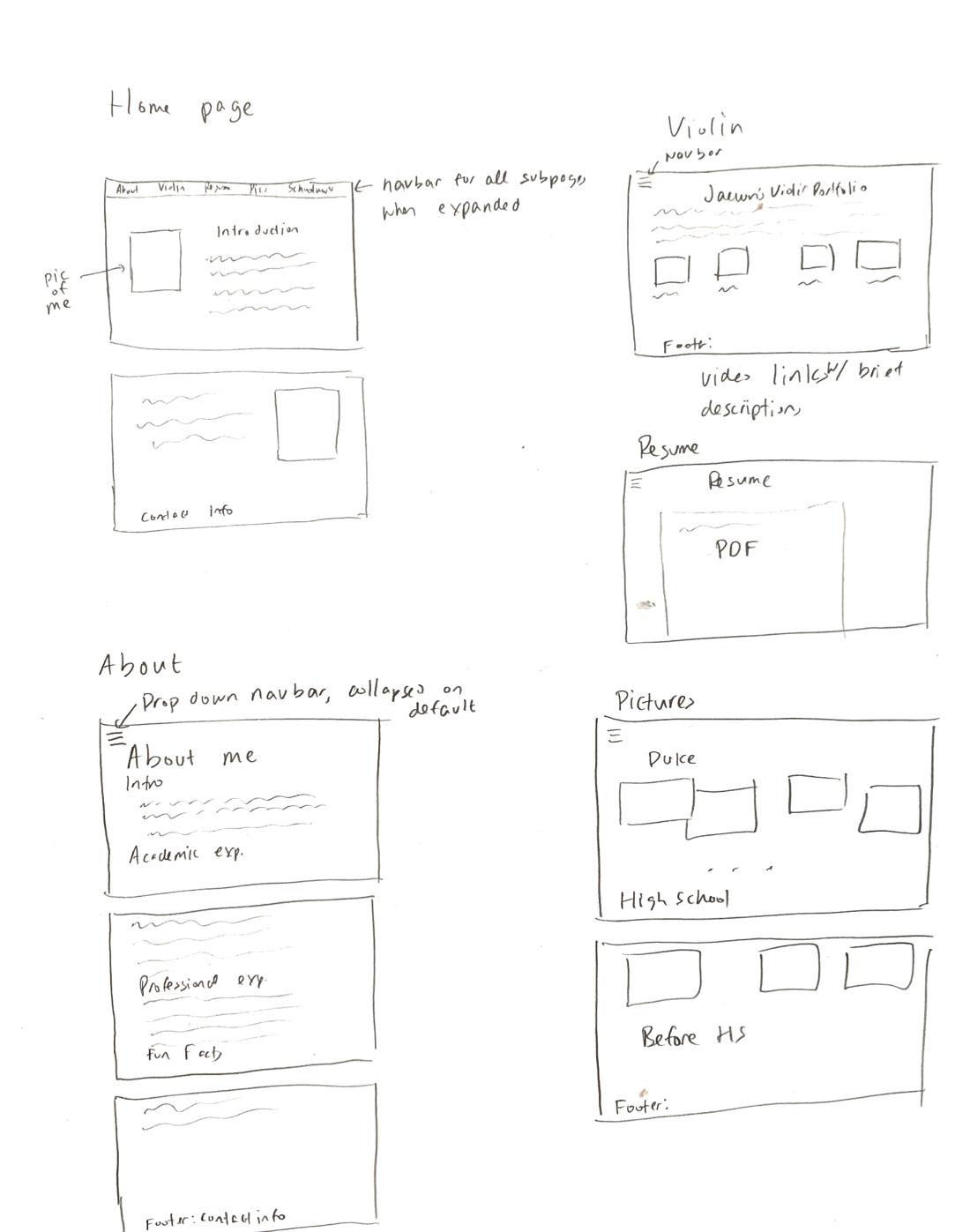
Fundamentals of Web-Based Multimedia Communications: Imagining the Internet's Interface

