Exercise: DOM Manipulations

Problems for exercises and homework for the "JavaScript Advanced" course @ SoftUni. Submit your solutions in the SoftUni judge system at https://judge.softuni.bg/Contests/1550/Exercise-DOM-Manipulations.

1. Subtraction

An HTML page holds two text fields with ids "firstNumber" and "secondNumber". Write a JS function to subtract the values from these text fields and display the result in the div named "result".

HTML and JavaScript Code

You are given the following **HTML** code:

```
subtract.html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Subtraction</title>
</head>
<body>
<div id="wrapper">
    <input type="text" id="firstNumber" value="13.33" disabled>
    <input type="text" id="secondNumber" value="22.18" disabled>
    <div id="result"></div>
</div>
<script src="subtract.js"></script>
<script>
    window.onload = function () {
        subtract();
</script>
</body>
</html>
```

It comes together with the following JavaScript code:

```
subtract.js
function subtract() {
    // TODO
```

Implement the above to provide the following functionality:

















- Your function should take the values of "firstNumber" and "secondNumber", convert them to numbers, subtract the second number from the first one and then append the result to the <div> with id="result".
- Your function should be able to work with **any 2 numbers** in the inputs, not only the ones given in the example.

```
    ← → C Q subtract.html
    13.33
    -8.85
```

Hints

We see that the **textboxes** and the **div** have **id** attributes on them.

```
<div id="wrapper">
     <input type="text" id="firstNumber" value="13.33" disabled>
     <input type="text" id="secondNumber" value="22.18" disabled>
     <div id="result"></div>
</div>
```

We can take the numbers directly from the input field by using the **getElementById()** function. After we have taken the elements from the DOM, it's time to do the actual work. We get the values of the two **textboxes**, the value of a textbox, as one would expect, is **text**. In order to get a **number**, we need to use a function to **parse them**.

```
let num1 = document.getElementById('firstNumber').value;
let num2 = document.getElementById('secondNumber').value;
```

All that's left now is to append the result to the **div**. We use the same function to get the **result** element by id and change its **text content** to the result of the **subtraction**.

```
function subtract() {
  let num1 = Number(document.getElementById('firstNumber').value);
  let num2 = Number(document.getElementById('secondNumber').value);
  document.getElementById('result').textContent = num1 - num2;
}
```

Our code is ready now. Submit **only** the **subtract()** function in judge.

















2. Fill Dropdown

Your task is to take values from **input** fields with **ids "newItemText"** and **"newItemValue"**. Then you should create and append an **<option>** to the **<select>** with **id "menu"**.

HTML and JavaScript Code

You are given the following **HTML** code:

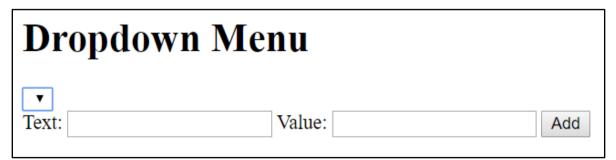
```
dropdown.html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>Fill Dropdown</title>
    <script src="dropdown.js"></script>
</head>
<body>
<h1>Dropdown Menu</h1>
<div>
    <select id="menu"></select>
</div>
  <label for="newItemText">Text: </label><input type="text" id="newItemText"</pre>
  <label for="newItemValue">Value: </label><input type="text"</pre>
id="newItemValue" />
  <input type="button" value="Add" onclick="addItem()">
</body>
</html>
```

Again, you should create a separate **js** file called **dropdown.js**. In it you should have the following function:

```
dropdown.js

function addItem() {
    // TODO
}
```

Example



















Hints

- Your function should take the values of newItemText and newItemValue. After that you should create a new **option** element and set its **textContent** and its **value** to the newly taken ones.
- Once you have done all of that, you should append the newly created option as a child to the select item with id "menu".
- Finally, you should **clear** the value of the two **input** fields.

3. Accordion

An html file is given and your task is to show more/less information by clicking a button (it is not an actual button, but a span that has an onlick event attached to it). When More is clicked, it reveals the content of a hidden div and changes the text of the link to Less. When the same link is clicked again (now reading Less), hide the div and change the text of the link to More. Link action should be toggleable (you should be able to click the button infinite amount of times).

