

# What is DOM?

- **Document Object Model**
  - Your web browser builds a model of the web page (the document) that includes all the objects in the page (tags, text, etc)
  - All of the properties, methods, and events available to the web developer for manipulating and creating web pages are organized into objects
  - Those objects are accessible via scripting languages in modern web browsers

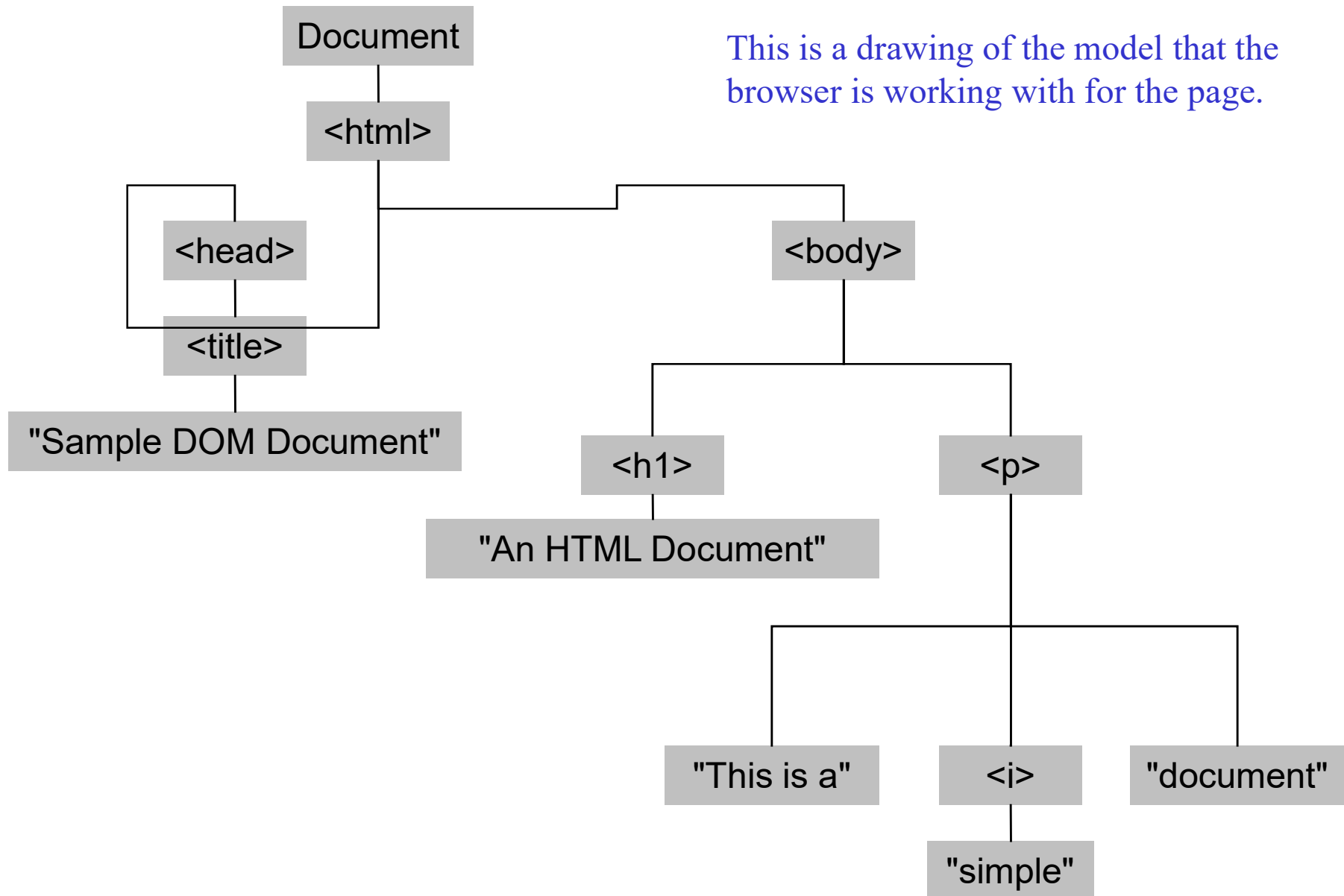
This is what the browser reads

```
<html>
  <head>
    <title>Sample DOM Document</title>
  </head>
  <body>
    <h1>An HTML Document</h1>
    <p>This is a <i>simple</i> document.
  </body>
</html>
```

This is what the browser displays on screen.



This is a drawing of the model that the browser is working with for the page.