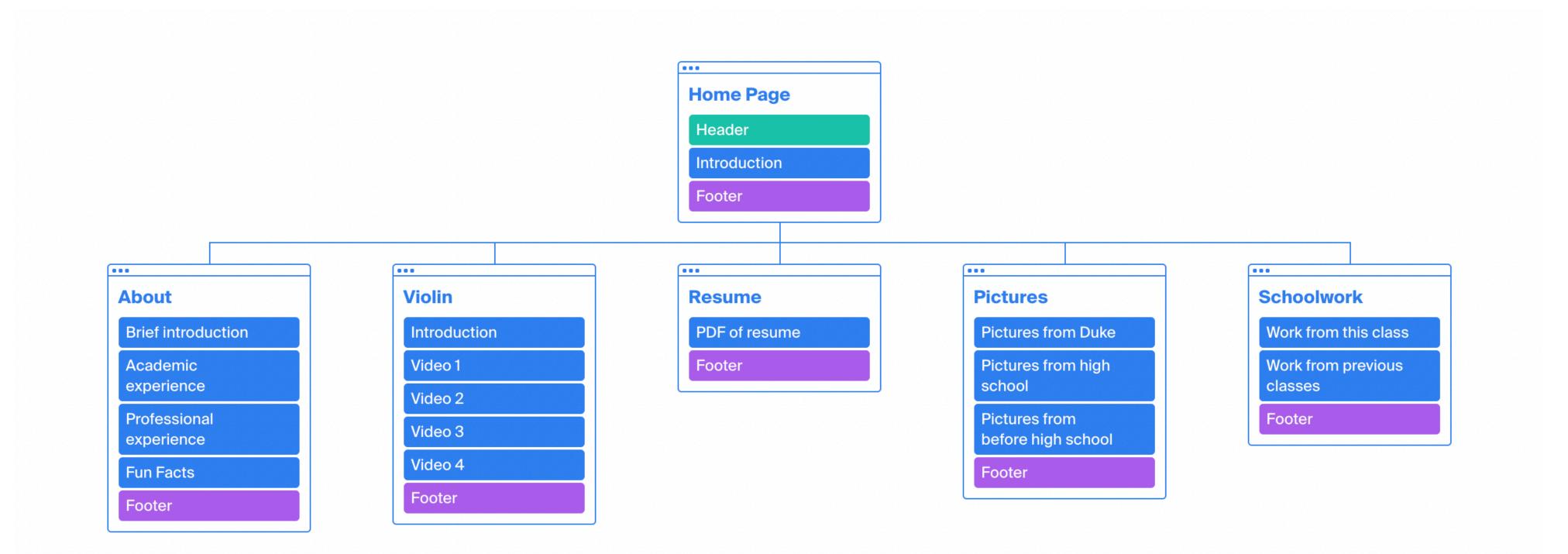
Introduction to JavaScript cont'd

Wednesday 10/19, 1:45-3:00pm Smith Warehouse Bay 12 A228 CMAC 240L, CMAC 740L, ISS 240L, ISS740L, VMS288L, VMS788L

