

# Objektni model dokumenta (DOM)

## Objekti i metode



Prof. dr Snežana Šćepanović

[snezana.scepanovic@unimediterranean.net](mailto:snezana.scepanovic@unimediterranean.net)

# HTML DOM objekti

HTML DOM reference za objekte: <http://www.w3schools.com/jsref/default.asp>

- [Document object](#)
- [Event object](#)
- [HTMLElement object](#)
- [Anchor object](#)
- [Area object](#)
- [Base object](#)
- [Body object](#)
- [Button object](#)
- [Form object](#)
- [Frame/IFrame object](#)
- [Frameset object](#)
- [Image object](#)
- [Input Button object](#)
- [Input Checkbox object](#)
- [Input File object](#)
- [Input Hidden object](#)
- [Input Password object](#)
- [Input Radio object](#)
- [Input Reset object](#)
- [Input Submit object](#)
- [Input Text object](#)
- [Link object](#)
- [Meta object](#)
- [Object object](#)
- [Option object](#)
- [Select object](#)
- [Style object](#)
- [Table object](#)
- [TableCell object](#)
- [TableRow object](#)
- [Textarea object](#)

Za svaki HTML DOM objekat definisane su osobine i metode.

# Body objekat

- Body objekat predstavlja “tijelo” HTML dokumenta (cjelokupan sadržaj u okviru <body></body> tagova)

## Body Object Properties

**W3C:** W3C Standard.

Property	Description	W3C
<a href="#">aLink</a>	Sets or returns the value of the alink attribute of the body element	Yes
<a href="#">background</a>	Sets or returns the value of the background attribute of the body element	Yes
<a href="#">bgColor</a>	Sets or returns the value of the bgcolor attribute of the body element	Yes
<a href="#">link</a>	Sets or returns the value of the link attribute of the body element	Yes
<a href="#">text</a>	Sets or returns the value of the text attribute of the body element	Yes
<a href="#">vLink</a>	Sets or returns the value of the vlink attribute of the body element	Yes

## Body Object Events

Event	Description	W3C
<a href="#">onload</a>	Script to be run immediately after a page is loaded	Yes

# HTML DOM Button objekat

- Button objekat predstavlja dugme na web strani.
- Pored uobicajenog izgleda dugme može biti grafičko (ikona) ili tekstualno.
- Za svaki **<button>** tag u HTML dokumentu kreira se instanca objekata button.
- **U okviru HTML button elementa (<button> tagova) mogu postojati tekst i slike. Ovo predstavlja razliku između dugmadi koja se kreiraju pomoću button elementa i dugmadi koja se kreiraju pomoću <input type="button"> elementa.**

## Button Object Properties

**W3C:** W3C Standard.

Property	Description	W3C
<u><a href="#">form</a></u>	Returns a reference to the form that contains a button	Yes
<u><a href="#">name</a></u>	Sets or returns the value of the name attribute of a button	Yes
<u><a href="#">type</a></u>	Sets or returns the type of a button	Yes
<u><a href="#">value</a></u>	Sets or returns the value of the value attribute of a button	Yes

# HTML DOM Image objekat (1)

- Objekat **Image** predstavlja sliku koja se referencira u HTML dokumentu.
- Za svaki <img> tag u HTML dokumentu kreira se instanca objekta Image.
- **Napomena:** HTML dokument “ne sadrži” slike već samo reference (linkove) na slike.

# HTML DOM Image objekat (2)

## Image Object Properties

**W3C:** W3C Standard.

Property	Description	W3C
<a href="#">align</a>	Sets or returns the value of the align attribute of an image	Yes
<a href="#">alt</a>	Sets or returns the value of the alt attribute of an image	Yes
<a href="#">border</a>	Sets or returns the value of the border attribute of an image	Yes
<a href="#">complete</a>	Returns whether or not the browser is finished loading an image	No
<a href="#">height</a>	Sets or returns the value of the height attribute of an image	Yes
<a href="#">hspace</a>	Sets or returns the value of the hspace attribute of an image	Yes
<a href="#">longDesc</a>	Sets or returns the value of the longdesc attribute of an image	Yes
<a href="#">lowsrc</a>	Sets or returns a URL to a low-resolution version of an image	No
<a href="#">name</a>	Sets or returns the name of an image	Yes
<a href="#">src</a>	Sets or returns the value of the src attribute of an image	Yes
<a href="#">useMap</a>	Sets or returns the value of the usemap attribute of an image	Yes
<a href="#">vspace</a>	Sets or returns the value of the vspace attribute of an image	Yes
<a href="#">width</a>	Sets or returns the value of the width attribute of an image	Yes

