

Class 5:

Interaction II

Class 4

Interaction: CSS

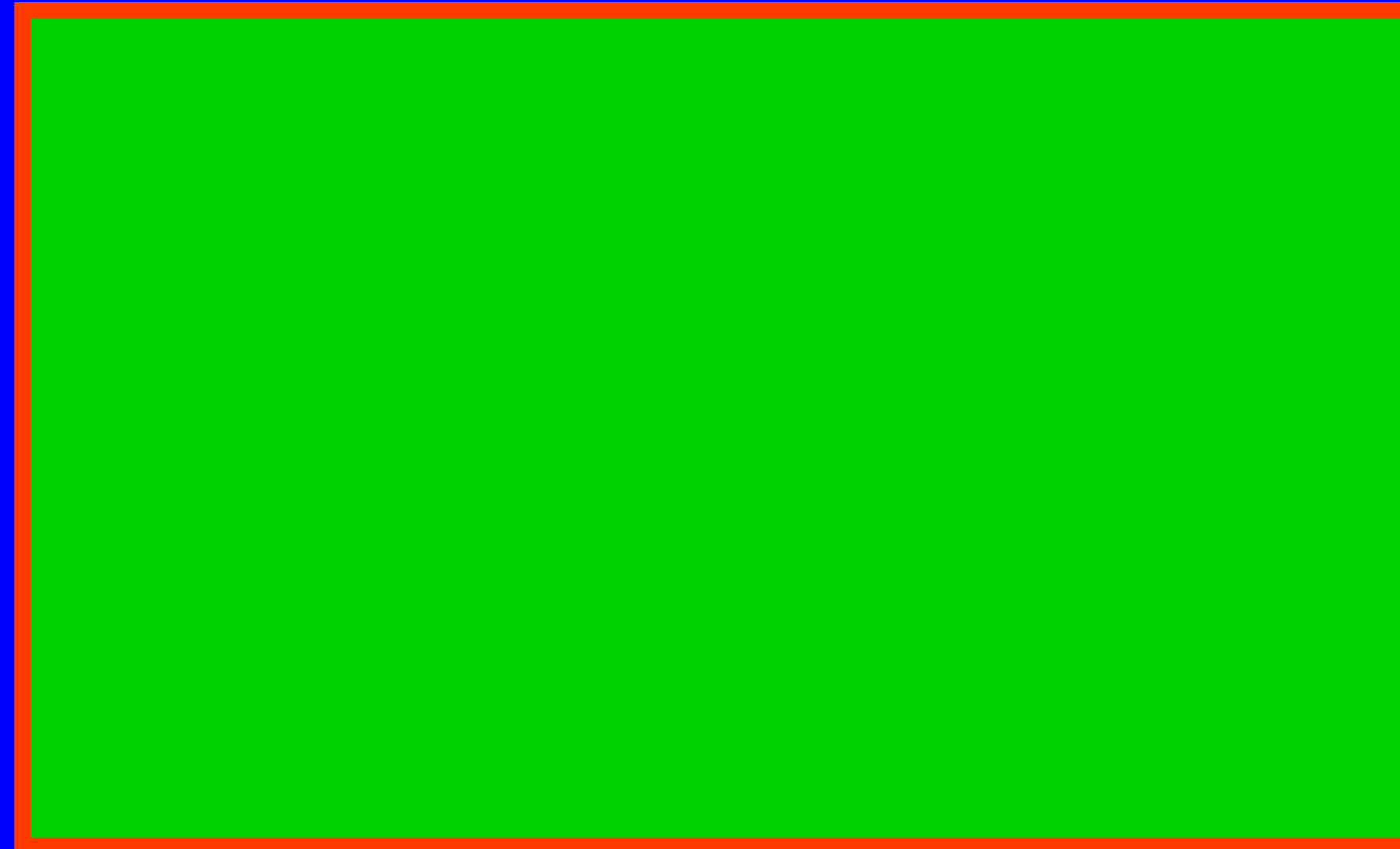
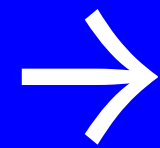
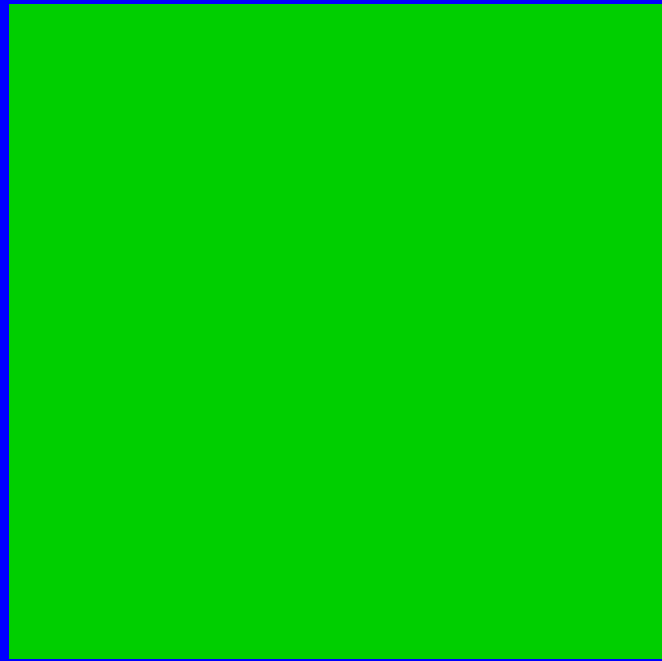
```
body {  
  color: #555;  
  font-family: sans-serif;  
  margin: 0;  
}  
  
a {  
  color: #999;  
  text-decoration: none;  
}  
  
.logo-text {  
  font-size: 1em;  
  margin: 0;  
}
```

Pseudo-class

```
:hover  
:active  
:visited  
:focus  
...
```

Class 4

Interaction: CSS



```
.item-block {  
  width: 100px;  
  height: 100px;  
  background: green;  
}
```

```
.item-block:hover {  
  width: 600px;  
  height: 400px;  
  border: 10px solid red;  
}
```

