## **TEMA 5:**

# ECMASCRIPT, DOM, NAVEGADOR EI1042 - TECNOLOGÍAS Y APLICACIONES WEB EI1036- TECNOLOGÍAS WEB PARA LOS SISTEMAS DE INFORMACIÓN (2018/2019)

Universitat Jaume I

# **TABLA DE CONTENIDOS**

# 1. INTRODUCCIÓN EMACSCRIPT

# **EVOLUCIÓN ECMASCRIPT**

# **DIALECTOS/API**

# **JAVASCRIPT**

# **EDITORES EN LÍNEA:**

http://jsfiddle.net/

https://codepen.io/idesi/pen/rLgaJO

# **OBJETOS**

## **CREACIÓN DE OBJETOS**

```
var Autor = new Object();
Autor.nombre = "Carlos Sempere";
Autor.apodo = "Doe";
Autor.edad = 50;
//objeto 'Autor' con atributos
```

personObj = {nombre: "Carlos Sempere", apodo:"Doe", eda

```
function Persona(nombre,apodo,edad){
   this.nombre=nombre;
   this.apodo=apodo;
   this.age=edad;
}
var Autor= new Persona("Anas Sempere","Doe",50);
```

# **DECLARACIÓN VARIABLES /AMBITOS**

#### **EJEMPLO JS**

```
var z; // sin inicializarla
var x = 42
y = 42 // sin declarar variable
let y = 13
const PI = 3.14;
let arr = [ 3 , 5 , 7 ];
arr.foo = "hola";
for (let i in arr) {
   console.log(i); // logs "0", "1", "2", "foo"
for (let i of arr) {
   console.log(i); // logs "3", "5", "7"
```

# **TIPOS DE DATOS**

#### **ARRAY**

```
var colors = ["red", "green", "blue"];
```

```
var colors = new Array();
colors[0] = "red"; colors[2] = "blue";
colors[1]="green";
```

```
var colors = new Array(3,2,1,0);
```

## **FUNCIONES**

```
function NombreFuncion (parametro1, ..., parámetro N )
{...
return valor;
}
```

#### **FUNCIONES**

```
function grado() {
function titulo(name) {
  return "Dr. " + name; }
  return titulo; //una funcion!
}
var phd = grado();
phd("Turing"); //Dr Tuning
```

# **EJEMPLOS JAVASCRIPT(1) TRY-THROW-CATH**

```
function getMonthName(mo) {
  mo = mo - 1; // Adjust month number for array index (1)
  var months = ["Jan", "Feb", "Mar", "Apr", "May", "Jun", "Jul"
  "Aug", "Sep", "Oct", "Nov", "Dec"];
  if (months[mo]) { return months[mo]; }
  else { throw "InvalidMonth"; // Lanzamos una excepción.
myMonth=5;
try { // statements to try
  monthName = getMonthName(myMonth); // function could the
}catch (e) {
    monthName = "unknown";
    console.log(e); // pass exception object to error hand
```

## **EJEMPLOS JAVASCRIPT(2)**

```
function Primera(p1, p2) {
   p1(p2);}
// Función Literal
var Segunda = function (m1) {
   console.log(m1 / 10 );
};
// Pasando la Función Segunda como parámetro de Primera
Primera(Segunda, 20 );
```

## **FUNCIÓN ANÓNIMA**

```
function (parametro1, ..., parametro N )
{ ...
return valor;
}
```

```
/* funcion anónima sin parámetros*/
(function() { alert("hola mundo") })()
/* funcion anonima como un parametro*/
(function(quien) {alert("hola "+quien)})("mundo")
```

```
return function(quien) {alert("hola "+quien)} ('mundo')
```

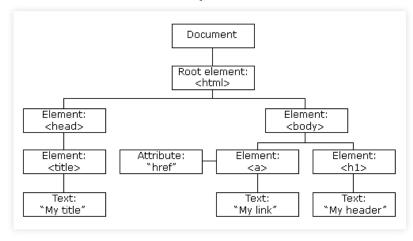
# **EJEMPLOS JAVASCRIPT(3)**

```
var f1=function(x,y)
{
    var s=x+y;
    return s;
}
console.log(f1( 4 , 6 ));
var f2=f1;
console.log(f2( 3 , 3 ));
```

