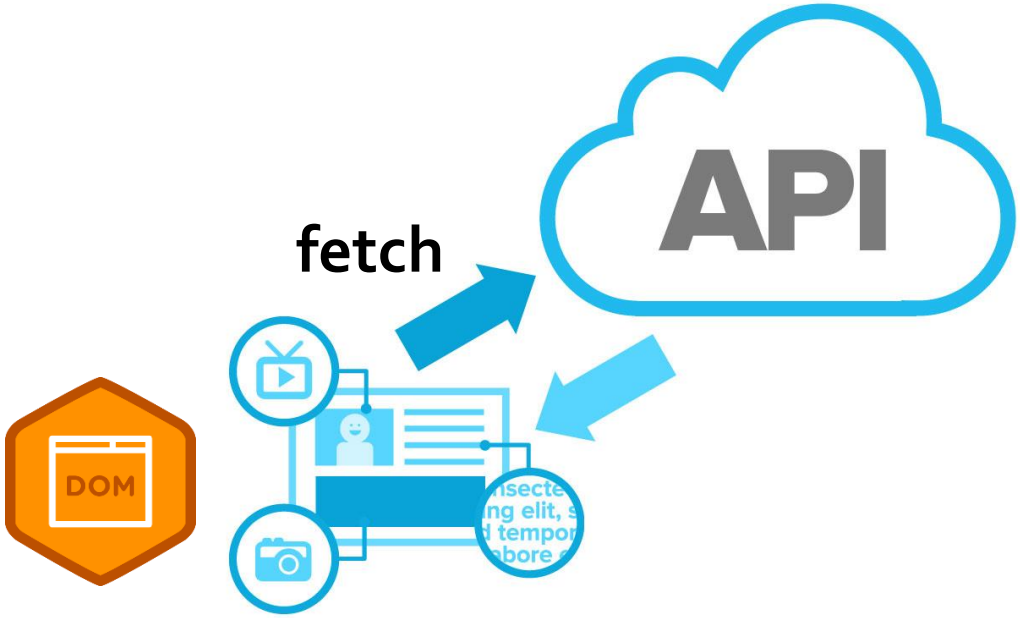
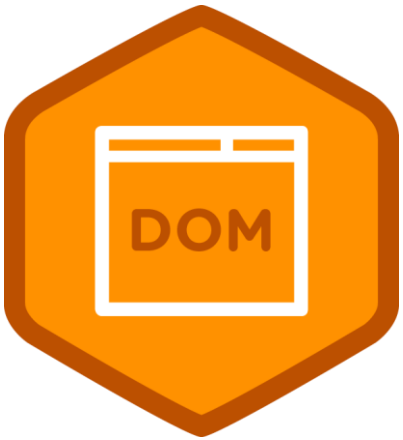
JavaScript on the Client Side



Outline

1. DOM Manipulation using JavaScript
2. Consume Web API using Fetch
3. HTML Template to generate UI

DOM Manipulation using JavaScript



What Can JavaScript Do?

- **Server Side Web applications**
  - Write server-side application logic and Web API (using Node.js)
- **Client Side Dynamic Behavior**
  - **React to user input** i.e., handle client side events such as button clicked event. e.g., Changing an image on moving mouse over it
  - **Updating the page**
    - Add/update page content: **Manipulate the Document Object Model** (DOM) of the page: read, modify, add, delete HTML elements
    - Change how things look: CSS updates
  - **Validate form input** values before being submitted to the server
  - **Perform computations**, sorting and animation
  - **Perform asynchronous Web API calls** (AJAX) to get or submit JSON data to the server without reloading the page