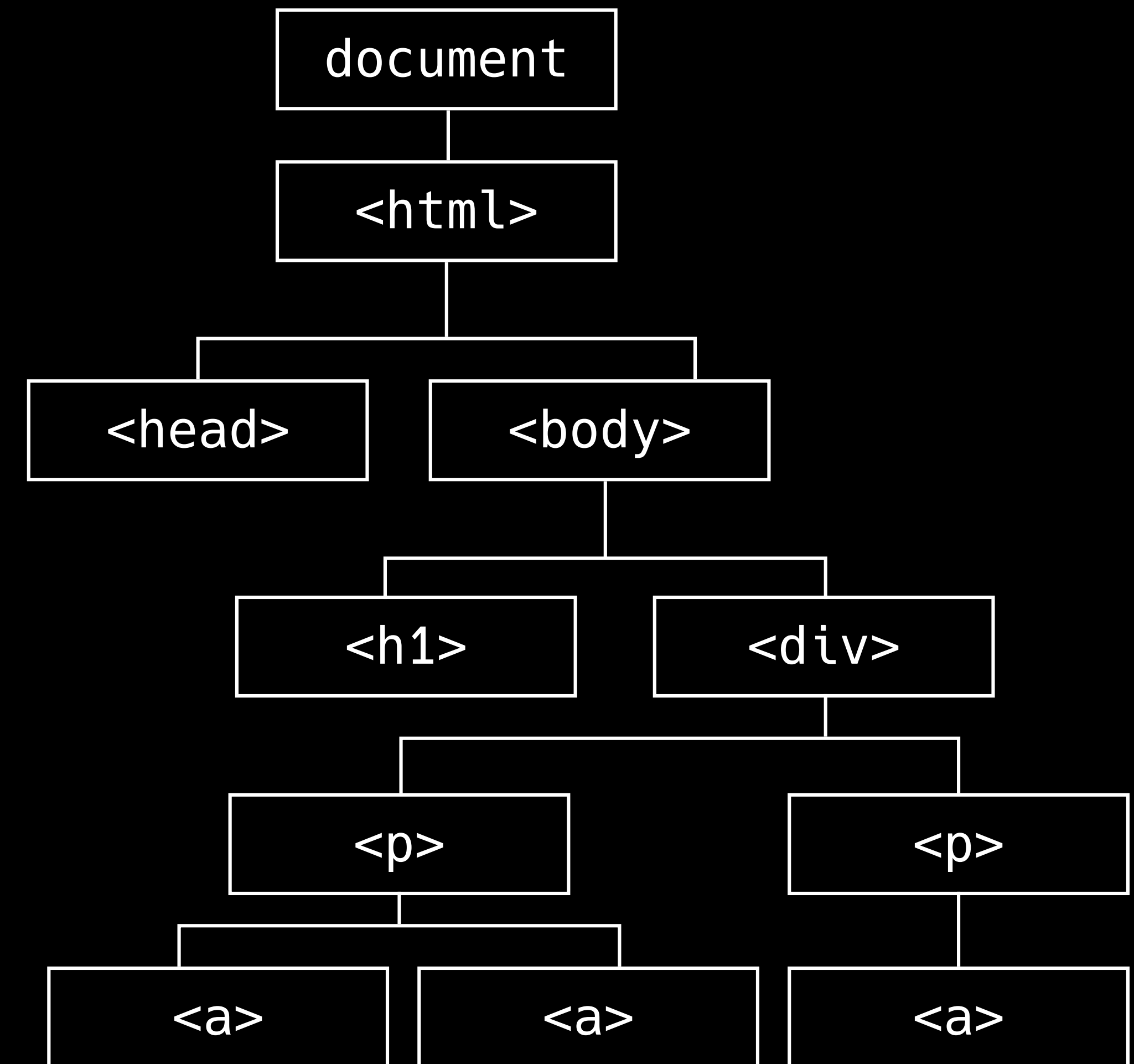
Class 4

Document Object Model

A cross-platform programming interface that treats an HTML document as a tree structure where in each node is an object representing a part of the document.

The DOM model represents a document with a logical tree.

Each branch of the tree ends in a node, and each node contains objects. DOM methods allow programmatic access to the tree; with them you can change the document's structure, style or content.



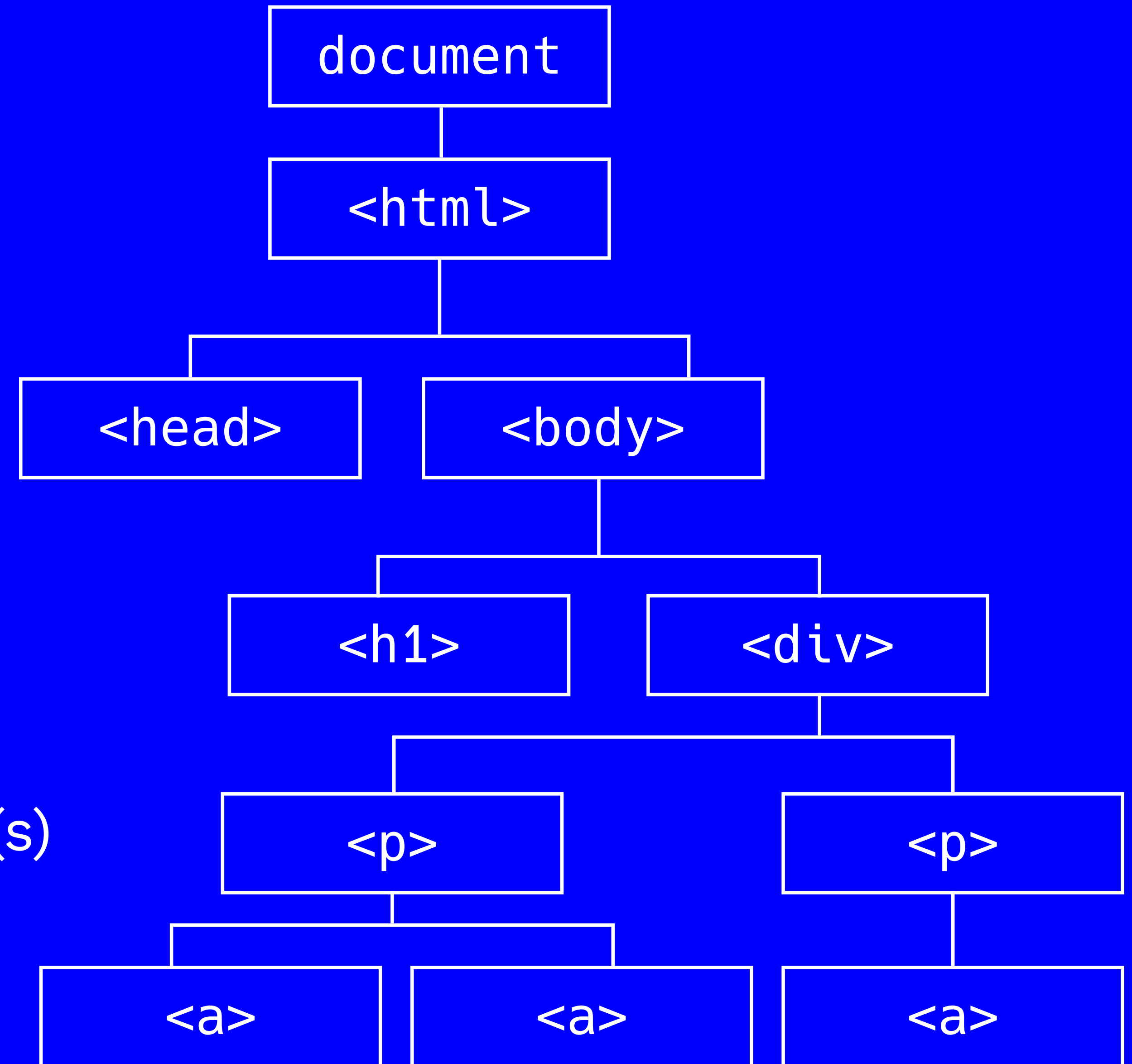
Class 4

Interaction: JavaScript

```
var element = document.querySelector('p');  
  
element.forEach(function(item) {  
    item.style.cssText = "color: green";  
});
```