## JAVASCRIPT EN EL NAVEGADOR

```
<button onclick="return handleClick(event, this);">
```

# **DOM (DOCUMENT OBJECT MODEL)**

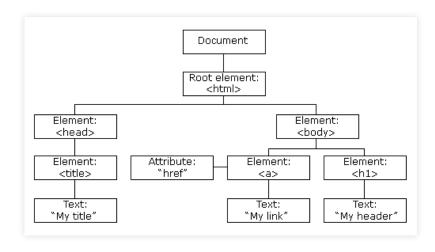


## **ORIGEN**

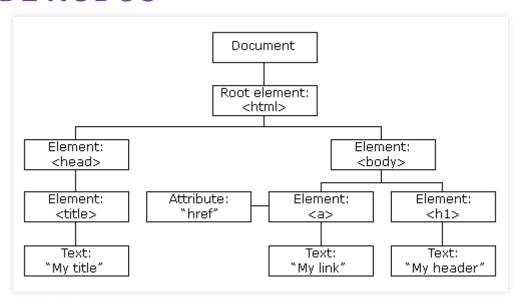
https://www.w3.org/DOM/DOMTR

https://dom.spec.whatwg.org/

# **ÁRBOL DEL DOM: CORE DOM**



## **TIPOS DE NODOS**



# **ATRIBUTOS DE LOS NODOS**

# **DOCUMENT NODE**

# **ELEMENT NODE**

# **PHP DOM**

#### **EJ:DOM PHP**

```
<?php
$doc = new DOMDocument();
$root = $doc->createElement('html');
$doc->appendChild($root);
$head = $doc->createElement('head');
$root->appendChild($head);
$title = $doc->createElement('title');
$title->appendChild ($doc->createTextNode('Este es el tít'
$head->appendChild($title);
$body = $doc->createElement('body');
$root->appendChild($body);
$h1 = $doc->createElement('h1');
$root->appendChild($h1);
$h1->appendChild($doc->createTextNode('Esto es el cuerpo
$doctype="<!DOCTYPE html >";
echo $doctype.$doc->saveHTML();
```

https://piruletas.000webhostapp.com/teoria/T5/HTMLDOM.php

#### EJ: DOM PHP LOAD FROM STRING

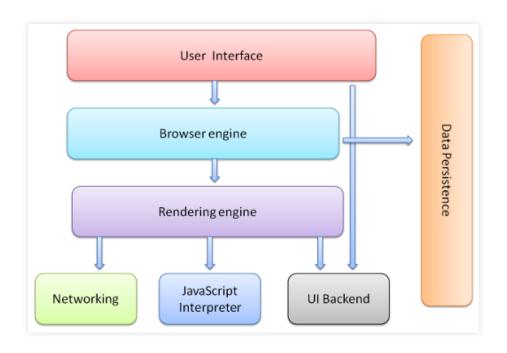
```
<?php
$html='<html><head> <meta</pre>
charset="utf-8"><title>PHP WEB</title></head><body>
<div><h1>Web page parsing</h1>
This is an example Webpage.</div></body></html>';
$doc = new DOMDocument();
$doc->loadHTML ($html);
$h2 = $doc->createElement('h2');
h1= doc->getElementsByTagName("h1")[ 0 ];
$h1->parentNode->appendChild($h2);
$h2->appendChild($doc->createTextNode('Esto es el H2'));
$doctype="<!DOCTYPE html >";
echo $doctype.$doc->saveHTML();
```

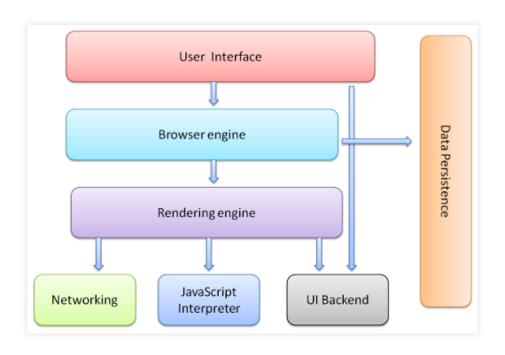
https://piruletas.000webhostapp.com/teoria/T5/HTMLDOM\_Load.php

#### **DOM JS NAVEGADOR**

```
var doc = document.implementation.createHTMLDocument
       var p = doc.createElement("p");
       p.innerHTML = "This is a new paragraph.";
       doc.body.appendChild(p);
       p = doc.createElement("p");
       p.textContent = "This is a Other new paragrap
       doc.body.appendChild(p);
       // Replace the new HTML document
       Nuevo = doc.documentElement
       Ori = document.documentElement;
       document.replaceChild(Nuevo, Ori);
```

