## Document Object Model

#### Preliminary

```
window.onload = function () {
  (your code here)
};
```

#### Objects and functions

- **document** the main object that connects JavaScript to the web page
- $\begin{tabular}{ll} \textbf{document.createElement} & function that takes a tag\\ name and returns an object \end{tabular}$
- $\begin{tabular}{ll} \textbf{document.findElementById} & function & that & retrieves an element by ID \\ \end{tabular}$
- document.createTextNode function that creates
   text from strings
- **e.appendChild** function that attaches one element to another
- e.style object that contains CSS style properties
- $\mathbf{e.addClass}\,$  function that adds a CSS class to an element

# Handout for Code Your Own Site

# Getting Started

Welcome to the class!

Copies of the slides with notes are stored at:

https://github.com/clarissalittler/multcolib-lectures/blob/master/CodeYourOwnAlt.pdf

From here you can click "Download" and read the slides any time.

#### Links to resources

- General JavaScript notes: http://bit.ly/ 2ahKOZc
- Tutorial on HTML and CSS: http://bit.ly/ 2af3ifd
- Tutorial on JavaScript and the Document Object Model: http://bit.ly/2abXKFa
- Neocities: https://neocities.org/

## Glossary of Terms

**HTML** HyperText Markup Language, the content of a web page

CSS Cascading Style Sheets, how pages look

**JavaScript** A programming language that runs in the browser and provides interaction

**DOM** Document Object Model, which connects the JavaScript code to the page

#### Basic JavaScript Syntax

# Creating Variables var variableName; variableName;

variableName = 30;

#### Arithmetic

```
10 + 10;
30 + 2;
30 - 2;
30 \ 10;
```

#### Strings

```
"this is a string";

'as is this';

"as is 'this'";

'and is "this";
```

You can mix quotation types for typesetting purposes, but otherwise they're the same.

#### Functions

#### Creating functions

```
function functionName (x) {
    console.log(x);
    return x + 10;
}
Using functions

console.log("thing");

var myObjects

Objects

wat myObject = {property1 : value1,
    property1 : value1,
    property2 : value2};

myObjects

myObject.property1;
```

#### HLML Example

# Basic Selectors

```
name selection by class #name selection by ID
mame selection by tag name
```

# Common CSS Properties

```
width the width of the element
height the height of the element
color the color of the text
background-color the color of the background of the
element
display how the element is displayed: block and none
```

**display** how the element is displayed: block and none are two possible values

# CZZ Exsmble

## style CSS code goes between the style tags script JavaScript code goes between the scr

stsil

ter titles

Common Tags

script JavaScript code goes between the script tags

—hered list tag, for bulleted—unnumbered—

ol ordered list tag, for numbered or enumerated lists

hl heading tag, for headlines, section headings, chap-

a anchor tag is used to make links

It list items, go inside of or li tags

**p** paragraph tag, holds basic text

# HTML Template

```
<!doctype html>
<!doctype html>
<head>
<hody>
<hody>
<hody>
<math display="back">
<hody>
<hod>
<hody>
<hod>
<hody>
<hody>
<hod>
```