HTML and JavaScript Code

```
accordion.html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Accordion</title>
  <style>
    #accordion {
      border: 1px solid black;
      display: inline-block;
      width: 400px;
    }
    #accordion p {
      margin: 1em;
    .button {
      float: right;
      background: #5555ff;
      padding: 0.1em 1em 0.1em 1em;
      color: white;
      cursor: pointer;
    }
    #extra {
      display: none;
```

















```
.head {
      background: #cccff;
      padding: 1em;
  </style>
</head>
<body>
<div id="accordion">
  <div class="head">DOM Manipulations Exercise <span class="button"</pre>
onclick="toggle()">More</span></div>
  <div id="extra">
    Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod
tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis
nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis
aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat
nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui
officia deserunt mollit anim id est laborum.
  </div>
</div>
  <script>
    function toggle() {
     // TODO
    }
  </script>
</body>
</html>
```

DOM Manipulations Exercise



















DOM Manipulations Exercise



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Hints

- To **change** the text content of a button, you could use **getElementsByClassName**. However, that returns a **collection** and we need only **one** element from it, so the correct way is to **use getElementsByClassName**('button')[0] as it will return the needed span element.
- After that we should change the **display style** of the div with an id "extra". If the display style is "none", we should **change** it to "block" and the opposite.
- Along with all of this, we should **change** the text content of the **button** to **Less/More**.

4. Sections

You will receive an array of strings. For each string, create a **div** with a **paragraph** with the **string** in it. Each paragraph is initially **hidden (display:none)**. Add a **click** event listener to **each div** that **displays** the hidden paragraph. Finally, you should **append** all divs to the element with an id "**content**".

HTML and JavaScript Code









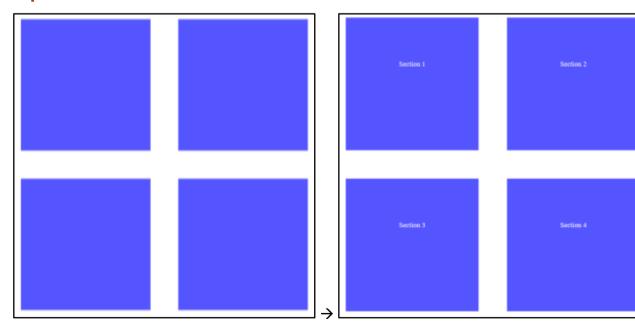








```
}
    #content div {
      float: left;
      width: 300px;
      height: 300px;
      margin: 2em;
      background: #5555ff;
      text-align: center;
    }
    #content div p {
      color: white;
      margin: 6em 3em 6em 3em;
  </style>
</head>
<div id="content">
</div>
<body onload="create(['Section 1', 'Section 2', 'Section 3', 'Section 4']);">
<script>
  function create(sentences) {
   // TODO
  }
</script>
</body>
</html>
```



















5. Notification

Write a JS function that receives a string message and displays it inside a div with an id "notification" for 2 seconds. The div is initially hidden and when the function is called, it must be shown. After 2 seconds, hide the div. In the example below, a notification is shown when you click the button.

HTML and JavaScript Code

```
notification.html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Notification</title>
  <style>
    body { width: 600px; text-align: center; }
    .header {
      background-color: #5555ff;
      color: white;
      position: relative;
      left: 0;
      top: 0;
      padding: 0.5em;
    #container {
      position: relative;
    .post {
      margin: 48px;
      text-align: left;
    #notification {
      float: right;
      background: #119911;
      color: #ffffff;
      padding: 0.5em 2em 0.5em 2em;
      margin: 1em;
      display: none;
      position: absolute;
      top: 0;
      right: 0;
    }
  </style>
</head>
<body>
<div id="container">
  <header class="header">
```

















```
<h1>Welcome to our site</h1>
  </header>
  <div id="content">
   <article class="post">
      Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do
eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim
veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea
commodo consequat.
      >Duis aute irure dolor in reprehenderit in voluptate velit esse
cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non
proident, sunt in culpa qui officia deserunt mollit anim id est laborum.
   </article>
   <button onclick="notify('Something happened!')">Get notified</button>
  <div id="notification"></div>
</div>
<script>
 function notify(message) {
   // TODO
 }
</script>
</body>
</html>
```



When we click the "Get notified" button, a div appears in our upper-right corner. It should disappear in 2 seconds.



