Document Object Model

- Document contains many objects
- Objects have properties
- Objects can be modified
- Attributes can be edited
- Events can happen on any object(s)
- Test, run, debug in browser



jQuery

```
$( 'body' )
```

JavaScript

```
document.querySelector( 'body' );
```

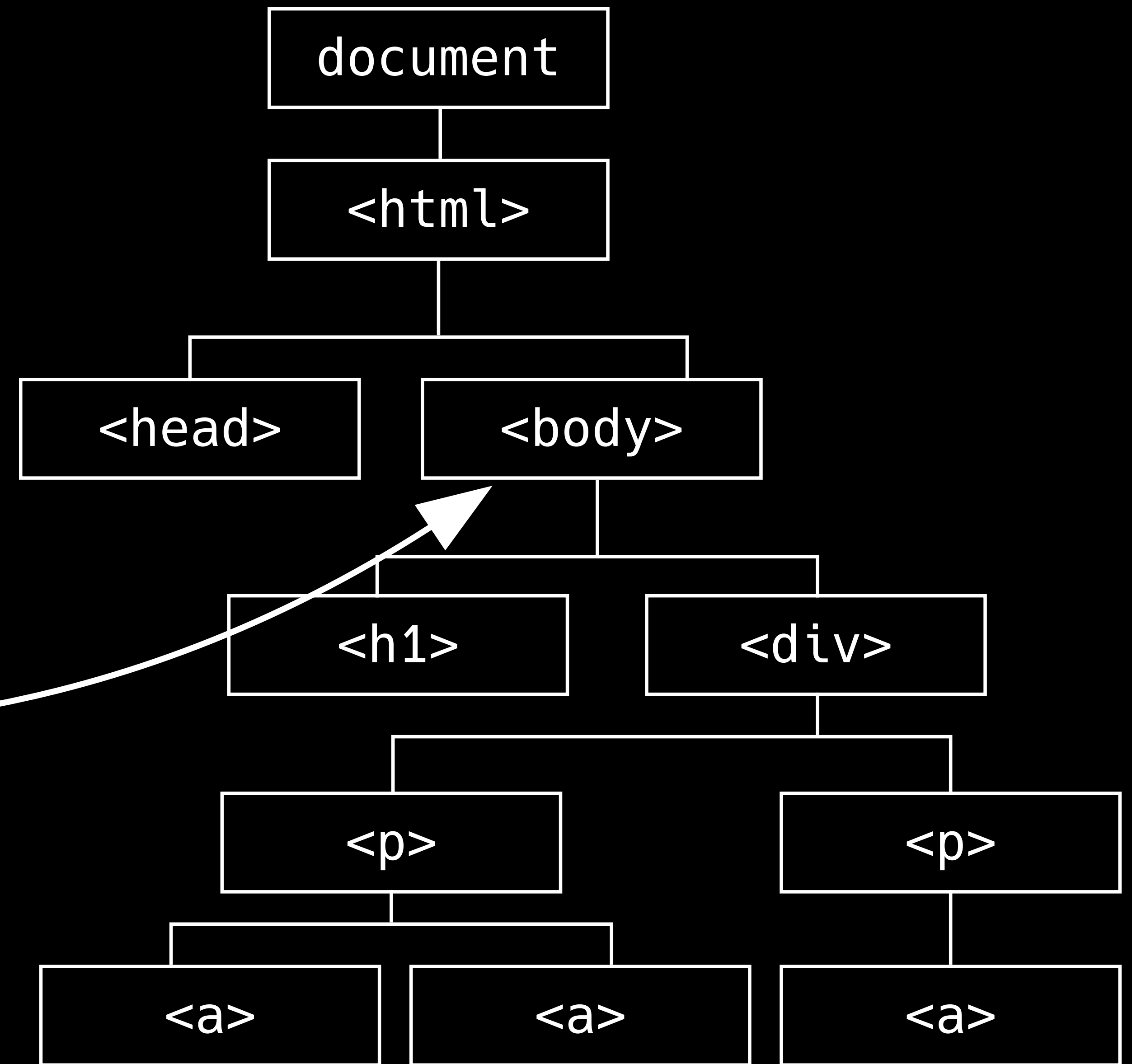

JavaScript: Selectors

What object(s) are you looking for?

`$('body')`

Same as:

`document.querySelector('body');`



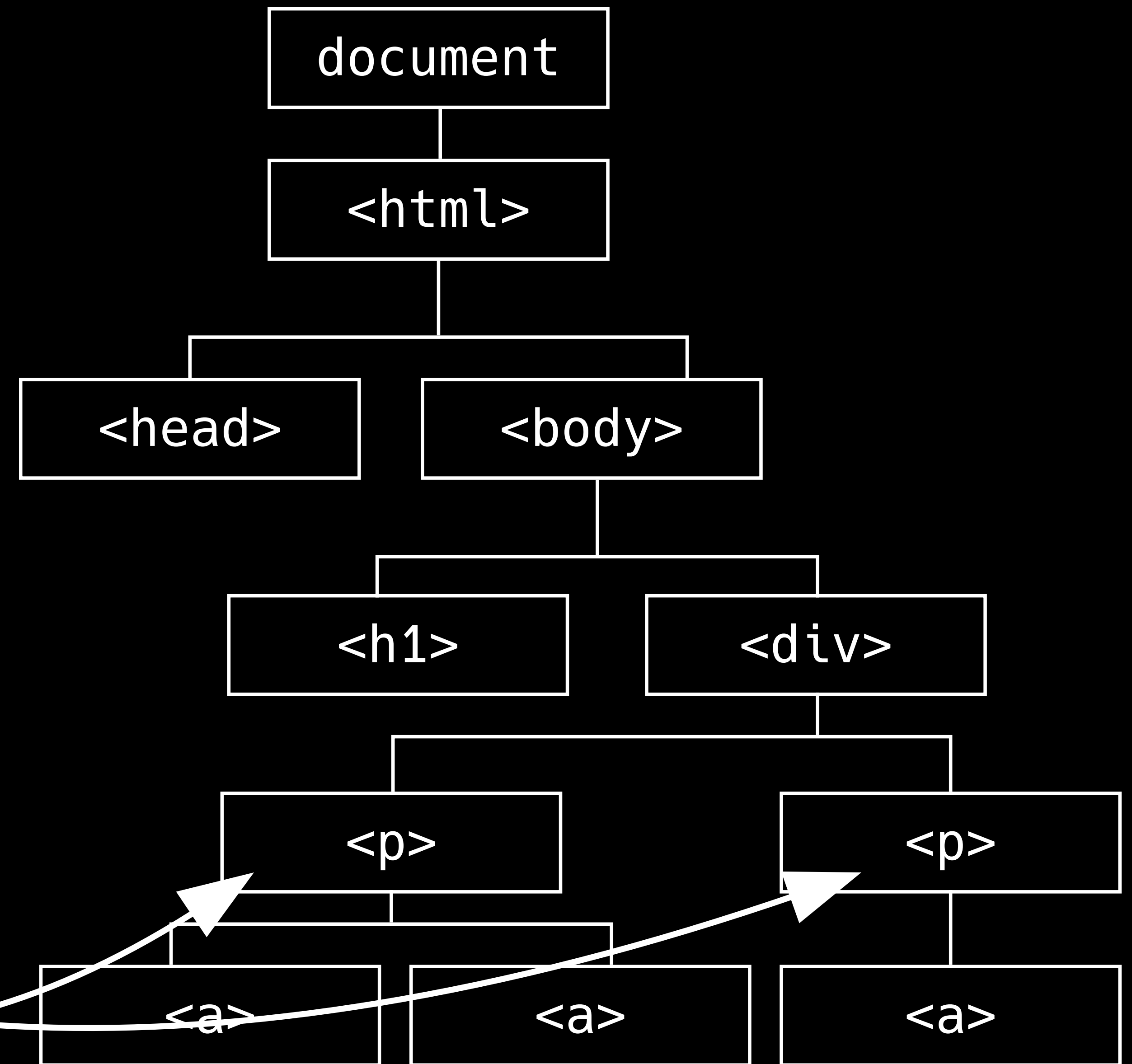
JavaScript: Selectors

What object(s) are you looking for?