## Image Object Events

Event	The event occurs when...	W3C
<a href="#">onabort</a>	Loading of an image is interrupted	Yes
<a href="#">onerror</a>	An error occurs when loading an image	Yes
<a href="#">onload</a>	An image is finished loading	Yes

# HTML DOM Form objekat (1)

- Objekat **Form** predstavlja formu u HTML dokumentu.
- Za svaki <form> tag kreira se instanca objekta Form.
- Forma služe za prikupljanje podataka od korisnika i sadrže različite elemente za unos podataka (tekst polja, textarea), izbor (checkbox, list, radio button,..) i dugmad (za slanje podataka serveru ili resetovanje forme).

## Form Object Collections

**W3C:** W3C Standard.

Collection	Description	W3C
<a href="#">elements[]</a>	Returns an array of all elements in a form	Yes

## Form Object Properties

Property	Description	W3C
<a href="#">acceptCharset</a>	Sets or returns the value of the accept-charset attribute in a form	Yes
<a href="#">action</a>	Sets or returns the value of the action attribute in a form	Yes
<a href="#">enctype</a>	Sets or returns the value of the enctype attribute in a form	Yes
<a href="#">length</a>	Returns the number of elements in a form	Yes
<a href="#">method</a>	Sets or returns the value of the method attribute in a form	Yes
<a href="#">name</a>	Sets or returns the value of the name attribute in a form	Yes
<a href="#">target</a>	Sets or returns the value of the target attribute in a form	Yes

# HTML DOM Form objekat (2)

## Metode i događaji

### Form Object Methods

Method	Description	W3C
<a href="#"><u>reset()</u></a>	Resets a form	Yes
<a href="#"><u>submit()</u></a>	Submits a form	Yes

### Form Object Events

Event	The event occurs when...	W3C
<a href="#"><u>onreset</u></a>	The reset button is clicked	Yes
<a href="#"><u>onsubmit</u></a>	The submit button is clicked	Yes



# Primjer- upotreba kolekcije elements za Form objekat

Kolekcija **elements** objekta Form sadrži niz koji predstavlja sve elemente u formi.

Sintaksa:

**formObject.elements[].property**

```
<html>
<body>
<form id="frm1" action="form_action.asp">
  First name: <input type="text" name="fname" value="Marko" /><br />
  Last name: <input type="text" name="lname" value="Markovic" /><br />
  <input type="submit" value="Posalji" />
</form>
<p>Elementi u formi su dva tekst polja i dugme.<br>Ispisivanje vrijednosti
elemenata forme </p>
<script type="text/javascript">
//pristup svim elementima forme koja ima id="frm1"
var x=document.getElementById("frm1");
//metoda x.length vraća broj koji predstavlja ukupan broj elemenata u formi
for (var i=0;i<x.length;i++)
{
  document.write(x.elements[i].value);
  document.write("<br />");
}
</script>
</body>
</html>
```

First name:

Last name:

Elementi u formi su dva tekst polja i dugme.  
Ispisivanje vrijednosti elemenata forme

Marko  
Markovic  
Posalji

# Kolekcija **elements[ ]** objekta **Form**

- Kolekcija **elements** objekta **Form** je niz koji predstavlja sve elemente u formi.
- Sintaksa:

**`formObject.elements[ ].property`**

**Objekti kolekcije **elements [ ]** su:**

DOM Input button	DOM Input Radio
DOM Input Checkbox	DOM Input Reset
DOM Input File	DOM Input Submit
DOM Input Hidden	DOM Input Text
DOM Input Password	DOM Textarea

**REFERENCE:** <http://www.w3schools.com/jsref/default.asp>

# HTML DOM Input Button objekat (1)

kolekcija elements [ ] objekta Form

- Objekat koji se kreira pomoću taga **<input type="button">** predstavlja dugme u HTML dokumentu koje korisnik može da "klikne".
- Ovaj tip dugmeta se najčešće koristi da pokrene JavaScript kada korisnik "klikne" na dugme.
- Za svaki **<input type="button">** tag kreira se instanca Button objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

# HTML DOM Input Button objekat (2)

kolekcija elements [ ] objekta Form

U okviru `<input type="button">` tagova ne se koristiti slike ili tekst za predstavljanje dugmeta na HTML strani.

