CS 133S Week 1 Day 2 Notes

1. Review
   1. Locations for JavaScript
      1. In head I could add <script></script> tags and place JS commands in between them
      2. In body I could add <script></script> tags and place JS commands in between them
      3. In a separate .js file that is connected to the HTML page via the <script> tag with a src attribute
         1. Relative address to the JavaScript file
   2. Objects – programmatic representations of things
      1. Methods – actions that the objects can do (or interactions you can have with the object  
         objectName.methodName();
      2. Properties – characteristics of the object that have discrete values that can be read and/or set  
         objectName.propertyName = *value*;  
         *variable* = objectName.propertyName;
2. New Content
   1. Adding JS commands to an external .js file
      1. Only JavaScript commands are added here – no html
      2. Comments – text that you add to the program that is for humans to read and interpret, not the computer
         1. Use comments to:
            1. To-do list
            2. Communicate with other people in your development group
            3. Outline what major steps of the program code do
            4. Etc.
         2. Comment expectations
            1. Every .js file will have a block comment at the beginning identifying

The program

The coder

The date

* + - * 1. Function comment block

Summarize the function purpose

Arguments

Returned value

* + - * 1. A sentence for each major code block
      1. JavaScript comment syntax
         1. Block comment – enclose many lines of commented text  
            /\* This  
             is  
             all  
             one comment  
            \*/
         2. Single comment – comments out only the text to the right of the comment character in the same line  
            //This would all be commented out  
            This would not be a comment
      2. Some more interesting script techniques
         1. Methods – use methods of the document object to retrieve object refereces

querySelector()

Accepts CSS style selectors as arguments

Returns a reference to the first object in the document that matches the selector

querySelectorAll()

Accepts CSS style selectors as arguments

Returns a collection of all the objects in the document that match the selector

getElementById()

Accepts a text string WITHOUT the # sign as an argument

Returns an object reference to the single element on the page with a matching id value

getElementsByTagName()

Accepts a string argument that is the tag name you want to select “h1”, “body”, etc.

Returns a collection of all the objects that match the provided tag name

* + - * 1. Properties

Event properties

Used to bundle code so that it doesn’t execute until the event occurs

Ex: window.onload

Assign a function to the property

Ex: window.onload = function() {  
  
 }

All start with “on” and then are followed by the event name

Other properties

How do you know what properties exist for an object?

Every HTML element attribute has a corresponding JavaScript property

Find a good JavaScript object/property reference

<https://www.w3schools.com/jsref/dom_obj_all.asp>