6. Time Converter

Create a JS program that converts different time units. Your task is to add a click event listener to all the buttons. When a button is clicked, read the corresponding input field, convert the value to the three other time units and display it in the input fields.

HTML and JavaScript Code

```
timeConverter.html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Time Converter</title>
  <script src="timeConverter.js"></script>
  <style>
    label, input {
      display: inline-block;
      width: 5em;
    }
    label {
      text-align: right;
  </style>
</head>
<body onload="attachEventsListeners()">
<h1>Time Converter</h1>
<div>
 <label for="days">Days: </label>
  <input type="text" id="days">
  <input id="daysBtn" type="button" value="Convert">
</div>
<div>
  <label for="hours">Hours: </label>
  <input type="text" id="hours">
  <input id="hoursBtn" type="button" value="Convert">
</div>
<div>
  <label for="minutes">Minutes: </label>
  <input type="text" id="minutes">
  <input id="minutesBtn" type="button" value="Convert">
</div>
<div>
  <label for="seconds">Seconds: </label>
  <input type="text" id="seconds">
  <input id="secondsBtn" type="button" value="Convert">
</div>
```















```
</body>
</html>
```

You should have the following timeConverter.js file:

```
timeConverter.js
function attachEventsListeners() {
  // TODO: attach click events to all buttons
```

Example



One day is equal to 24 hours/1440 minutes/86400 seconds. Whichever button we click, the input fields should change depending on the added value on the left. (For example, if we write 48 hours and click convert the days, the field value should change to 2).

7. * Distance Converter

Your task is to convert from **one** distance unit to **another** by adding a **click** event listener to a button. When it is clicked, read the value from the input field and get the selected option from the input and output units drop downs. Then calculate and display the converted value in the disabled output field.

HTML and JavaScript Code

You are given the following **HTML** code:

```
distanceConverter.html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Distance Converter</title>
  <script src="distanceConverter.js"></script>
  <style>
    label, input {
      display: inline-block;
      width: 5em;
    }
```



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```
label {
      text-align: right;
 </style>
</head>
<body onload="attachEventsListeners()">
<h1>Distance Converter</h1>
  <label for="inputDistance">From:</label>
 <input type="text" id="inputDistance">
  <select id="inputUnits">
   <option value="km">Kilometers
   <option value="m">Meters</option>
   <option value="cm">Centimeters</option>
   <option value="mm">Millimeters</option>
   <option value="mi">Miles</option>
   <option value="yrd">Yards</option>
   <option value="ft">Feet</option>
   <option value="in">Inches</option>
 </select>
  <input type="button" id="convert" value="Convert">
</div>
<div>
  <label for="outputDistance">To:</label>
 <input type="text" id="outputDistance" disabled="disabled">
 <select id="outputUnits">
   <option value="km">Kilometers
   <option value="m">Meters</option>
   <option value="cm">Centimeters</option>
   <option value="mm">Millimeters
   <option value="mi">Miles</option>
   <option value="yrd">Yards</option>
   <option value="ft">Feet</option>
   <option value="in">Inches</option>
 </select>
</div>
</body>
</html>
```

You should have the following **distanceConverter.js** file:

```
distanceConverter.js
function attachEventsListeners() {
  // TODO: attach click event to convert button
}
```

Multiply the incoming distance by the following conversion rates to convert to meters. Divide to convert from meters to the required output unit.

```
1 \text{ km} = 1000 \text{ m}
```

















```
1 m = 1 m

1 cm = 0.01 m

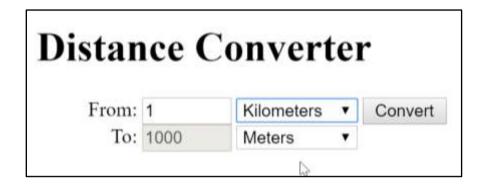
1 mm = 0.001 m

1 mi = 1609.34 m

1 yrd = 0.9144 m

1 ft = 0.3048 m

1 in = 0.0254 m
```



Hint

To see which option is selected, read the properties of its parent: **value** gives you the value of the selected option (as displayed in the HTML), **selectedIndex** gives you the 0-based index of the selected option. For example, if miles are selected, **#inputUnits.value** is "mi",

#inputUnits.selectedIndex is 4. Option text is irrelevant.















