



BOM

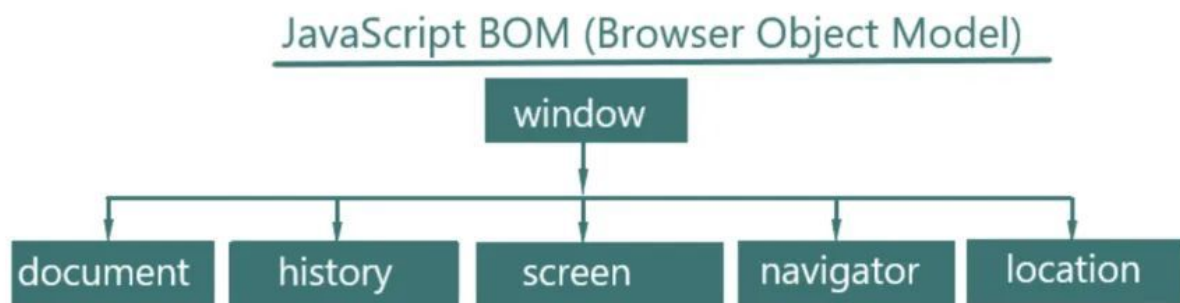
CHEATSHEET

SWIPE



WHAT IS BOM

The **Browser Object Model** (BOM) in JavaScript includes the **properties** and **methods** for JavaScript to interact with the web **browser**.



WINDOW

The **window object** represents the **browser window** and provides access to its **properties** and **methods**.


● ● ● Javascript

```
// open window
window.open()
// close window
window.close()
// move to ".." window
window.moveTo()
//resize the window
window.resizeTo()
```

POPUPS – BOM

```
JavaScript

//can be written without window
window.alert()
alert()
confirm()
prompt()
```



```
const myPopup = window.open("https://example.com", "myPopup", "width=400,height=300");
if (myPopup) {
  // Pop-up was opened successfully
  const result = myPopup.confirm("Do you want to submit this form?");

  if (result) {
    // User clicked OK
    const input = myPopup.prompt("Enter your name:");
    if (input) {
      // User entered a name
      myPopup.alert("Hello, " + input + "!");
    }
  } else {
    // User clicked Cancel
    // Do nothing
  }
} else {
  // Pop-up was blocked by the browser
  // Do something else
}
```

USE CASE (BOM)

LOCATION



The **location** object represents the **URL** of the web page loaded in the **browser window** and provides **methods** for **navigating** to other **URLs**.



Javascript

```
// href (URL) of the current page
window.location.href
// domain name of the web host
window.location.hostname
// path and filename of the current page.
window.location.pathname
// the web protocol used (http: or https:)
window.location.protocol
// loads a new document
window.location.assign()
```


NAVIGATOR



The **navigator object** provides **information** about the **browser** and its **capabilities**, such as the **name** and **version**

```
JavaScript

// This line logs the code name of the browser
console.log("Browser code name:", navigator.appCodeName);

// logs the name of the browser
console.log("Browser name:", navigator.appName);

// logs the version of the browser
console.log("Browser version:", navigator.appVersion);

// logs the platform or operating system where browser is running
console.log("Platform:", navigator.platform);

// it logs the user agent string for the browser, which detects type
//and version of the browser + the platform and other information
console.log("User agent:", navigator.userAgent);
```

HISTORY

The BOM provides a history object, which contains methods and properties related to the user's browsing history.

JavaScript

```
console.log("Number of pages in history:", history.length);  
// Go back one page  
history.back();  
// Go forward one page  
history.forward();  
// Go back two pages  
history.go(-2);
```

SCREEN



The screen object provides **information** about the **user's screen**, such as its **size** and **resolution**.

```
JavaScript

//This line logs the width of the user's screen
console.log("Screen width:", screen.width);

// This line logs the height of the user's screen
console.log("Screen height:", screen.height);

// logs the available width of the users screen , after subtracting the space taken up
by the operating system's taskbar or dock
console.log("Available screen width:", screen.availWidth);

// logs the available height of the user's screen in pixels, after subtracting the space
taken up by the operating system's taskbar or dock
console.log("Available screen height:", screen.availHeight);

// This line logs the number of bits used to represent each color on the user's screen
console.log("Color depth:", screen.colorDepth);
```