`$('p')`

Same as:

`document.querySelectorAll('p');`



JavaScript: Methods/Actions

What should we do with these objects?

```
$(' .store-button ' )
```



Store Name

`.store-button`

Same as:

```
document.querySelector( ' .store-button' );
```

JavaScript: Methods/Actions

What should we do with these objects?

```
$( '.store-button' ).css( 'background', 'purple' )
```



Same as:

```
document.querySelector( '.store-button' ).style.cssText = 'background: purple';
```

JavaScript: Events

What should we do when X happens on this object(s)?

```
$( '.store-button' ).on( 'click', function() {  
    alert( 'This button has been clicked' )  
})
```



Store Name

JavaScript: Events

What should we do when X happens on this object(s)?

```
var myElement = document.querySelector( '.store-button' );  
  
myElement.addEventListener( 'click', function() {  
    alert( 'This button has been clicked' );  
})
```



Store Name

JavaScript: Events

What should we do when X happens on this object(s)?

- Click
- Hover
- Scroll
- Type
- Cursor (Move)
- Drag
- Resize

JavaScript: Events

What should we do when X happens on this object(s)?

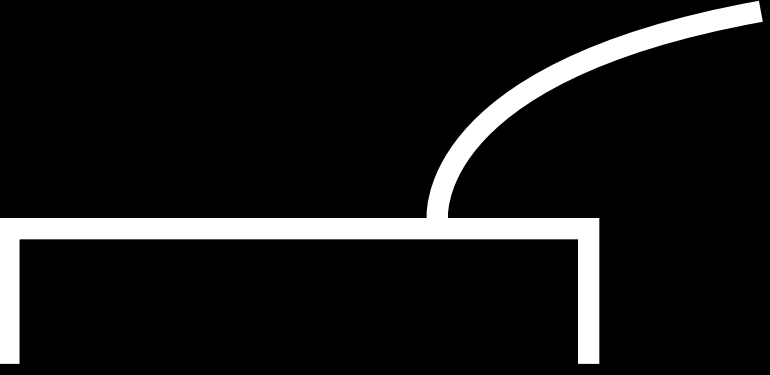
- Double-Click
- Select
- Focus
- ...

JavaScript: Events

What should we do when X happens on this object(s)?

Event

```
$( '.store-button' ).on( 'click', function() {  
    alert( 'This button has been clicked' )  
})
```

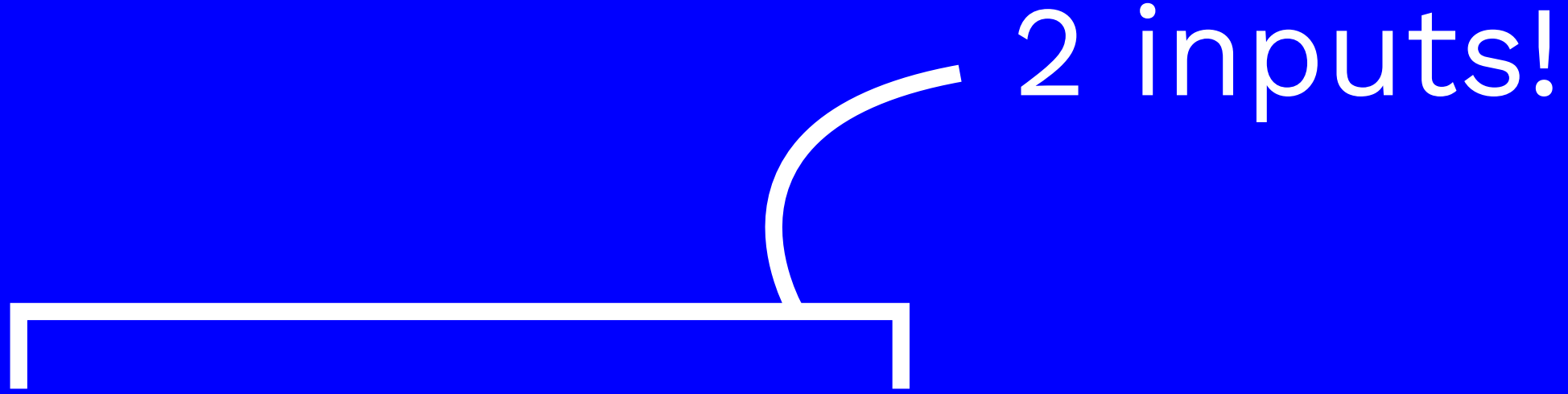


Store Name

JavaScript: Functions

A block of code designed to perform a particular task.

Everything between the curly brackets



```
function multiply(num1, num2) {  
    var result = num1 * num2  
    return result  
}
```

```
multiply(4, 7)
```

JavaScript: Events

```
$( '.store-button' ).on( 'click', function() {  
    alert( 'This button has been clicked' )  
} )
```

Store Name

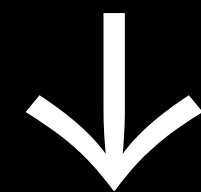
JavaScript: Events

```
$( '.store-button' ).on( 'click', function() {  
    $( '.items-list' ).show()  
    $( '.splash-graphic' ).hide()  
})
```

Store Name

JavaScript: Events

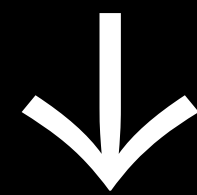
When Store Name is clicked, show the items list, and hide the splash graphic