## Button Object Properties

**W3C:** W3C Standard.

Property	Description	W3C
<u>form</u>	Returns a reference to the form that contains the input button	Yes
<u>name</u>	Sets or returns the value of the name attribute of an input button	Yes
<u>type</u>	Returns the type of form element the button is	Yes
<u>value</u>	Sets or returns the value of the value attribute of a button	Yes

# HTML DOM Input Checkbox objekt

kolekcija elements [ ] objekta Form

- Objekat **Checkbox** predstavlja checkbox u HTML formi.
- Za svaki `<input type="checkbox">` tag u HTML formi, kreira se instanca Checkbox objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<a href="#">accessKey</a>	Sets or returns the keyboard key to access a checkbox
<a href="#">alt</a>	Sets or returns an alternate text to display if a browser does not support checkboxes
<a href="#">checked</a>	Sets or returns whether or not a checkbox should be checked
<a href="#">defaultChecked</a>	Returns the default value of the checked attribute
<a href="#">disabled</a>	Sets or returns whether or not a checkbox should be disabled
<a href="#">form</a>	Returns a reference to the form that contains the checkbox
<a href="#">id</a>	Sets or returns the id of a checkbox
<a href="#">name</a>	Sets or returns the name of a checkbox
<a href="#">tabIndex</a>	Sets or returns the tab order for a checkbox
<a href="#">type</a>	Returns the type of form element a checkbox is
<a href="#">value</a>	Sets or returns the value of the value attribute of a checkbox

Method	Description
<a href="#">blur()</a>	Removes focus from a checkbox
<a href="#">click()</a>	Simulates a mouse-click in a checkbox
<a href="#">focus()</a>	Gives focus to a checkbox

# HTML DOM FileUpload objekat

kolekcija elements [ ] objekta Form

- **FileUpload objekat**
- Za svaki `<input type="file">` tag u HTML formi, kreira se instanca `FileUpload` objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
accept	Sets or returns a comma-separated list of MIME types that indicates the MIME type of the file transfer
accessKey	Sets or returns the keyboard key to access the FileUpload object
alt	Sets or returns an alternate text to display if the browser does not support <code>&lt;input type="file"&gt;</code>
defaultValue	Sets or returns the initial value of the FileUpload object
disabled	Sets or returns whether or not the FileUpload object should be disabled
form	Returns a reference to the form that contains the FileUpload object
id	Sets or returns the id of the FileUpload object
name	Sets or returns the name of the FileUpload object
tabIndex	Sets or returns the index that defines the tab order for the FileUpload object
type	Returns the type of the form element. For a FileUpload object it will be "file"
value	Returns the file name of the FileUpload object after the text is set by user input

Method	Description
blur()	Removes focus from the FileUpload object
focus()	Gives focus to the FileUpload object
select()	Selects the FileUpload object

# HTML DOM Hidden objekat

kolekcija elements [ ] objekta Form

- Objekat **Hidden** predstavlja skriveno polje za unos u HTML formi.
- Za svaki `<input type="hidden">` tag u HTML formi, kreira se instanca Hidden objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<u>alt</u>	Sets or returns an alternate text to display if a browser does not support hidden fields
<u>form</u>	Returns a reference to the form that contains the hidden field
<u>id</u>	Sets or returns the id of a hidden field
<u>name</u>	Sets or returns the name of a hidden field
<u>type</u>	Returns the type of form element a hidden input field is
<u>value</u>	Sets or returns the value of the value attribute of the hidden field

# HTML DOM Password objekat

kolekcija elements [ ] objekta Form

- Objekat **Password** predstavlja polje za unos lozinke (password) u HTML formu.
- Za svaki `<input type="password">` tag u HTML formi, kreira se instanca Password objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<a href="#">accessKey</a>	Sets or returns the keyboard key to access a password field
<a href="#">alt</a>	Sets or returns an alternate text to display if a browser does not support password fields
<a href="#">defaultValue</a>	Sets or returns the default value of a password field
<a href="#">disabled</a>	Sets or returns whether or not a password field should be disabled
<a href="#">form</a>	Returns a reference to the form that contains the password field
<a href="#">id</a>	Sets or returns the id of a password field
<a href="#">maxLength</a>	Sets or returns the maximum number of characters in a password field
<a href="#">name</a>	Sets or returns the name of a password field
<a href="#">readOnly</a>	Sets or returns whether or not a password field should be read-only
<a href="#">size</a>	Sets or returns the size of a password field
<a href="#">tabIndex</a>	Sets or returns the tab order for a password field
<a href="#">type</a>	Returns the type of form element a password field is
<a href="#">value</a>	Sets or returns the value of the value attribute of the password field