# Why is this useful?

- Because we can access the model too!
  - » the model is made available to scripts running in the browser, not just the browser itself
    - A script can find things out about the state of the page
    - A script can change things in response to events, including user requests
  - » We have already used this capability in the GUI programming that we've done

# Recall our simple GUI example

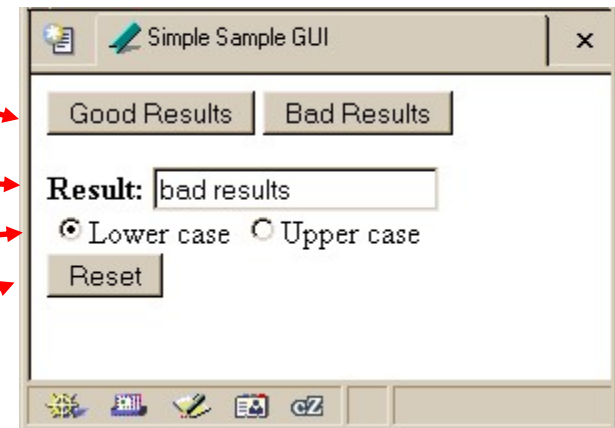
This GUI has several simple controls.

Two buttons to control the results

One text field to display the results

One pair of radio buttons to control the display

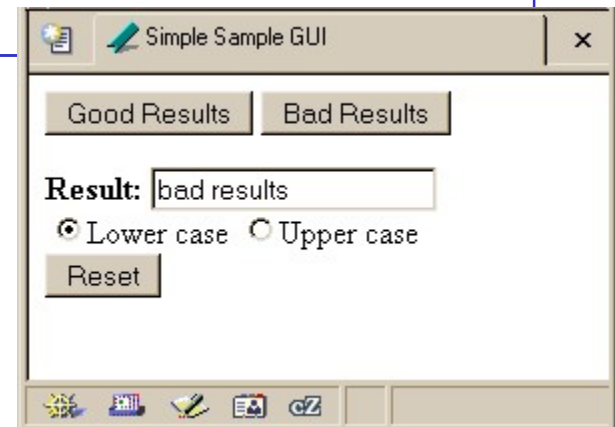
One button to reinitialize



# setResults(resultString)

```
<script type="text/javascript">
function setResults(resultString) {
    var tempString = resultString;
    if (document.getElementById("radioLC").checked) {
        tempString = tempString.toLowerCase();
    } else if (document.getElementById("radioUC").checked) {
        tempString = tempString.toUpperCase();
    }
    document.getElementById("resultField").value = tempString;
}
</script>
```

the **highlighted script** above makes reference to several objects in the document object model



`document.getElementById("radioLC").checked`

- Reference to several nodes in the model of the page that the browser constructed
- **document**
  - » The root of the tree is an object of type `HTMLDocument`
  - » Using the global variable `document`, we can access all the nodes in the tree, as well as useful functions and other global information
    - title, referrer, domain, URL, body, images, links, forms, ...
    - open, write, close, getElementById, ...

# Some information from a document

---

```
<html>
  <head>
    <title>DOM Sample 1</title>
  </head>
  <body>
    Information about this document.<br>
    <script type="text/javascript">
      document.write("<br>Title: ",document.title);
      document.write("<br>Referrer: ",document.referrer);
      document.write("<br>Domain: ",document.domain);
      document.write("<br>URL: ",document.URL);
    </script>
  </body>
</html>
```

QuickTime™ and a  
TIFF (Uncompressed) decompressor  
are needed to see this picture.



```
document.getElementById("radioLC").checked
```