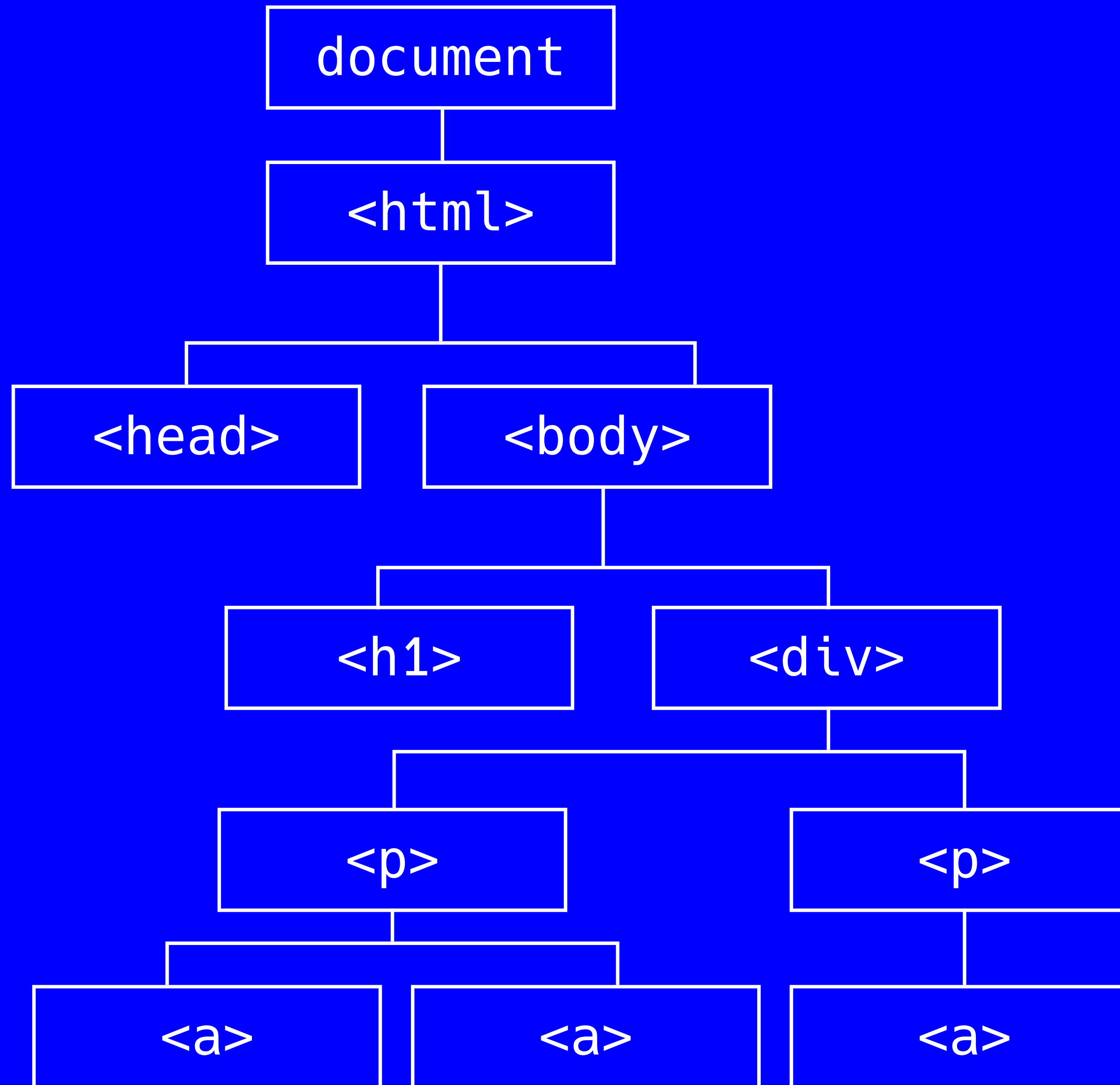
```
$( '.store-button' ).on( 'click', function() {  
    $( '.items-list' ).show()  
    $( '.splash-graphic' ).hide()  
})
```

JavaScript: Events

When Store Name is clicked, show the items list, and hide the splash graphic

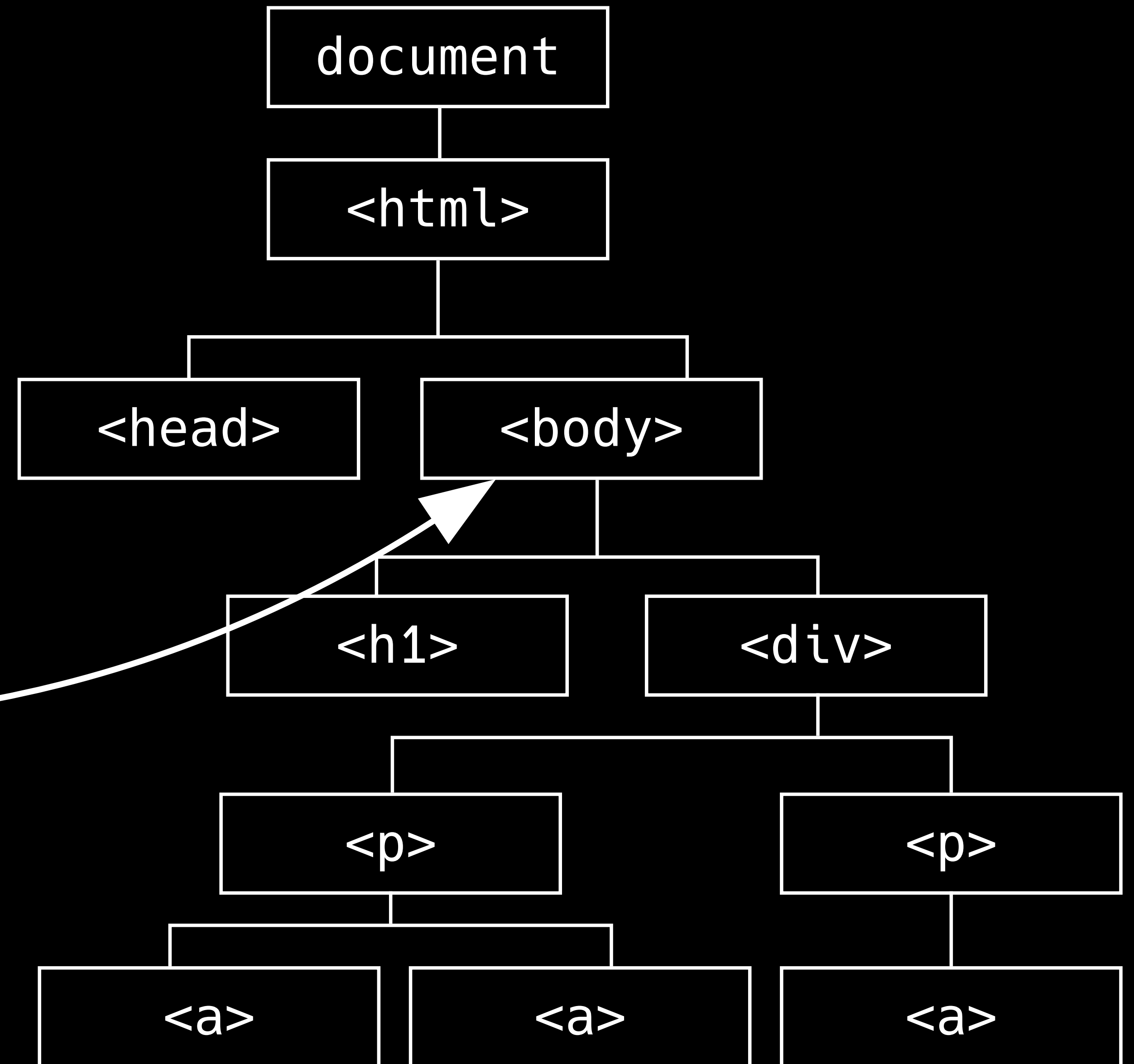


```
$( '.store-button' ).on( 'click', function() {  
    $( '.items-list' ).show()  
    $( '.splash-graphic' ).hide()  
})
```



