# INTROJS EWENTS

Intro to JS

#### ASSESSMENT

Take the next <u>5-7 minutes</u> to review today's assessment.

- Go to Week 1 > Day 2
  - Project: Knock Knock

#### MINDSET

- This is your first dive into JS.
  - Dives typically put you in the deep end.
- Learning to comprehend and utilize unfamiliar parts of a language
  - When unfamiliar with a language we ignore unfamiliar grammar and rules
  - We utilize extra-linguistic associations between symbols and their context to comprehend "what the heck is going on."

We are learning by utilizing copy-paste: P At the beginning of learning we will often be **copying and modifying examples** them to build our understanding.

#### OBJECTIVES

- Discuss and utilize JS event listeners to handle common events: click and maybe hover
- Identify and apply event handlers
  - o (not analyzing and synthesizing functions, etc)
- Identify and utilize DOM selection and selectors

#### EXTERNALSCRIPTS

We will be adding scripts to the body of the html before the closing </body> tag.

- Body and head loads first
- Easier to start manipulating document

#### THEDOM

- The HTML you write gets turned into elements represent as OBJECTS in memory.
- Each element has a set of associated properties (think CSS, height, width, background color, position)
- Elements can be selected easily using their ID, ClassName, or some identifying CSS selector and then manipulated

#### DOM Example

#### Somewhere in our HTML

```
   My name is...
```

Somewhere in our script.js

```
// Selected using getElementById
document.getElementById("about-me")
```

Here we can dynamically select the element and interact with it! This is huge power of JS.

#### PairandShare

- Go to Yahoo.com
- Open up the Chrome Dev JavaScript Console
- Select the element with id of "Main"
  - O Discuss what you see with the person next to you
- Try the following
  - o document.getElementById("Main").style.visibility = "hidden";
- Discuss what you think this is doing

## EWENTS

One of the core powers of JavaScript is to facilitate creating a Graphical User Interface.

- It needs to respond to different types of events
  - Clicks
  - Hovers
  - Scrolls

## USINGEWENTS

Somewhere in our HTML

```
   My name is...
```

Somewhere in our script.js

```
document.getElementById("about-me").addEventListener("click", function () {
    // We add code to run when clicked!
    alert("I was clicked!");
});
```

# USINGEVENTS

Somewhere in our HTML

```
   My name is...
```

Somewhere in our script.js

document.getElementById("about-me")

First we select our targeted element using it's id

#### USINGEVENTS

Somewhere in our HTML

```
   My name is...
```

Somewhere in our script.js

```
Listen for an Event on our selected element
```

handle the click

Specify the type of Event

Provide this odd function thing to

document.getElementById("about-me").addEventListener("click", function () {});

#### USINGEVENTS

#### Somewhere in our HTML

```
  My name is...
```

Put some code in between the curly's, {}

#### Somewhere in our script.js

```
document.getElementById("about-me").addEventListener("click", function () {
    // We add code to run when clicked!
    alert("I was clicked!");
});
```

#### YourTurn

- Go to Yahoo.com (In a brand new tab)
- Open the chrome JS console
- Utilize DOM selection and Event listening to do the following
  - Select the element with id of Main
  - When it is clicked alert "I was clicked".
- Click the page somewhere to see a message

#### Write the following HTML on JS Bin...

#### Manipulating innerHTML

- Try the following in the console tab
  - O document.getElementById("about-me").innerHTML = "<h1>Hello world!</h1>";

In the CSS tab add a CSS Rule like the following

```
.box {
  height: 200px;
  width: 200px;
  border: solid 1px black;
}
```

In the console try the following:

- Add the box class to the classList of the element.
  - document.getElementById("about-me").classList.add("box");
- Remove the box class from using class name removal: classList.remove("box")
  - o document.getElementById("about-me").classList.remove("box");

#### REWIEW

- Utilize IDs to select elements from the DOM
- Utilize event listening to respond to clicks
- Learn to manipulate elements in the DOM
  - o innerHTML
  - style
  - classList



- Discuss and utilize JS variables, expressions, and control flow statements
- Define and apply JS functions to package up simple procedures

Basically we have to familiarize ourselves with the grammar and rules of JS.