# **COMPONENTES NAVEGADOR WEB**





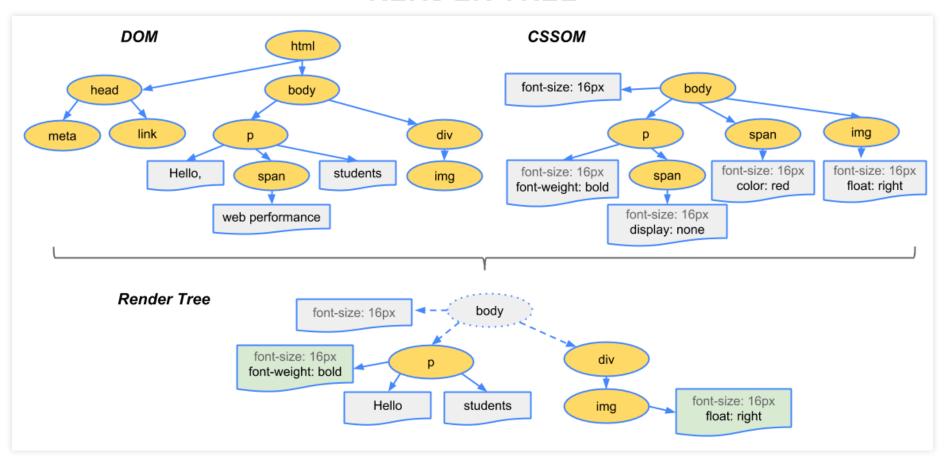
https://www.html5rocks.com/es/tutorials/internals/howbrowserswork/

# **MOTOR DE RENDERIZADO**

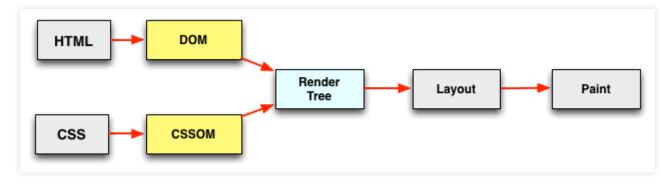
# **COMPONENTES NAVEGADORES**

	A Browser ▼	A Rendering / Layout Eng •	A Scripting Engine ▼
1	Chrome	Blink (C++)	V8 (C++)
2	Mozilla Firefox	Gecko (C++)	SpiderMonkey (C/C++)
3	IE Edge	EdgeHTML (C++)	Chakra JavaScript engine (
4	Opera	Blink (C++)	V8 (C++)
5	Internet Explo	Trident (C++)	Chakra JScript engine (C++)
6	Apple Safari	WebKit (C++)	JavaScript Core (Nitro)

## **RENDER TREE**



# FLUJO BÁSICO DEL MOTOR DE RENDERIZACIÓN



https://developers.google.com/web/fundamentals/performance/critica l-rendering-path/render-tree-construction?hl=es-419

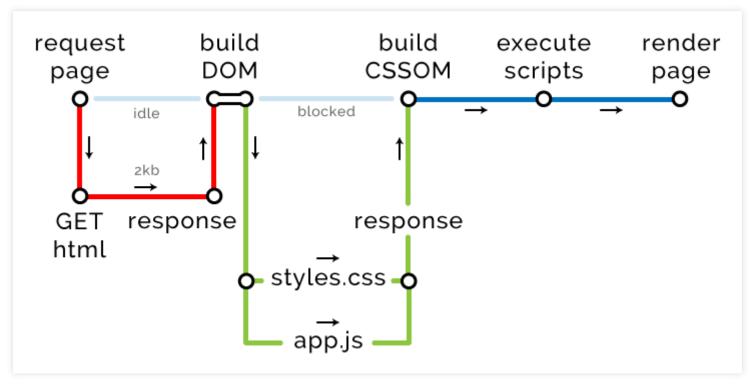
#### **CSS RENDER**

https://developer.mozilla.org/en-US/docs/Web/CSS/Reference

```
div.error-label{
    color: #fff;
    background-color: #DA362A;
    -webkit-border-radius: 5px;
    -moz-border-radius: 5px;
    border-radius: 5px;
}
```

Mozilla CSS extensions
WebKit CSS extensions
Microsoft CSS extensions

## **CRP: CRITICAL-RENDERING-PATH**



https://hackernoon.com/optimising-the-front-end-for-the-browser-f2f51a29c572