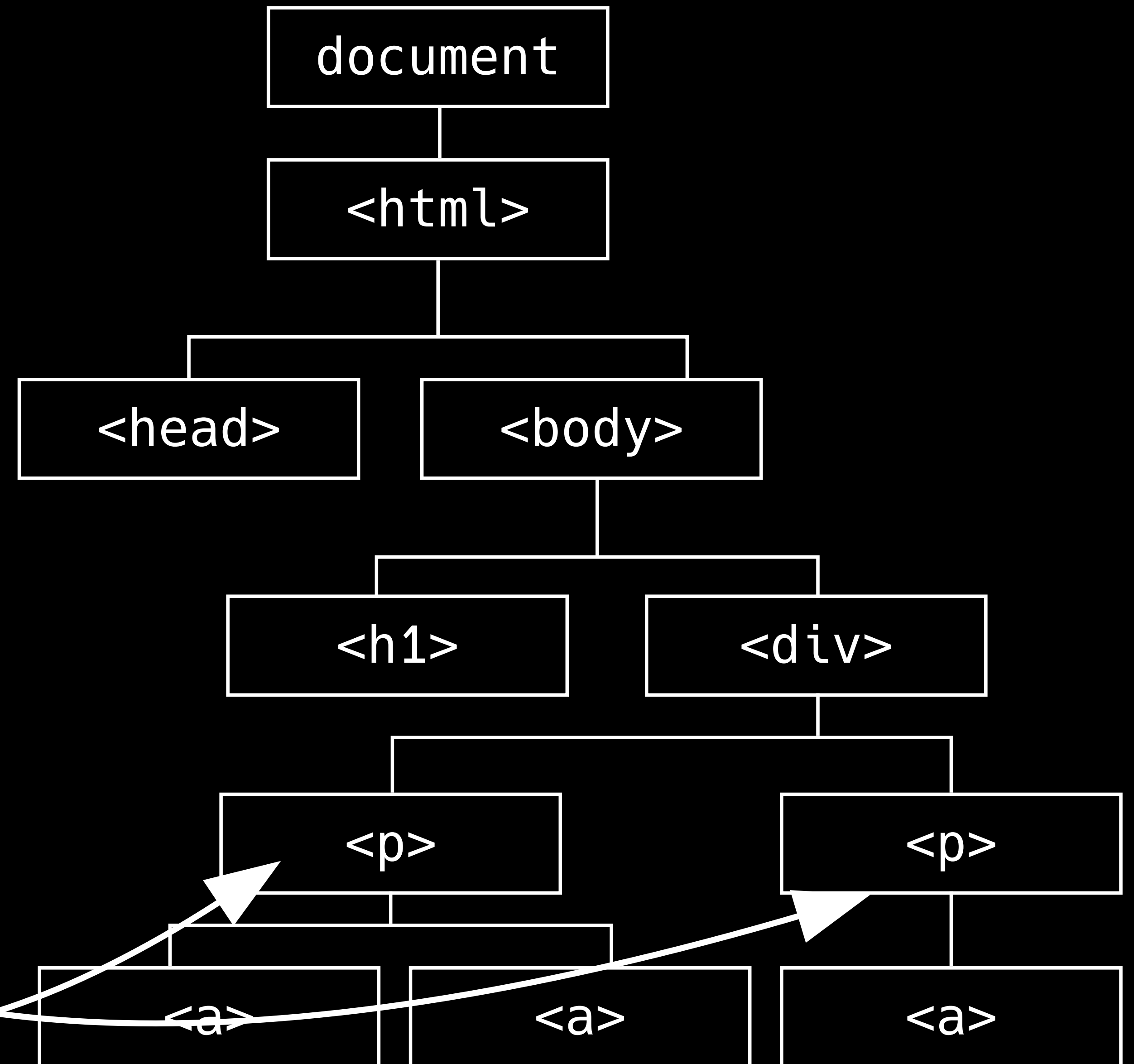
JavaScript: Selectors

`$('body')`



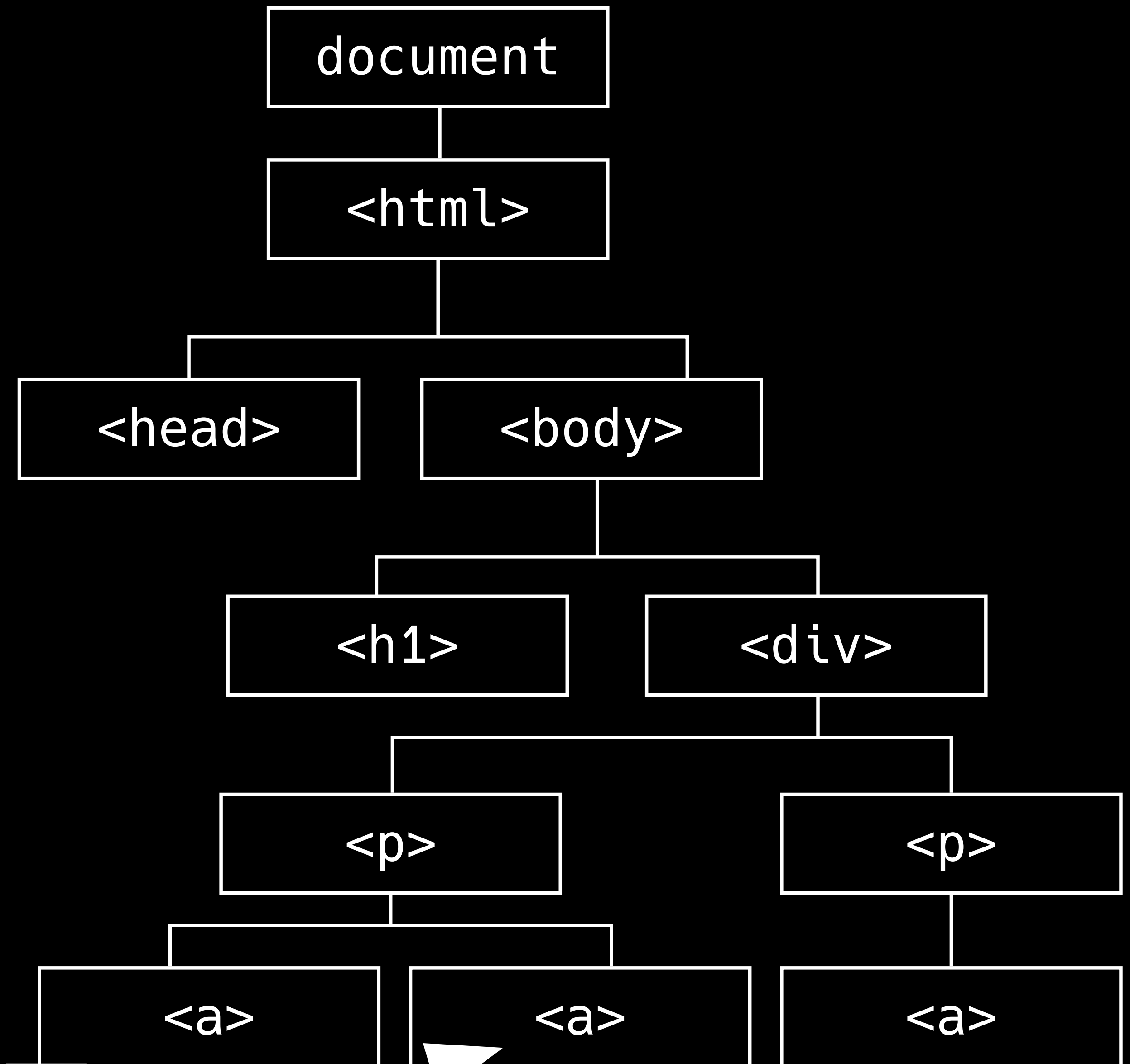
JavaScript: Selectors

```
$('body').child('p')
```



