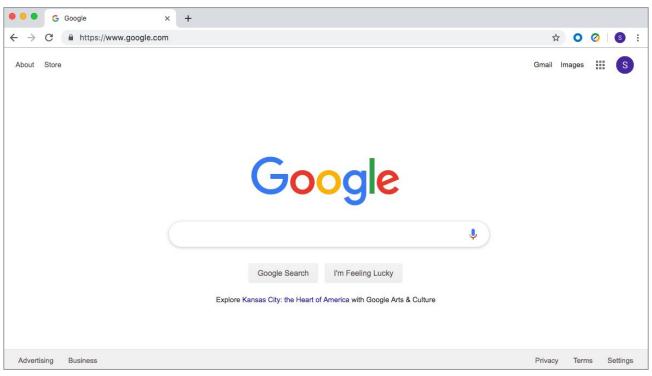
#### **Building Blocks of the Web**

HTML	css	JavaScript
Used to write content.	Used to format content.	Used to create dynamic web applications that take in user inputs, change what's displayed to users, animate elements, and much more.
HTML	CZZ	ZL
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# How (or where) do we connect all three?

#### They Are Connected in the Web Browser

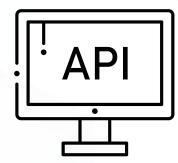
The browser brings together HTML, CSS, and JavaScript to create interactive webpages and applications.



## What is a web browser?



A **web browser**, or **browser**, is a program used to access information on the World Wide Web. Every webpage, image, and video on the web can be accessed via a specific Unified Resource Link (URL). This lets browsers retrieve these resources from a web server and display them on a user's device.



# What is an application programming interface (API)?



In web development, an **API** is a set of code features (methods, properties, events, and URLs) that developers can use in their apps to interact with components of a user's web browser, data sets, hardware/software on a user's computer, or third-party software and services.

# What are web APIs?

#### Web APIs

Web APIs are built into the web browser and contain methods that allow us to manipulate a webpage using JavaScript.

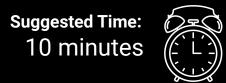
We can use web APIs to create elements and add them to the browser or to add and remove styles and attributes—all via JavaScript!



### **Activity:** This Window

See instructions in <a href="mailto:01-Stu\_This-Window">01-Stu\_This-Window</a> in the class repo.

In this activity, you will use <a href="console.log(this">console.log(this)</a> and dig around inside the returned object, answering some questions along the way.



#### **Activity:** This Window

#### Instructions

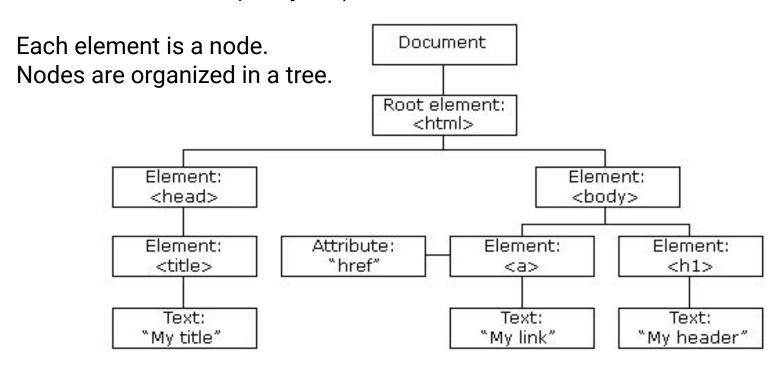
- First open the provided index.html file in the browser and navigate to the console.
- What is logged?
  - The window object. In this use case, this refers to the window. The window is an object representation of an open window in a browser.
- Click in the window object and begin looking at the numerous properties and methods it contains.
- Make your way down to document and click in it.
- Spend some time looking through the properties and methods in window.document



