

JavaScript 3

Events

POWERED BY:



Sadržaj

- HTML and CSS
- JavaScript

HTML & CSS

- ❑ HyperText Markup Language
 - ❑ tells web browser how to display web page
 - ❑ browser - program which interprets tags and displays contents
 - ❑ elements - block, inline
 - ❑ websites - static, dynamic
- ❑ Cascading Style Sheets

JavaScript

- programming language (we are focusing on client-side only)
- allows you to implement complex things on web pages (dynamically updating content, animate images, ...)
- creates interactivity
 - static to dynamic web pages
- used on most web sites/applications
 - twitter, facebook, ...

JavaScript

- Data types
 - number, string, boolean, undefined
- Variables
 - scope, reserved words, naming, data type conversion
- Operators
 - arithmetic, comparison, logical, bitwise, assignment, special operators (typeof, conditional)

JavaScript

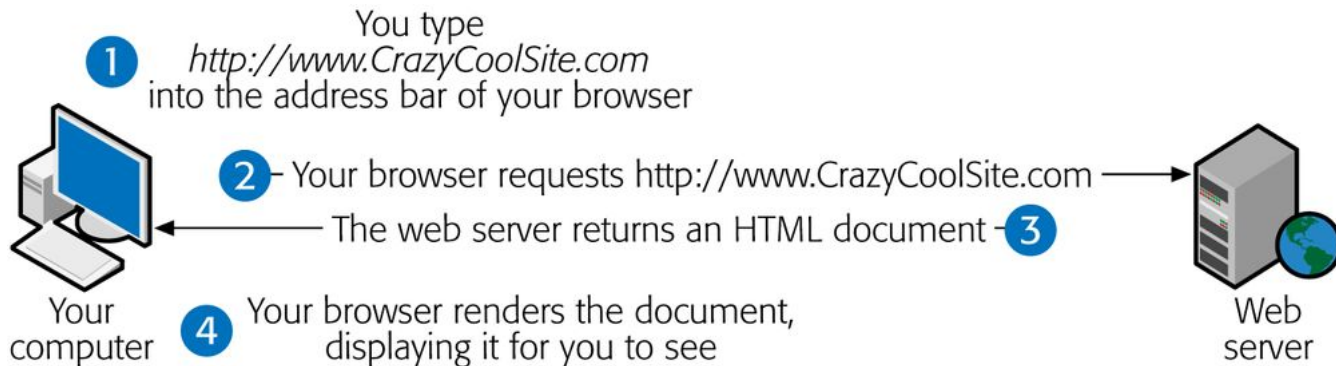
- Control flow
 - ◆ if-else, switch-case
- Loops
 - ◆ while, do-while, for, foreach
- Functions
 - ◆ parameters, scope, recursive, callback, timers
- Arrays
- Objects
 - ◆ property, methods, iteration, constructor, copy by ref.

JavaScript

- AJAX - Asynchronous JavaScript And XML?
 - ◆ update a web page without reloading the page
 - ◆ request data from server (after the page has loaded)
 - ◆ receive data from server (after the page has loaded)
 - ◆ send data to server (in the background)
- XML, JSON
 - ◆ designed to store and transport (exchange) data

JavaScript

- How a web browser displays a web page?
- URL
 - `scheme://domain:port/path?query_str#fragment_id`
 - (`https://www.youtube.com/watch?v=2ww8vNnCXys`)



JavaScript

1. Make a button. When user clicks on it, ask for a string.

When we give it a string, we want every word in string to be capitalized and shown in an alert.

- imperative - <https://jsfiddle.net/g7w8pseg/>
- object oriented - <https://jsfiddle.net/k0u6v0u6/>
- functional - <https://jsfiddle.net/119m7erx/>
- ES6 - <https://jsfiddle.net/cgr868do/>

JavaScript - events

- Some programs work with direct user input, such as mouse and keyboard interaction. The timing and order of such input can't be predicted in advance. This requires a different approach to control flow than the one we have used so far.

```
<button>Click me.</button>
```

```
<script>
```

```
  var par = document.querySelector('button');
```

```
  par.onclick = function () {  
    console.log('Clicked');  
  };
```

```
  par.addEventListener("click", function() {  
    console.log("You clicked!");  
  });  
</script>
```

JavaScript - events

- click, dblclick, contextmenu
- mouseup, mousedown, mouseover
- load, unload, beforeunload, scroll
- keyup, keydown, keypress
- blur, focus, change, submit, reset
- drop, drag, dragstart, dragend
- copy, cut, paste
- online, offline

```
var el = document.getElementById(
    "elem" );

el.onclick = function( event ) {
    event.preventDefault();
    event.stopPropagation();
}

el.addEventListener( "click", myFunction,
    false );
el.removeEventListener( "click",
    myFunction, false );
```

JavaScript - events

- event object - <https://jsfiddle.net/w5wkaw77/>
- propagation - <https://jsfiddle.net/01e8rxg5/>
- capturing - <https://jsfiddle.net/1q5d680s/>
- prevent default actions - <https://jsfiddle.net/zxzs0070/>
- key events - <https://jsfiddle.net/20ee4qz2/>
- mouse events - <https://jsfiddle.net/xk598wtb/>

JavaScript - events

2. Make 2 squares, one bigger than other. Smaller square should be centered vertically and horizontally inside bigger square. Click on either square should randomly change color for only that (clicked) square.

Rješenje: <https://jsfiddle.net/44ya9uea/>

BlaBlaDev

- Calculator project: 10% additional points on final test
- <https://blabladev.com/>

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THANK YOU
for attention