Review: wireframe and sitemaps

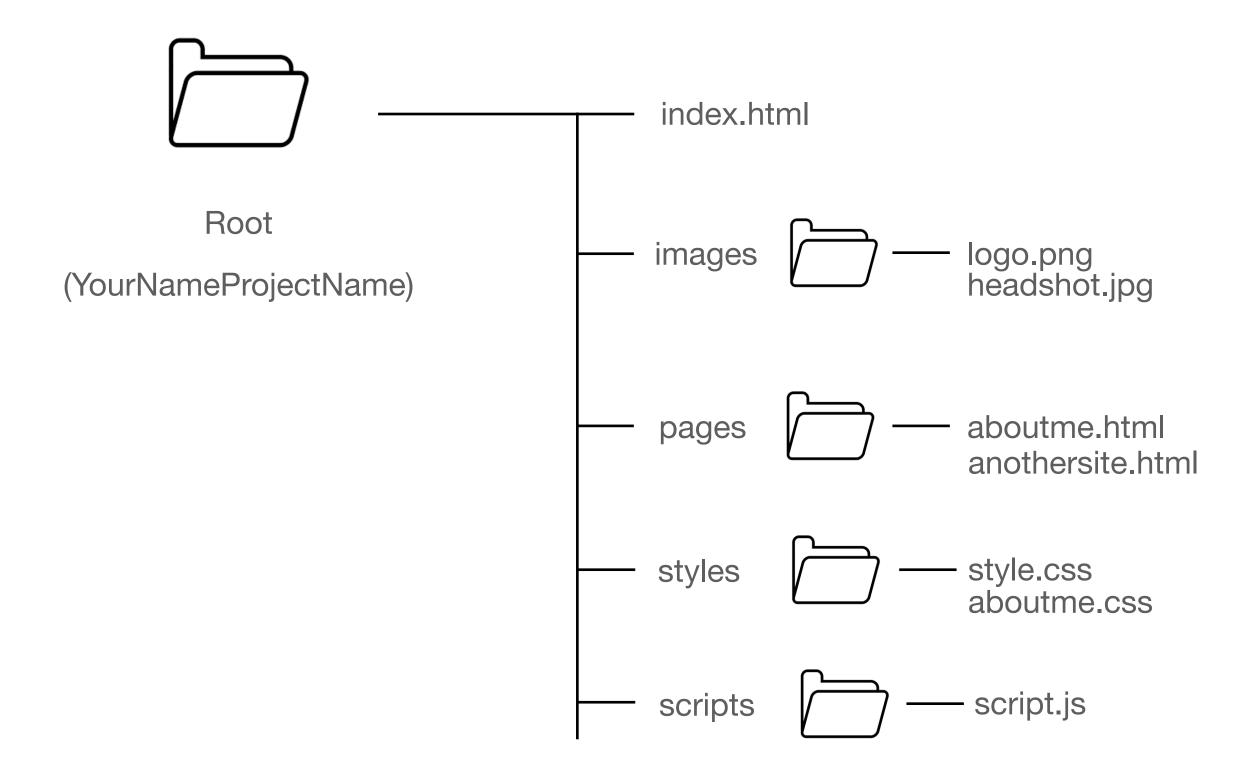


Wireframe Image credit: Jaewon Jung



Site Map Image credit: Jaewon Jung

Reminder: file structure!



Review: Flexbox and Grid

Some great examples:

Open and inspect in the browser Firefox:

Allison: https://al-chenny.github.io/pages/Layouts/index.html

Georgia: https://jiangxinzhezhe.github.io/LayingOutLayouts/index.html

Some reflections on Laying out Layouts so far:

- Laying out Layouts (as described on Sakai and the syllabus): "make an informational website both telling and demonstrating how the CSS Box Model works, and how to use Floats, Flexbox, and CSS Grid to create responsive designs"
- Must at least demonstrate Grid, Flexbox, and the Box Model for full technical points (I'll excuse floats)
- At least a couple of you spent time *illustrating* the box model, which is great, but all I needed to see was the box model in use and some content explaining how you used it! I think some of you got tripped out by creating a div named margin and then having to set a margin property to the margin selector, etc...

Introduction to JavaScript cont'd

Modifying HTML and CSS

JavaScript Dot Notation

- JavaScript Dot Notation uses "dots" or periods to access properties of an object
- i.e. "allPara[1].style.background = "red";"
- allPara[1] is the object
- style accesses the CSS of the object
- background accesses the specific CSS property
- "red" is the value that you are setting for the element object
- syntax: element.style.property = "value";

Modifying HTML and CSS

JavaScript Dot Notation

- i.e. document.getElementById("myList").innerHTML = "replace text";
- Here we have not declared a variable like "let list = "
 - (Declaring a variable is useful but you don't have to declare a variable to modify the HTML or CSS)
- document is the object
- getElementByID("myList") is the method
- .innerHTML is the HTML text accessed as an object property

Events and Event Listeners

Triggering Javascript based on a certain input

- When a user clicks the mouse
- When a web page has loaded
- When an image has been loaded
- When the mouse moves over an element
- When an input field is changed
- When an HTML form is submitted
- When a user strokes a key

Event listener syntax:

element.addEventListener(event, function, useCapture);

- (We will see an example in just a bit)
- <u>List of events</u> (highly recommend you explore this, knowing these increases your possibilities for interaction)

Functions vs Methods

And how to write your own function!

- A function is code written to perform a task
- Methods are properties containing functions i.e. document.getElementById()
 - "document" is the object the DOM
 - "getElementById()" is the function using dot notation to store as property
- There are functions that are pre-written for you to use, and you can create your own functions
- The functions you create will likely have multiple methods and functions in it

Writing a function

And how to write your own function!

- Repeat: A function is code written to perform a task
- Repeat: There are functions that are pre-written for you to use, and you can create your own functions
- Repeat: The functions you create will likely have multiple methods and functions in it

Syntax:

```
function anyName (parameter1, parameter2....){
//insert functions and methods here
};
```

You do not always need to give parameters

```
function anyName(){
//if parameters are empty, everything is defined within the function
}:
```

JavaScript MadLibs

Go to the Resources Folder in Sakai and download MadLibs zip

It was a (adjective) night at (place), Durham, North Carolina. (Protagonist name) and (Protagonist name 2) were (present tense verb), and they accidentally (past tense verb). Thankfully, they (past tense verb) a (noun) and made it to (place) safely.