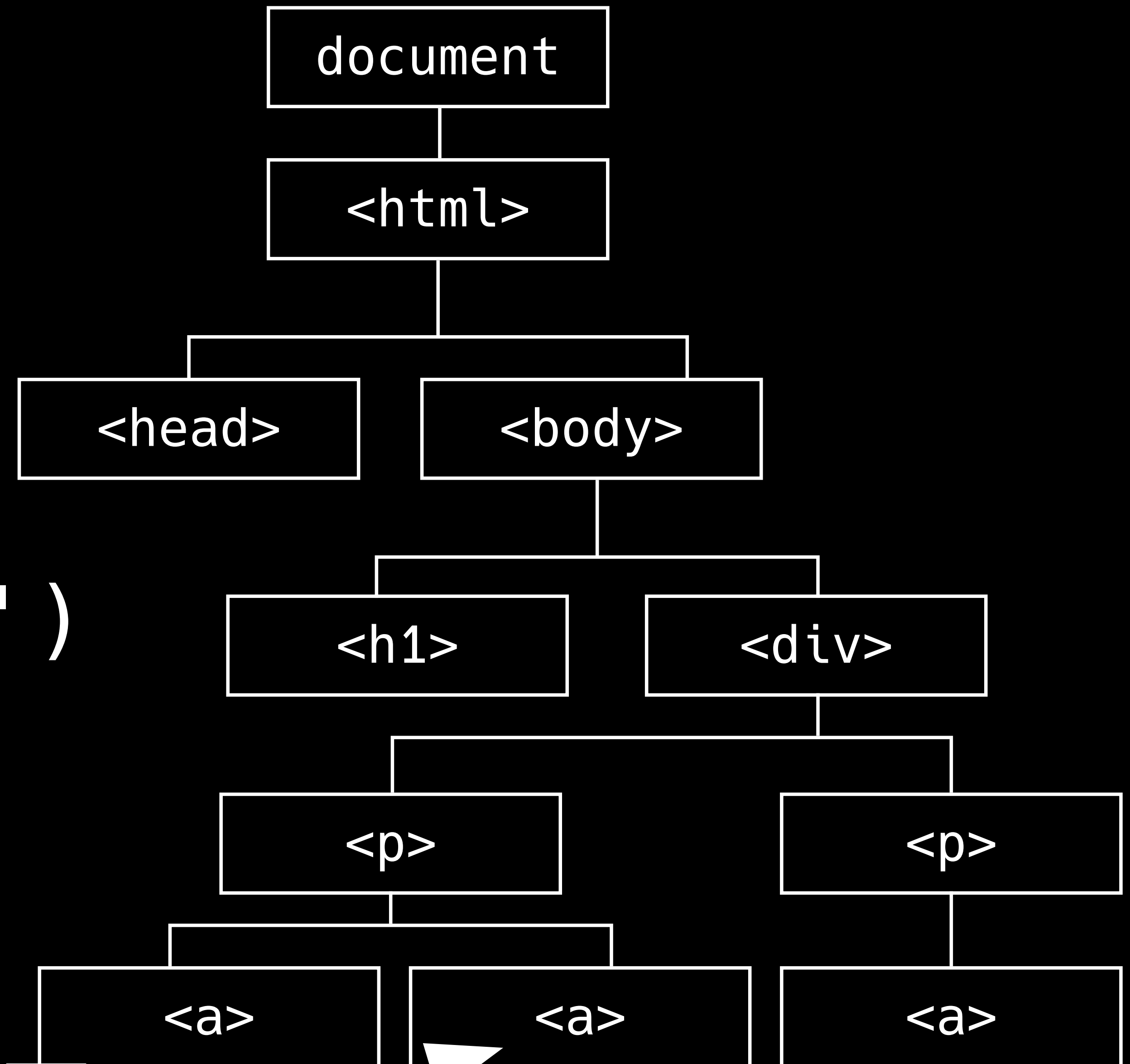
JavaScript: Selectors

```
$('body')  
  .child('p')  
  .child('a')
```



JavaScript: Selectors

```
$('body')  
  .child('p')  
  .child('a')  
  .attr('href',  
        'http://ocad.ca')
```