Method	Description
<a href="#">blur()</a>	Removes focus from a password field
<a href="#">focus()</a>	Sets focus on a password field
<a href="#">select()</a>	Selects the text in a password field



# HTML DOM Radio objekat

kolekcija elements [ ] objekta Form

- Objekat **Radio** predstavlja “radio dugme” u HTML formi.
- Za svaki `<input type="radio">` tag u HTML formi, kreira se instanca Radio objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<a href="#">accessKey</a>	Sets or returns the keyboard key to access a radio button
<a href="#">alt</a>	Sets or returns an alternate text to display if a browser does not support radio buttons
<a href="#">checked</a>	Sets or returns the state of a radio button
<a href="#">defaultChecked</a>	Returns the default state of a radio button
<a href="#">disabled</a>	Sets or returns whether or not a radio button should be disabled
<a href="#">form</a>	Returns a reference to the form that contains the radio button
<a href="#">id</a>	Sets or returns the id of a radio button
<a href="#">name</a>	Sets or returns the name of a radio button
<a href="#">tabIndex</a>	Sets or returns the tab order for a radio button
<a href="#">type</a>	Returns the type of form element a radio button is
<a href="#">value</a>	Sets or returns the value of the value attribute of the radio button

Method	Description
<a href="#">blur()</a>	Removes focus from a radio button
<a href="#">click()</a>	Simulates a mouse-click on a radio button
<a href="#">focus()</a>	Sets focus on a radio button

# HTML DOM Reset objekat

kolekcija elements [ ] objekta Form

- Objekat **Reset** predstavlja reset dugme u HTML formi.
- Za svaki `<input type="reset">` tag u HTML formi, kreira se instanca Reset objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<u>accesskey</u>	Sets or returns the keyboard key to access a reset button
<u>alt</u>	Sets or returns an alternate text to display if a browser does not support reset buttons
<u>disabled</u>	Sets or returns whether or not a reset button should be disabled
<u>form</u>	Returns a reference to the form that contains the reset button
<u>id</u>	Sets or returns the id of a reset button
<u>name</u>	Sets or returns the name of a reset button
<u>tabIndex</u>	Sets or returns the tab order for a reset button
<u>type</u>	Returns the type of form element a reset button is
<u>value</u>	Sets or returns the text that is displayed on a reset button

Method	Description
blur()	Removes focus from a reset button
click()	Simulates a mouse-click on a reset button
focus()	Sets focus on a reset button

# HTML DOM Submit objekat

kolekcija elements [ ] objekta Form

- Objekat **Submit** predstavlja submit dugme u HTML formi.
- Za svaki `<input type="submit">` tag u HTML formi, kreira se instanca Submit objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<u>accessKey</u>	Sets or returns the keyboard key to access a submit button
<u>alt</u>	Sets or returns an alternate text to display if a browser does not support submit buttons
<u>disabled</u>	Sets or returns whether or not a submit button should be disabled
<u>form</u>	Returns a reference to the form that contains the submit button
<u>id</u>	Sets or returns the id of a submit button
<u>name</u>	Sets or returns the name of a submit button
<u>tabIndex</u>	Sets or returns the tab order for a submit button
<u>type</u>	Returns the type of form element a submit button is
<u>value</u>	Sets or returns the text that is displayed on a submit button

Method	Description
blur()	Removes focus from a submit button
click()	Simulates a mouse-click on a submit button
focus()	Sets focus on a submit button