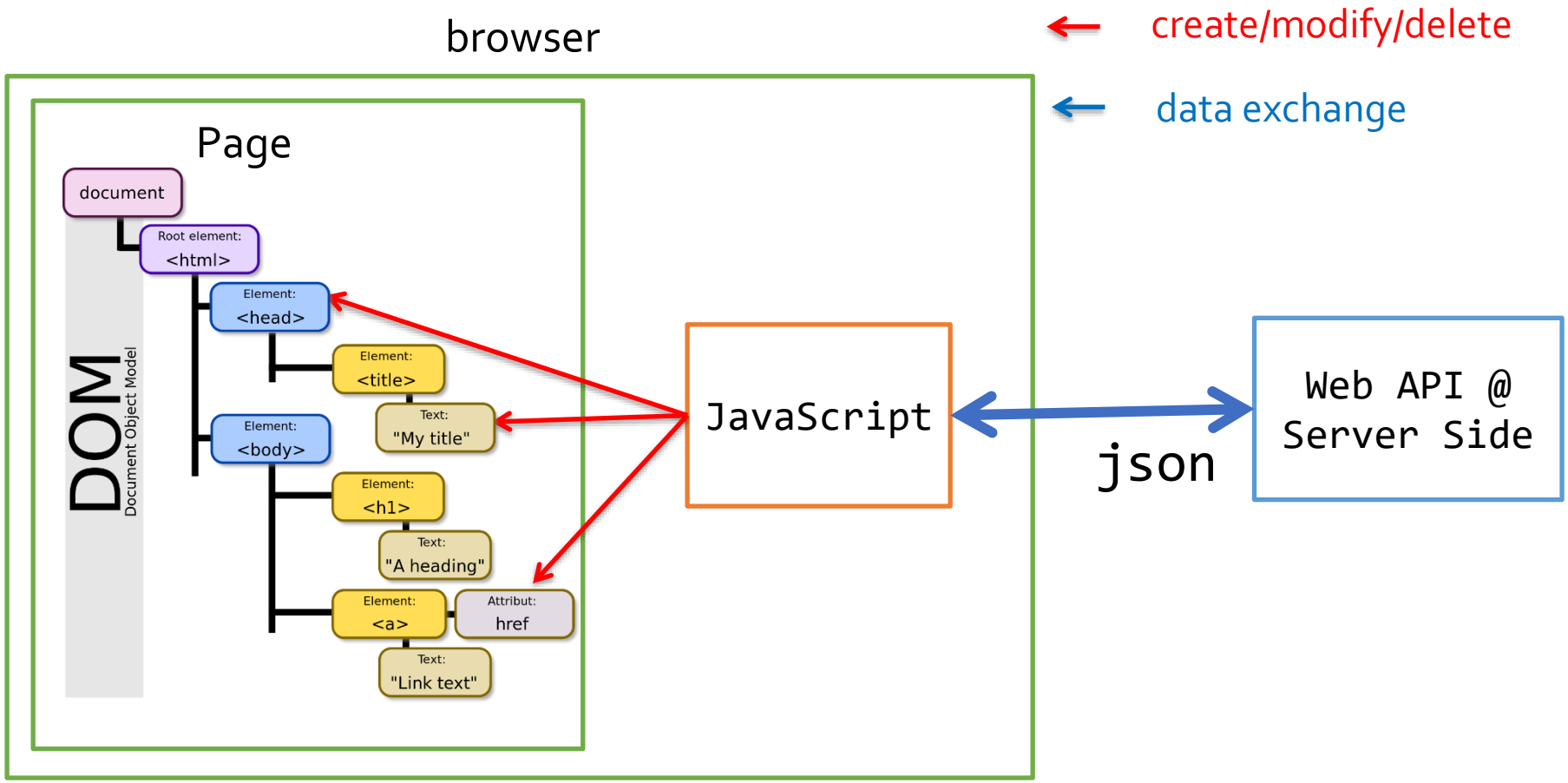
Where to place JavaScript Code?

- The JavaScript code can be placed in:
  - `<script>` tag in the head
  - In an external file and add a reference to it in the HTML file. This is the recommended way
    - Reference via `<script>` tag in the **head** or at the end of the **body**

```
<script src="script.js"></script>
```

    - JavaScript files usually have **`.js`** extension
    - The `.js` files get cached by the browser

Role of JavaScript on the Client Side

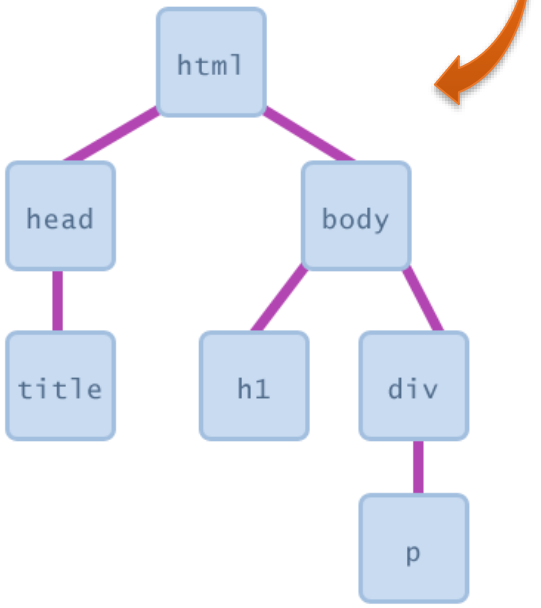


- DOM = A tree structure built out of the page HTML elements
- Use JavaScript to manipulate the DOM by changing the properties of DOM elements