## What is window.document?

#### The Document Object Model (DOM)

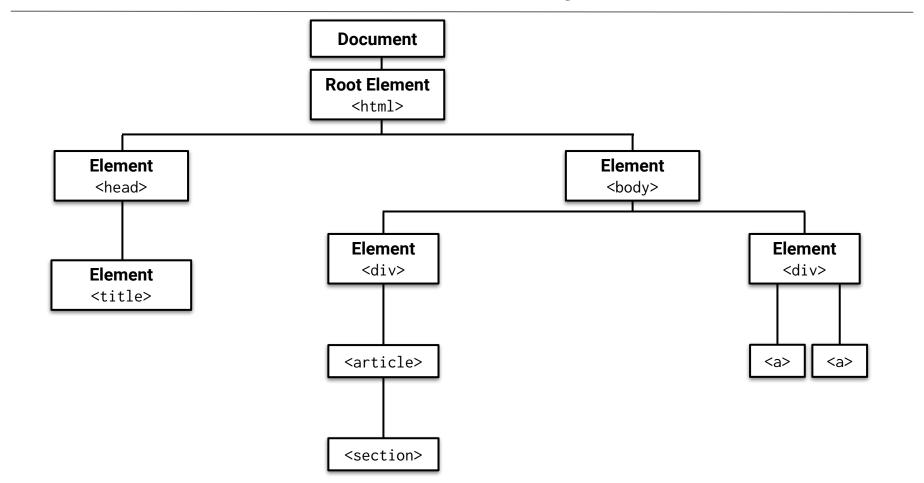
The DOM is an object-oriented representation of HTML (i.e., the HTML document modeled as JavaScript objects).



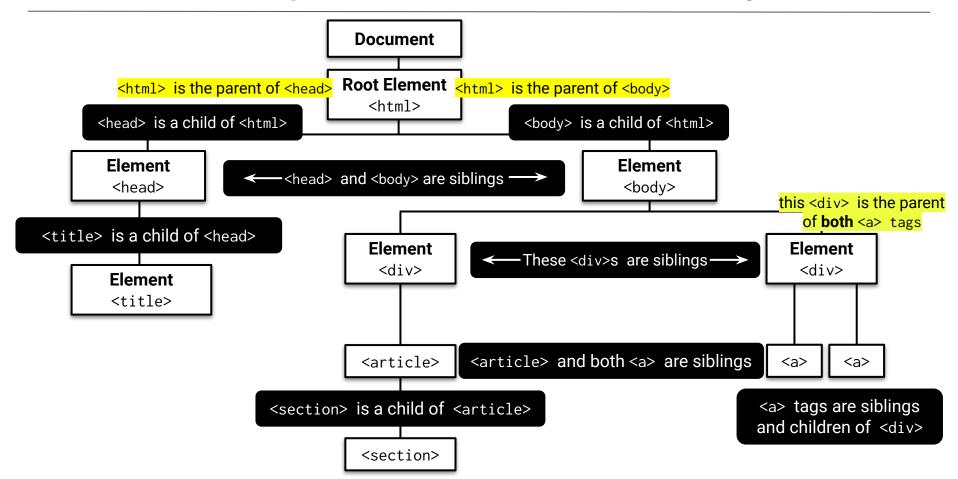
#### What Is the Node Tree of This HTML?

```
<!DOCTYPE html>
<html lang="en">
  <head>
     <title>Document</title>
  </head>
  <body>
     <div>Main div
        <article>
           <section>
           </section>
        </article>
     </div>
     <div>
        <a href="myImg"></a>
        <a href="secondImg"></a>
     </div>
  </body>
</html>
```

#### What Are the Parent, Child, and Sibling Nodes?



#### Node Relationships: Parents, Children, and Siblings



## What is traversing the DOM?

#### **DOM Traversal**

Navigate to the MDN DOM Docs. Open the Chrome Dev Tools and enter the following commands one by one.

```
console.log(document.body);
console.log(document.body.children);
console.log(document.body.children[3]);
console.log(document.body.children[3].childNodes[7]);
console.log(document.body.children[3].childNodes[7].style.fontSize = "20px");
```



When using the <a href="style">style</a> method, properties with two words (such as font-size) become a single word and camelCased. <a href="font-size">font-size</a> becomes <a href="font-size">fontSize</a>.

Here is one more example of .style:

```
console.log(document.body.children[3].childNodes[7].parentElement.style.color = "red");
```

#### **Our Goal Today**

Navigate to the deployed **Speed Reader app**.