# HTML DOM Text objekat

kolekcija elements [ ] objekta Form

- Objekat Text predstavlja polje za unos teksta u HTML formi.
- Za svaki <input type="text"> tag u HTML formi, kreira se instanca Text objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<u>accessKey</u>	Sets or returns the keyboard key to access a text field
<u>alt</u>	Sets or returns an alternate text to display if a browser does not support text fields
<u>defaultValue</u>	Sets or returns the default value of a text field
<u>disabled</u>	Sets or returns whether or not a text field should be disabled
<u>form</u>	Returns a reference to the form that contains the text field
<u>id</u>	Sets or returns the id of a text field
<u>maxLength</u>	Sets or returns the maximum number of characters in a text field
<u>name</u>	Sets or returns the name of a text field
<u>readOnly</u>	Sets or returns whether or not a text field should be read-only
<u>size</u>	Sets or returns the size of a text field
<u>tabIndex</u>	Sets or returns the tab order for a text field
<u>type</u>	Returns the type of form element a text field is
<u>value</u>	Sets or returns the value of the value attribute of a text field

Method	Description
<u>blur()</u>	Removes focus from a text field
<u>focus()</u>	Sets focus on a text field
<u>select()</u>	Selects the content of a text field

# HTML DOM Textarea objekat

kolekcija elements [ ] objekta Form

- Objekat **Textarea** predstavlja polje za unos dužeg teksta (text-area) u HTML formi.
- Za svaki <textarea> tag u HTML formi , kreira se instanca Textarea objekta.
- Ovom objektu može se pristupiti pomoću kolekcije **elements()** objekta **Form** ili metodom **document.getElementById()**.

Property	Description
<a href="#"><u>accessKey</u></a>	Sets or returns the keyboard key to access a textarea
<a href="#"><u>cols</u></a>	Sets or returns the width of a textarea
<a href="#"><u>defaultValue</u></a>	Sets or returns the default text in a textarea
<a href="#"><u>disabled</u></a>	Sets or returns whether or not a textarea should be disabled
<a href="#"><u>form</u></a>	Returns a reference to the form that contains the textarea
<a href="#"><u>id</u></a>	Sets or returns the id of a textarea
<a href="#"><u>name</u></a>	Sets or returns the name of a textarea
<a href="#"><u>readOnly</u></a>	Sets or returns whether or not a textarea should be read-only
<a href="#"><u>rows</u></a>	Sets or returns the height of a textarea
<a href="#"><u>tabIndex</u></a>	Sets or returns the tab order for the textarea
<a href="#"><u>type</u></a>	Returns the type of the form element
<a href="#"><u>value</u></a>	Sets or returns the text in a textarea

Method	Description
<a href="#"><u>blur()</u></a>	Removes focus from a textarea
<a href="#"><u>focus()</u></a>	Sets focus on a textarea
<a href="#"><u>select()</u></a>	Selects the text in a textarea

# HTML DOM Table objekat

- Objekat **Table** predstavlja tabelu u HTML dokumentu.
- Za svaki <table> tag u HTML dokumentu, kreira se instanca Table objekta.

Property	Description
<a href="#"><u>border</u></a>	Sets or returns the width of the table border
<a href="#"><u>caption</u></a>	Sets or returns the caption of a table
<a href="#"><u>cellPadding</u></a>	Sets or returns the amount of space between the cell border and cell content
<a href="#"><u>cellSpacing</u></a>	Sets or returns the amount of space between the cells in a table
<a href="#"><u>frame</u></a>	Sets or returns the outer-borders of a table
<a href="#"><u>id</u></a>	Sets or returns the id of a table
<a href="#"><u>rules</u></a>	Sets or returns the inner-borders of a table
<a href="#"><u>summary</u></a>	Sets or returns a description of a table
tFoot	Returns the TFoot object of a table
tHead	Returns the THead object of a table
<a href="#"><u>width</u></a>	Sets or returns the width of a table

Method	Description
<a href="#"><u>createCaption()</u></a>	Creates a caption element for a table
<a href="#"><u>createTFoot()</u></a>	Creates an empty tFoot element in a table
<a href="#"><u>createTHead()</u></a>	Creates an empty tHead element in a table
<a href="#"><u>deleteCaption()</u></a>	Deletes the caption element and its content from a table
<a href="#"><u>deleteRow()</u></a>	Deletes a row from a table
<a href="#"><u>deleteTFoot()</u></a>	Deletes the tFoot element and its content from a table
<a href="#"><u>deleteTHead()</u></a>	Deletes the tHead element and its content from a table
<a href="#"><u>insertRow()</u></a>	Inserts a new row in a table

# HTML DOM TableCell objekat

- Objekat **TableCell** predstavlja ćeliju u HTML tabeli.
- Za svaki <td> tag u HTML dokumentu, kreira se instanca TableCell objekta.