Document Object Model (DOM)

- DOM API consist of objects and methods to interact with the HTML page
  - **Select** page elements
  - **Add**, **update** or **remove** page elements
  - **Apply styles** dynamically
  - **Listen** to and **handle** events

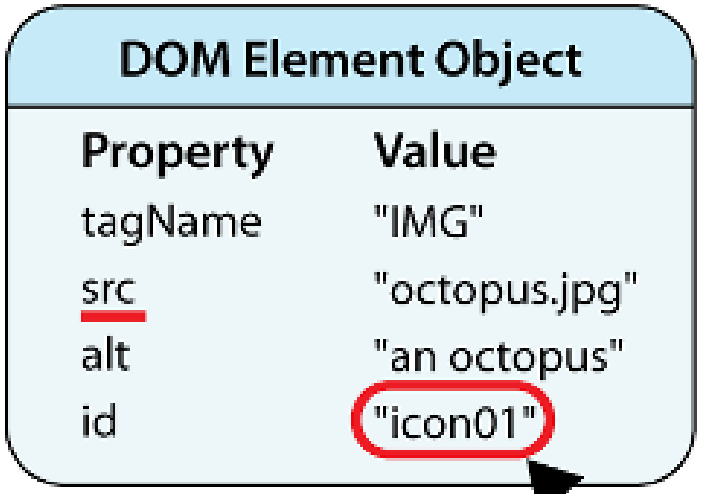
```
<html>
<head>
    <title> ... </title>
</head>
<body>
    <h1> ... </h1>
    <div>
        <p> ... </p>
    </div>
</body>
</html>
```



Example DOM Element

HTML

```
<p>
  Look at this octopus:
  <img src="octopus.jpg" alt="an octopus" id="icon01" />
  Cute, huh?
</p>
```



JavaScript

```
var icon = document.getElementById("icon01");
icon.src = "kitty.gif";
```

Selecting HTML Elements

- Elements must be **selected first** before changing them or listening to their events
  - **querySelector**() returns the first element that matches a specified *CSS selector* in the document
  - **querySelectorAll**() returns all elements in the document that matches a specified CSS selector

Example CSS selectors:

1. By tag name: `document.querySelector("p")`
2. By id : `document.querySelector("#id")`
3. By class: `document.querySelector(".classname")`
4. By attribute: `document.querySelector("img[src='cat.png']")`
   - Return the first image whose src attribute is set to **cat.png**

- Examples

- https://www.w3schools.com/jsref/met_document_queryselector.asp
- https://www.w3schools.com/jsref/met_document_queryselectorall.asp

Selecting Elements – old way!

- Access elements via their ID attribute

```
let element = document.getElementById("some-id")
```

- Via the **name** attribute

```
let elArray = document.getElementsByName("some-name")
```