JavaScript: Selectors

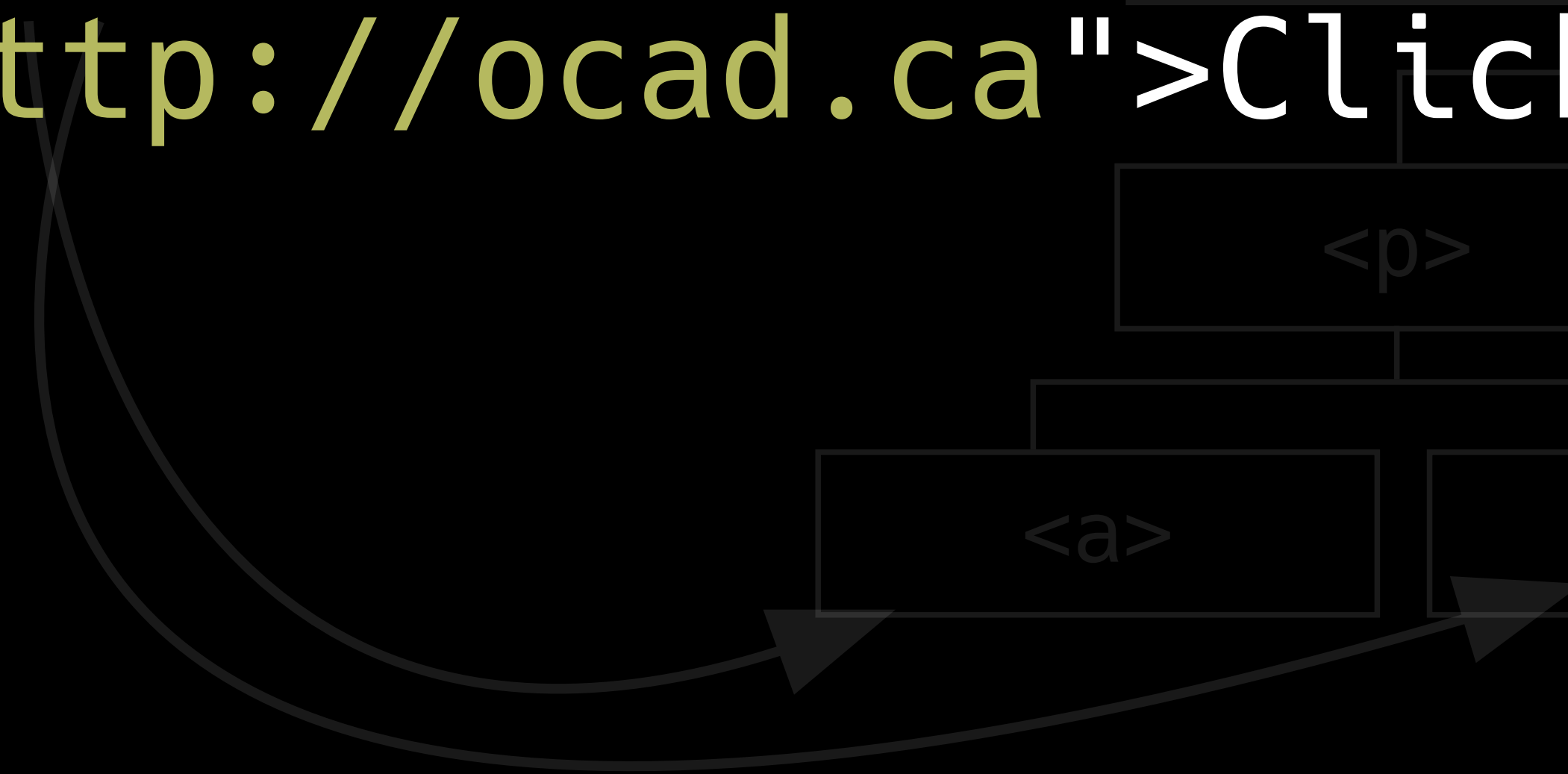
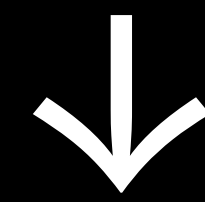
```
$( 'body' )
```

```
<a href="http://google.ca">Click Here</a>
```

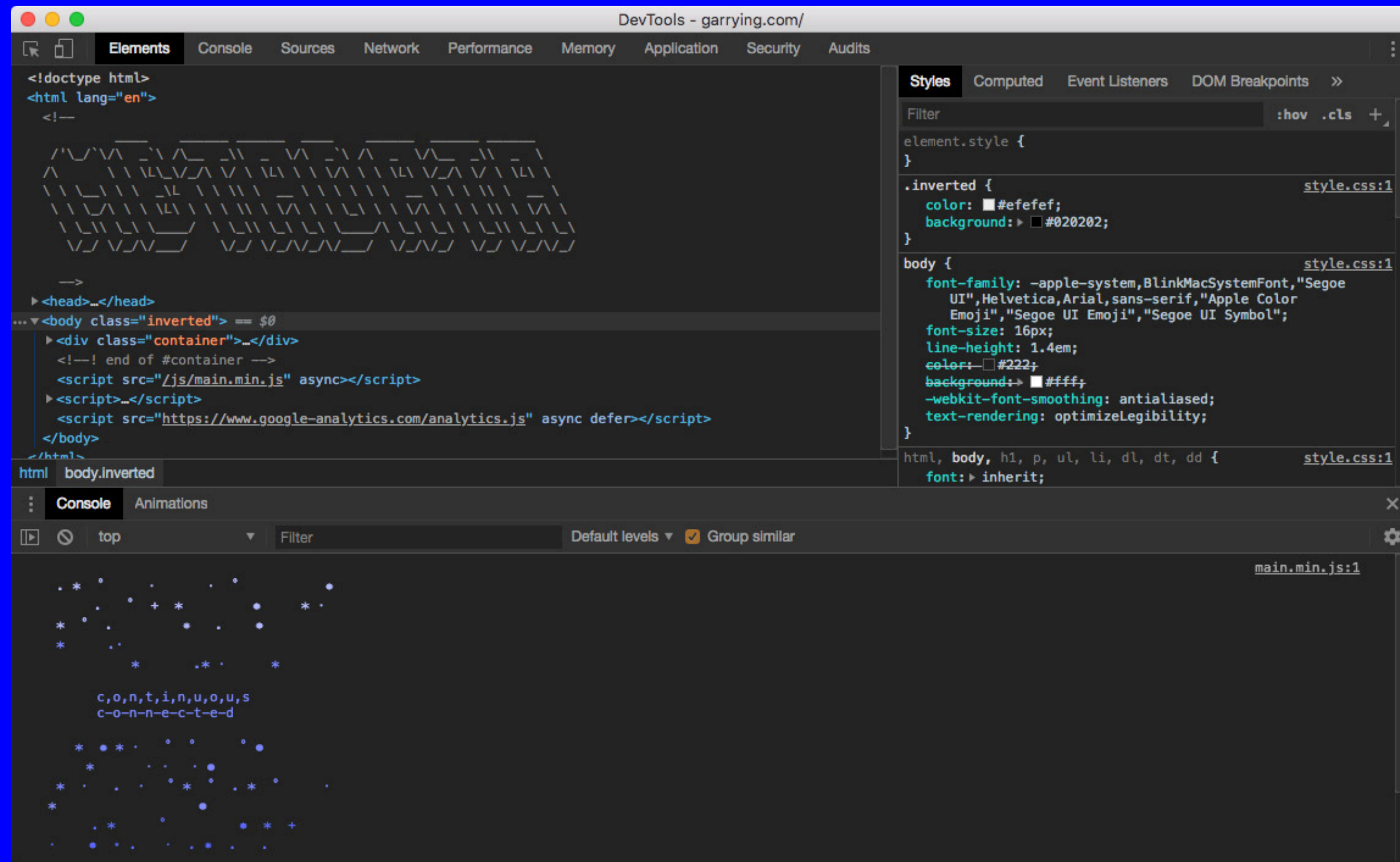
```
.child( 'a' )
```

```
.attr( 'href',  
      'http://...' )
```

```
<a href="http://ocad.ca">Click Here</a>
```



JavaScript: Console



→ Chrome: ⌘ + ⌘ + P

→ Safari: ⌘ + ⌘ + C

References

Adding jQuery to your HTML:

Add the following before `<script src="main.js"></script>`:

```
<script src="https://code.jquery.com/jquery-3.3.1.min.js"></script>
```

jQuery References:

<https://api.jquery.com/category/effects/>

<http://jqfundamentals.com/>

FTP Clients (For uploading your work):

[Free] <https://cyberduck.io>

[\$\$] <https://panic.com/transmit/>

[\$\$] <https://binarynights.com/>

References

Alternative to hosting your projects on OCAD U Webspace:

<https://glitch.com/>

Glitch is a platform where you can host, edit, collaborate, remix, web content and applications. There is no FTP for uploading your work. Instead, you will be copying your HTML/CSS/JS and images through Glitch's interface. It's like a text editor in your browser, but your files are being saved to Glitch's server.

Access your page through the "Show" button on the top bar. The URL for your project will be something like:

<https://my-project-name.glitch.me/>