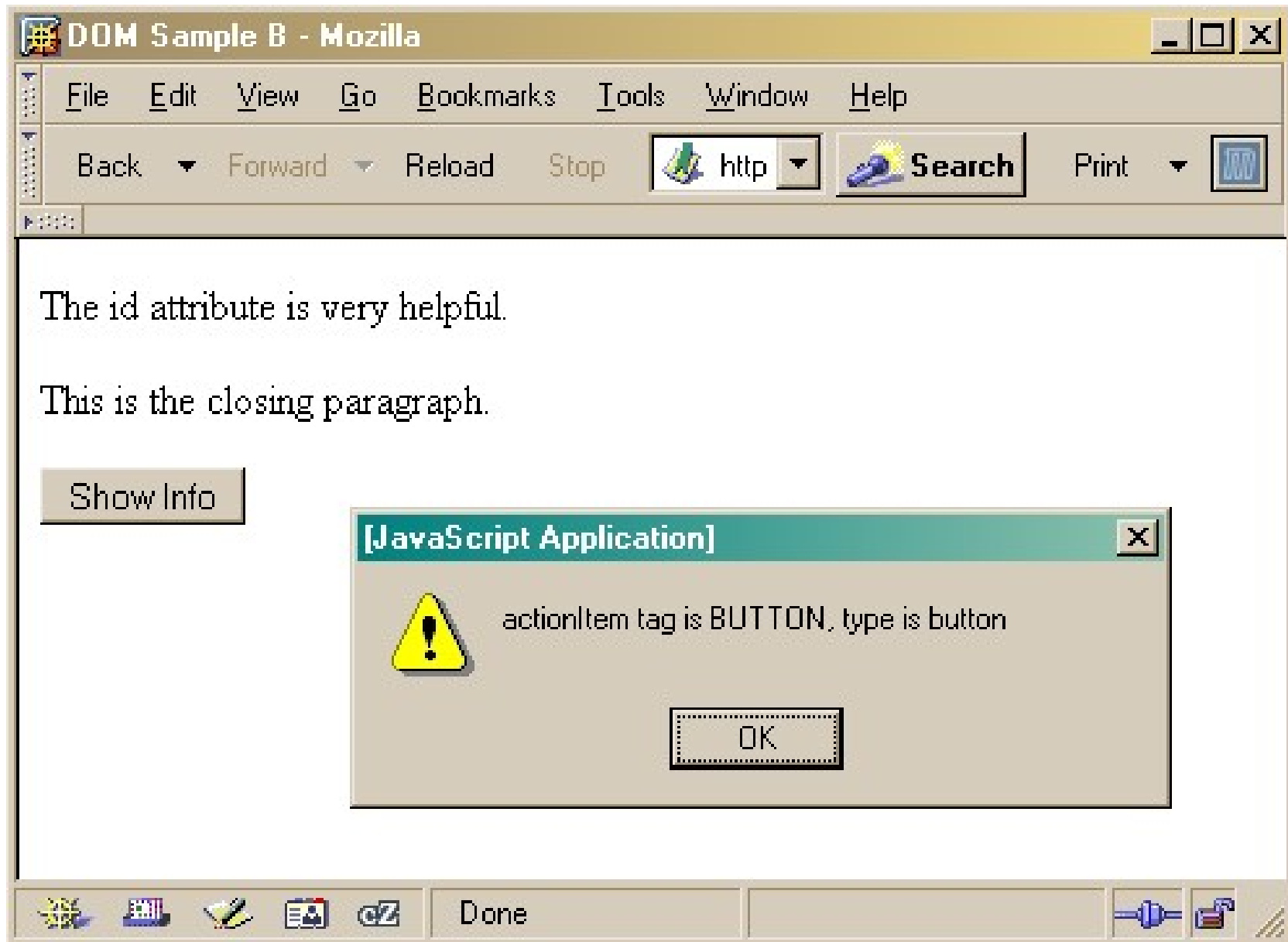
- `getElementById("radioLC")`

- » This is a predefined function that makes use of the `id` that can be defined for any element in the page
- » An `id` must be unique in the page, so only one element is ever returned by this function
- » The argument to `getElementById` specifies which element is being requested

# Some information about elements

---

```
<html>
  <head>
    <title>DOM Sample B</title>
    <script type="text/javascript">
      function showInfo() {
        var element = document.getElementById("opener");
        var buffer = element.id + " tag is " + element.tagName;
        alert(buffer);
        element = document.getElementById("actionItem");
        buffer = element.id + " tag is " + element.tagName;
        buffer += ", type is "+element.type;
        alert(buffer);
      }
    </script>
  </head>
  <body>
    <p id="opener">The id attribute is very helpful.</p>
    <p id="closer">This is the closing paragraph.</p>
    <form>
      <button id="actionItem" type="button" onclick="showInfo()">Show Info</button>
    </form>
  </body>
</html>
```



```
document.getElementById("radioLC").checked
```