- Via tag name

```
let imgTags = document.getElementsByTagName("img")
```

  - Returns array of `<img>` elements

DOM Manipulation

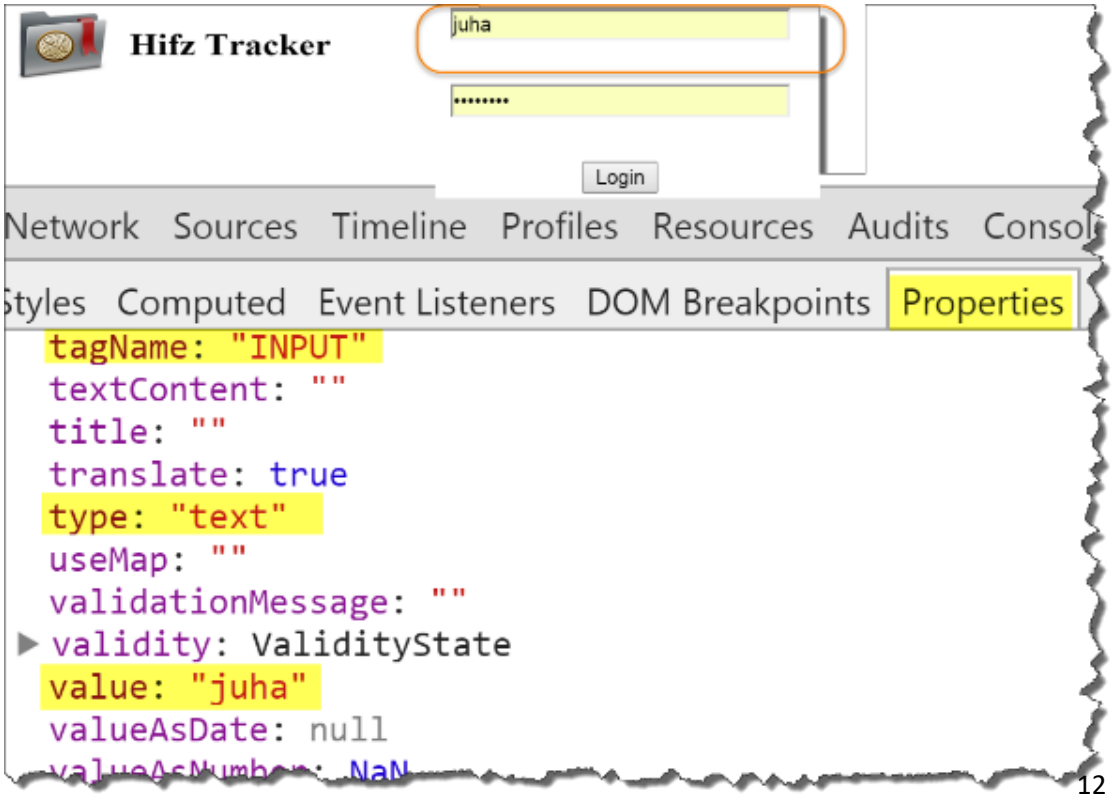
- Once we **select** an element, we can read / change its attributes

```
function change(state) {
  let lampImg = document.querySelector("#lamp")
  lampImg.src = `lamp_${state}.png`
  let statusDiv =
    document.querySelector("#statusDiv")
  statusDiv.innerHTML = `The lamp is ${state}`
}
…
<img src="test_on.gif"  id="lamp"
  onmouseover="change('off')"
  onmouseout="change('on')" />
```

Common Element Properties

- `value` - get/set value of input elements
- `innerHTML` - get/set the HTML content of an element
- `className` - the `class` attribute of an element

User Chrome Dev Tool to see the Properties of Page element



Events Handling

- JavaScript can register event handlers
  - Events are fired by the Browser and are sent to the specified JavaScript **event handler** function
  - Can be set with HTML attributes:

```
<img src="test.gif" onclick="imageClicked()" />
```

  - Can be set through the DOM:

```
const img = document.querySelector("#myImage")
img.addEventListener('click', imageClicked)
```

Ask to be notified of clicks on element **#myImage**

Event Handler Example

```
<script>
document.querySelector("#btnDate").
    addEventListener("click", displayDate)

function displayDate() {
    document.querySelector("#date").innerHTML = Date()
}
</script>
```

Try it @ http://www.w3schools.com/js/tryit.asp?filename=tryjs_addeventlistener_displaydate

Common DOM Events

- Mouse events:
  - `onclick`, `onmousedown`, `onmouseup`
  - `onmouseover`, `onmouseout`, `onmousemove`
- Key events:
  - `onkeypress`, `onkeydown`, `onkeyup`
  - Only for input fields
- Interface events:
  - `onblur`, `onfocus`, `onscroll`
- Form events
  - `onsubmit` : allows you to cancel a form submission if some input fields are invalid

DOMContentLoaded

- DOMContentLoaded is fired when the DOM tree is built, but external resources like images and stylesheets may be not yet loaded
  - Best event for adding event listeners to page elements

```
//When the document is loaded in the browser then listen to studentsDD on change event
document.addEventListener("DOMContentLoaded", () => {
    console.log("js-DOM fully loaded and parsed");
    document.querySelector('#studentsDD').addEventListener("change", onStudentChange)
})
```

The Event Object

```
function name (event) {
    // an event handler function...
}
```

- Event handlers can accept an optional parameter to represent the event that is occurring
- Event objects have the following properties/methods:

Property	Description
type	what kind of event, such as "click" or "mousedown"
target	the element on which the event occurred
timestamp	when the event occurred

Stopping an Event

- preventDefault() stops the browser from doing its default action on an event.
  - for example, stops the browser from following a link when <a> tag is clicked
  - Or return false in an event handler to stop an event

```
<a href="#" onclick="onAddHero(event)">Add Hero</a>
```

```
async function onAddHero(event) {
    event.preventDefault();

    const heroesDiv = document.querySelector("#heroes");
    const heroEdtior = await getHeroEditor();
    heroesDiv.innerHTML = heroEdtior;
}
```

Commonly used methods

- Add Element

e.g., add div element and assign it *alert-success* css class

```
let newDiv = document.createElement('div')
newDiv.innerText = 'Div added by script'
newDiv.classList.add('alert-success')
document.body.appendChild(newDiv)
```

