







FinTech Software Developer

Programmazione WEB - HTML | CSS | Javascript

Docente: Shadi Lahham



JQuery

Events, animations, AJAX

Shadi Lahham - Web development

Events

Review: JS Functions

```
// define a function
let sayHello = function (name) {
  console.log("Hello, " + name + "!");
}

// call a function
sayHello("Dolly");
```

Review: Callback Functions

```
let sayHello = function (name) {
  console.log("Hello, " + name + "!");
}

let textAFriend = function (name, callback) {
  callback(name);
}

// call the function with a named callback function
textAFriend("Dolly", sayHello);
```

Review: Callback Functions

```
let sayAwesome = function (name, callback) {
   callback(name);
}

//call the function with an anonymous callback function
sayAwesome("Dolly", function() {
   console.log("You are awesome " + name + "!");
});
```

jQuery: Events

```
// First Example, with named callback & .on
let onButtonClick = function() {
  console.log('clicked!');
};
$('button').on('click', onButtonClick);
// Second Example, with anonymous callback & .on
$('button').on('click', function () {
  console.log('clicked!');
});
// Third Example, with .click (& a named callback)
$('button').click(onButtonClick)
```

jQuery: Events

Keyboard Events

- o 'keydown'
- o 'keypress'
- o 'keyup'

Mouse Events

- o 'click'
- o 'mousedown'
- o 'mouseup'
- o 'mousemove'

• Form Events

- o 'change'
- o 'focus'
- o 'blur'

jQuery: Preventing default event

```
// default event for clicking on link is to go to new page
$('a').on('click', function (event) {
    event.preventDefault();
    console.log('Not going there!');
});

// default event is to submit form and reload page
$('form').on('submit', function (event) {
    event.preventDefault();
    console.log('Not submitting, time to validate!');
});
```

Animations

jQuery: Effects and animations

```
// on page load
$('.kitty-image').show(3000);

$('.kitty-image').fadeIn(3000);

// with an event handler, as a callback
$('button').click(function() {
    $('.kitty-image').show();
});

$('button').mouseover(function() {
    $(this).css('color', 'red');
});
```

jQuery: Animate

jQuery: Animate queue

You can define animations that run in sequence

```
$("button").click(function(){
    let div = $("div");
    div.animate({height: '300px', opacity: '0.4'}, "slow");
    div.animate({width: '300px', opacity: '0.8'}, "slow");
    div.animate({height: '100px', opacity: '0.4'}, "slow");
    div.animate({width: '100px', opacity: '0.8'}, "slow");
});
```

More here:
iOuerv Effects - Animation

Plugins

jQuery: Plugins

```
Copy the files (not recommended):
```

- 1. Download the plugin and associated files from the site or github repo.
- 2. Copy them into your project folder.
- 4. In the HTML, add a <script> tag for the jQuery plugin itself. <script src="lib/tablesorter.js"><script>
- 5. In the JavaScript, call the jQuery plugin on your DOM.
 \$('table').tableSorter();

<u>jOuerv Plugin Registry</u>

jQuery: Plugins

Hotlink the source files

```
    In the HTML, add a <script> tag that hotlinks to the CDN or source of file.
    <script
    src="https://cdnjs.cloudflare.com/ajax/libs/jquery-validate/1.17.0/jquery.validate.min.js"><script>
    In the JavaScript, call the jQuery plugin on your DOM.
    $("#commentForm").validate();
```

Note: always link to the minified js files

Example from: <u>jOuery Form Validation Plugin</u>

More jQuery

Patterns and Anti-patterns

```
Pattern: name variables with $
let $node = $('#myNode');
Pattern: store references to callback functions
let myCallback = function(parameter) {
  // do something cool
$(document).on('click', 'p', myCallback);
Anti-pattern: anonymous functions
$(document).on('click', 'p', function(parameter) {
 // do something anonymous
});
```

Chaining

DOM Readiness

DOM Readiness - jQuery

```
$(document).ready(function() {
 // the DOM is fully loaded
});
$(window).on('load', function() {
 // the DOM and all assets (including images) are loaded
});
The ready event:
fired when the DOM is fully loaded and accesses to elements are safe
The load event:
fired after the DOM and all assets have loaded (much slower)
```

DOM Readiness - Plain JS

```
function ready(fn) {
   if (document.attachEvent ? document.readyState === 'complete' : document.readyState !== 'loading')
{
     fn();
   } else {
     document.addEventListener('DOMContentLoaded', fn);
   }
}
ready(function() {
   // the DOM is fully loaded
});
```

DOM Readiness - Plain JS

```
A simpler solution?
Using only 'DOMContentLoaded' is not secure.
The callback will not execute if the event has already fired!
document.addEventListener('DOMContentLoaded', function() {
  // might never be called
});
The load event:
window.onload = function() {
 // the DOM and all assets (including images) are loaded
};
More info:
Ouick Tip: Replace jOuery's Ready() with Plain JavaScript
Document: DOMContentLoaded event
```



AJAX with jQuery

```
$.ajax({
   type: 'GET',
   url: 'filename.json',
   dataType: 'json',
   success: function(data) {
   },
   error: function(xhr, status, e) {
   }
});
```

AJAX with jQuery - more complete example

```
$.ajax({
 type: 'GET',
  url: 'https://api.myjson.com/bins/wgonb',
  dataType: 'json',
  success: function(response) {
    let books = response.books;
   for (let i = 0; i < books.length; i++) {</pre>
      let book = books[i];
      let p = \$('  ');
      p.html(book.title + ' by ' + book.author);
      $('body').append(p);
  error: function(xhr, status, e) {
    console.log(status, e);
});
```

AJAX with jQuery 1.5+

```
$.ajax({
  method: 'POST',
  url: 'some.php',
  data: { name: 'John', location: 'Boston' }
  .done(function(msg) {
    console.log('Data Saved: ' + msg);
  .fail(function(jqXHR, textStatus) {
    console.log('Request failed: ' + textStatus);
  });
You can chain the success and error handlers
The syntax is simpler and cleaner
Details: <u>iOuery.ajax()</u>
```

Plain JS GET request

```
// instantiate a new request
let request = new XMLHttpRequest();

// add event listeners
request.addEventListener('load', function() {
    // transform a string into a usable object
    console.log(JSON.parse(request.responseText));
});

request.open('get', '/path/to/api', true); // third parameter async
request.setRequestHeader('Content-type', 'application/json');
request.send();
```

Plain JS POST request

```
let request = new XMLHttpRequest();
request.open('POST', 'myservice/user');
request.setRequestHeader('Content-Type', 'application/json;charset=UTF-8');
request.onload = function() {
 if (request.status === 200) {
    let userInfo = JSON.parse(request.responseText);
request.send(
 JSON.stringify({
    name: 'John Smith',
    age: 34
```

Your turn

1.Fun

- Use a jquery plugin to make your page more colorful
 - Create an HTML page with various text elements
 - <h1> <h6>, , <a>, , <div>, etc
 - Use the funText jQuery plugin on your page
 - https://github.com/briznad/funText/
 - Hotlink directly to the github file
 - Here is a demo of what it can do
 - <u>funText demo</u>