Property	Description
<a href="#">abbr</a>	Sets or returns an abbreviated version of the content in a table cell
<a href="#">align</a>	Sets or returns the horizontal alignment of data within a table cell
<a href="#">axis</a>	Sets or returns a comma-delimited list of related table cells
<a href="#">cellIndex</a>	Returns the position of a cell in the cells collection of a row
ch	Sets or returns the alignment character for a table cell
chOff	Sets or returns the offset of alignment character for a table cell
<a href="#">colSpan</a>	Sets or returns the number of columns a table cell should span
headers	Sets or returns a list of space-separated header-cell ids
<a href="#">id</a>	Sets or returns the id of a table cell
<a href="#">innerHTML</a>	Sets or returns the HTML between the start and end tags of a table cell
<a href="#">rowSpan</a>	Sets or returns the number of rows a table cell should span
scope	Sets or returns if this cell provides header information
<a href="#">vAlign</a>	Sets or returns the vertical alignment of data within a table cell
<a href="#">width</a>	Sets or returns the width of a table cell



# HTML DOM TableRow objekt

- Objekat **TableRow** predstavlja red u HTML tabeli.
- Za svaki <tr> tag uHTML dokumentu, kreira se instanca TableRow objekta.

Property	Description
<u><a>align</a></u>	Sets or returns the horizontal alignment of data within a table row
ch	Sets or returns the alignment character for cells in a table row
chOff	Sets or returns the offset of alignment character for the cells in a table row
<u><a>id</a></u>	Sets or returns the id of a table row
<u><a>innerHTML</a></u>	Sets or returns the HTML between the start and end tags of a table row
<u><a>rowIndex</a></u>	Returns the position of a row in the table's rows collection
sectionRowIndex	Returns the position of a row in the tBody, tHead, or tFoot rows collection
<u><a>vAlign</a></u>	Sets or returns the vertically alignment of data within a table row

Method	Description
<u><a>deleteCell()</a></u>	Deletes a cell in a table row
<u><a>insertCell()</a></u>	Inserts a cell in a table row





# HTML DOM PRIMJERI

# Primjer 1- definisanje tipa dugmeta (1)

- Osobina **type** omogućava da se pročita ili promijeni tip dugmeta u HTML dokumentu.
- **Type** može imati jednu od vrijednosti prikazanih u tabeli

Value	Description
submit	The button is a submit button (this is default for all browsers, except Internet Explorer)
button	The button is a clickable button (this is default for Internet Explorer)
reset	The button is a reset button (clears form data)

- Sintaksa:

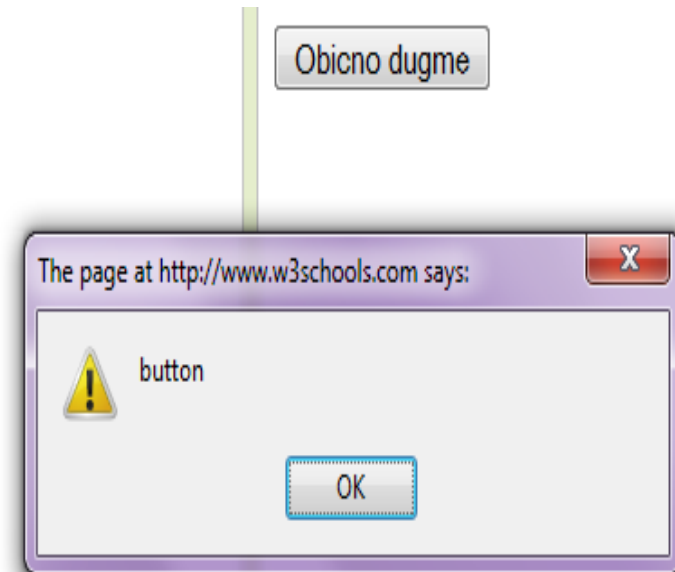
**buttonObject.type= *value***

# Primjer 1 - definisanje tipa dugmeta (2)

```
<html>
<head>
<script type="text/javascript">
function alertType()
{
alert(document.getElementById("dugme").type)
}
</script>
</head>
<body>

<button id="dugme" type="button" onclick="alertType()">Obicno dugme</button>

</body>
</html>
```