- DOM Traversal

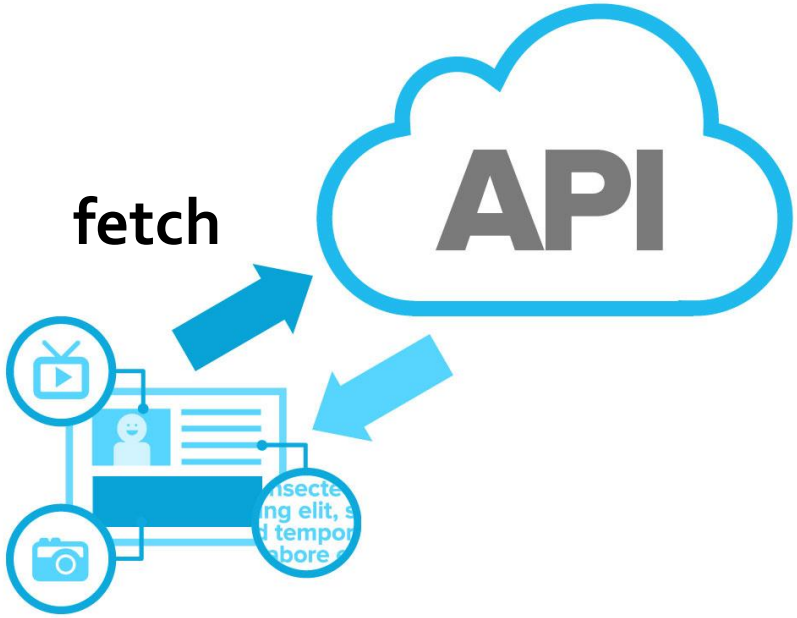
```
let parent = document.querySelector('#about').parentNode
let children = document.querySelector('#about').children
```

- Hide & Show

```
document.querySelector('#myDiv').style.display = 'none';
document.querySelector('#myDiv').style.display = '';
```

2

Consume Web API using Fetch



Back

- AJAX is acronym of Asynchronous JavaScript and ~~XML~~ JSON
  - AJAX is used for **asynchronously** fetching (in the background) of dynamic Web content and data from Web API
  - Allows dynamically adding elements into the DOM
- Two styles of using AJAX for **partial page update**
  - Load an HTML fragment and inject it in the page
  - Call Web API then use the received JSON object to update the page at the client-side using JavaScript

Web API Get Request using Fetch

- Fetch content from the server

```
async function getStudent(studentId) {
    let url = `/api/students/${studentId}`
    let response = await fetch(url)
    return await response.json()
}
```

- **.json()** method is used to get the response body as a JSON object

Web API Post Request using Fetch

- Fetch could be used to post a request to the server

```
let email = document.querySelector( "#email" ).value,
  password = document.querySelector("#password").value

fetch( "/login", {
    method: "post",
    headers: { "Accept": "application/json",
               "Content-Type": "application/json" },
    body: JSON.stringify({
        email,
        password
    })
})
//headers parameter is optional
```

HTML Template to generate UI

Template literals

- **Template literals** could be used to define an HTML template to generate UI. They support:
- **Expression interpolation**: a template literal can contain placeholders `${expression}` to evaluate that expression and produce a string value

```
const a = 5, b = 10;
console.log(`${a} + ${b} = ${a + b}`);
```

- Conditional expression

```
const isHappy = true;
const state = `${ isHappy ? '😀' : '😢'}`;
console.log(state);
```

Display an Array using a Template literal

- Display an array elements using a template literal with the .map function

```
const  days = ["Mon", "Tue", "Wed", "Thurs", "Fri", "Sat", "Sun"];
const daysHtml = `<ul>
   ${days.map(day => `<li>${day}</li>`).join('\n')}
</ul>`;
console.log(daysHtml);
```

HTML template to generate UI

- Using HTML template to generate UI

```
const person = {
    name: 'Mr Bean',
    job: 'Comedian',
    hobbies: ['Make people laugh', 'Do silly things', 'Visit interesting places’]
}

function personTemplate({name, hobbies, job}){
    return `<article class="person">
                <h3>${name}</h3>
                <p>Current job: ${job}</p>
                <div>
                    <div>Hobbies:</div>
                    <ul>
                        ${hobbies.map(hobby => `<li>${hobby}</li>`).join(" ")}
                    </ul>
                </div>
    </article>`;
}
```

Resources

- DOM

https://developer.mozilla.org/en-US/docs/Web/API/Document_Object_Model/Introduction

- Fetch API

https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API