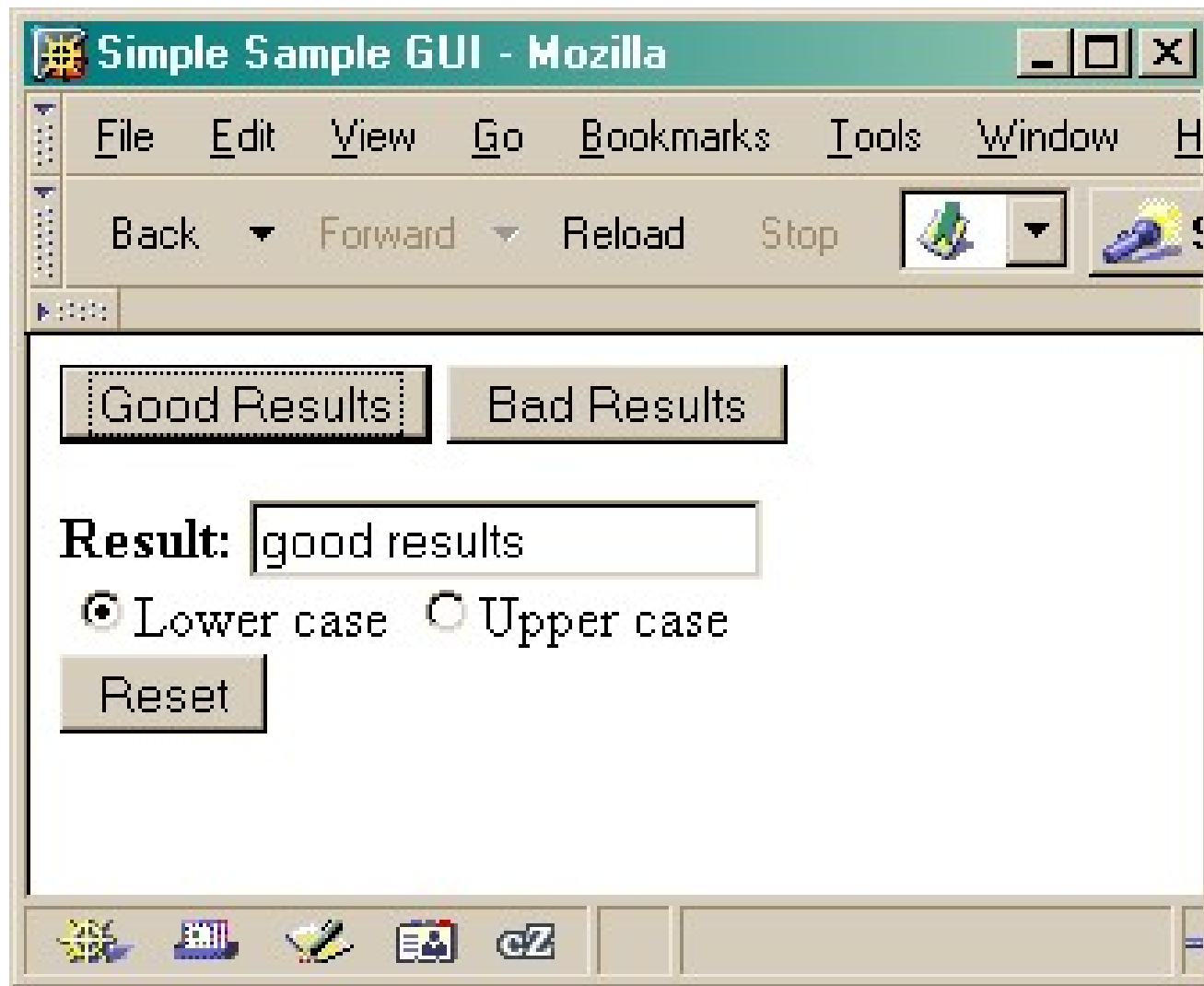
- **checked**

- » This is a particular property of the node we are looking at, in this case, a radio button
- » Each type of node has its own set of properties
  - for radio button: `checked`, `name`, ...
  - refer to the HTML DOM for specifics for each element type
- » Some properties can be both read and set

# Some specific properties

---

```
<head>
<title>Simple Sample GUI</title>
<script type="text/javascript">
function setResults(resultString) {
    var tempString = resultString;
    if (document.getElementById("radioLC").checked) {
        tempString = tempString.toLowerCase();
    } else if (document.getElementById("radioUC").checked) {
        tempString = tempString.toUpperCase();
    }
    document.getElementById("resultField").value = tempString;
}
</script>
</head>
```



# Getting vs. Setting

```
var oldValue = document.getElementById("resultField").value;  
document.getElementById("resultField").value = "new value";
```

# Just the tip of the DOM

- The HTML Document Object Model is a standard for structuring data on a web page
  - » The field is advancing rapidly as people recognize the benefits of standardized structure and access
  - » The DOM is steadily improving to cover general purpose data structuring requirements
- XML (Extendible Markup Language) also uses the Core DOM to specify its structured data
  - » similar to HTML but more carefully defined