# Primjer 2 – src osobina Image objekata (1)

U ovom primjeru, kada korisnik pritisne dugme vrši se promjena slike na HTML strani promjenom osobine **src** Image objekta

```
<html>
<head>
<script type="text/javascript">
function changeSrc()
{
    document.getElementById("myImage").src="hackanm.gif";
}
</script>
</head>
<body>


<br /><br />
<input type="button" onclick="changeSrc()" value="Promijeni sliku" />

<p><b>Napomena:</b> Referenca (Src property) slike može se
promijeniti. Ukoliko nije definisano drugačije, nova slika imaće iste
dimenzije (width, height) kao stara.</p>

</body>
</html>
```

# Primjer 2 – src osobina Image objekata (2)

## 1. Početna strana

```

```



Promijeni sliku

**Napomena:** Referenca (Src property) slike može se promijenti.  
Ukoliko nije definisano drugačije, nova slika imaće iste dimenzije (width, height) kao stara.

## 2. Početna strana nakon što korisnik pritisne dugme za promjenu slike

```

```



Promijeni sliku

**Napomena:** Referenca (Src property) slike može se promijenti.  
Ukoliko nije definisano drugačije, nova slika imaće iste dimenzije (width, height) kao stara.

# Primjer 3 – Event atribut Button objekta (1)

Atribut **Event** objekta **Button** vraća vrijednost koja definiše koje dugme miša je kliknuto kada se desi određeni događaj.

## Syntax

```
event.button=0|1|2
```

Parameter	Description
0	Specifies the left mouse-button
1	Specifies the middle mouse-button
2	Specifies the right mouse-button

Internet Explorer has different parameters:

Parameter	Description
1	Specifies the left mouse-button
4	Specifies the middle mouse-button
2	Specifies the right mouse-button

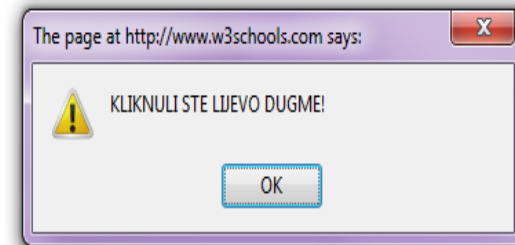
REFERENCE: [http://www.w3schools.com/jsref/dom\\_obj\\_event.asp](http://www.w3schools.com/jsref/dom_obj_event.asp)

# Primjer 3 – Event atribut Button objekta (2)

```
<html>
<head>
<script type="text/javascript">
function whichButton(event)
{
if (event.button==2)
{
  alert("KLIKNULI STE DESNO DUGME!");
}
else
{
  alert("KLIKNULI STE LIJEVO DUGME!");
}
}
</script>
</head>

<body onmousedown="whichButton(event)">
<p>Kliknite na dokument. Alert box će prikazati koje dugme miša ste
kliknuli!</p>
</body>
```

Kliknite na dokument. Alert box će prikazati koje dugme miša ste kliknuli!





# Primjer 4 – insertRow() metoda Table objekta (1)

- Metoda **insertRow()** omogućava dodavanje novog reda u tabelu na određenoj poziciji.

- Sintaksa:

**tableObject.insertRow(*index*)**

- **Dodavanje reda na kraju tabele:**

`document.getElementById('myTable').insertRow(0)`

- **Dodavanje reda na početku tabele**

`document.getElementById('myTable').insertRow(-1)`

## Primjer 4 – insertRow() metoda Table objekta (2)

```
<html>
<head>
<script type="text/javascript">
function insRow()
{
//dodavanje reda na kraju tabele
var x=document.getElementById('myTable').insertRow(-1);
//dodavanje ćelija u novom redu
var y=x.insertCell(0);
var z=x.insertCell(1);
//upisivanje teksta u ćelije novog reda
y.innerHTML="NOVA 1";
z.innerHTML="NOVA 2";
}
</script>
</head>
```

# nastavak koda..

```
<body>
<table id="myTable" border="1">
<tr>
<td>Naziv</td>
<td>Količina</td>
</tr>
<tr>
<td>....</td>
<td>....</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
</tr>
</table>
<br />
<input type="button" onclick="insRow()" value="Dodaj"><br>
<input type="button" value="Posalji">
</body>
</html>
```

# Primjer 4 – insertRow() metoda Table objekta (3)

Naziv	Količina
....	....
...	...

Naziv	Količina
....	....
...	...
NOVA 1	NOVA 2