

Let's open up the browser

Your browser is not just a browser, it's an IDE

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```
> const h1 = document.querySelector('h1')
< undefined
> h1.innerText
< "Le Wagon - Coding Bootcamp"
>
```

Using JavaScript with HTML

```
<!DOCTYPE html>
<html>
  <head>

  </head>
  <body>
    <!-- Your content -->

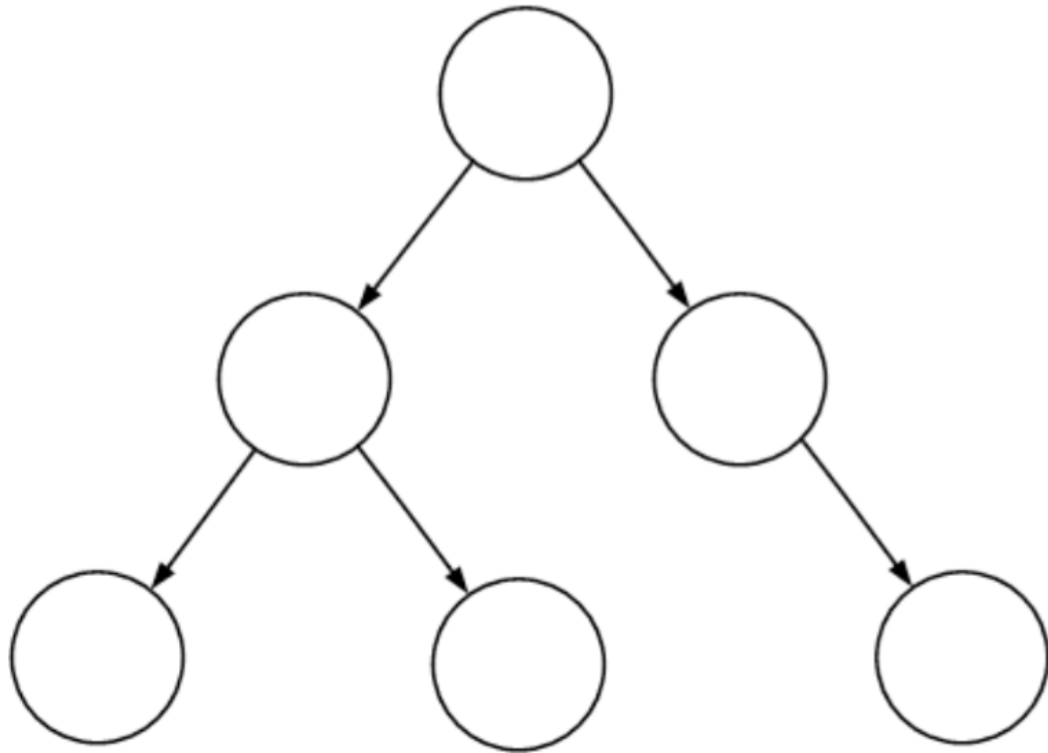
    <!-- Your script tags here -->
    <!-- <script src="first_file.js"></script> -->
    <!-- <script src="other_file.js"></script> -->
  </body>
</html>
```

Loading a JS file is **blocking** the page rendering => Put it at the end.

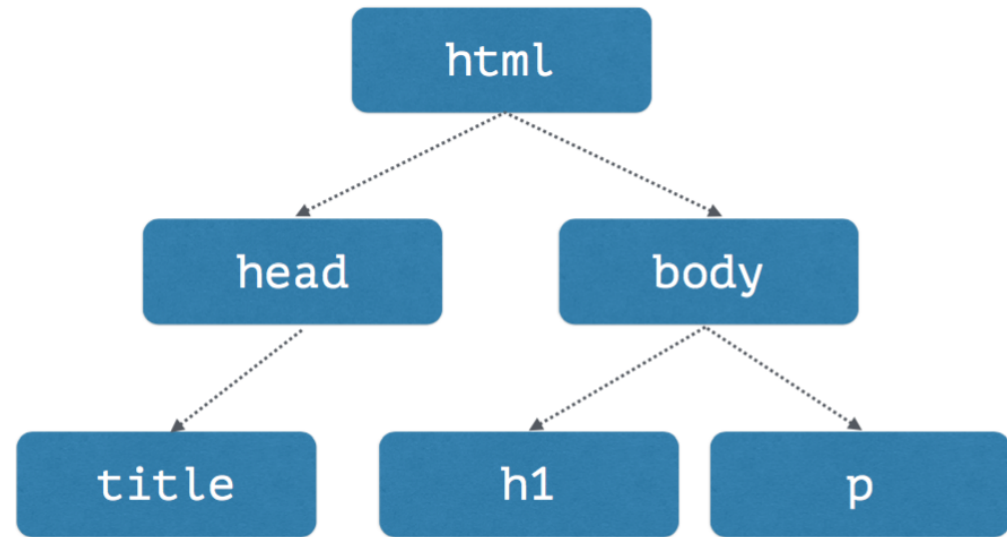
DOM

Document Object Model

[wikipedia.org/Tree*\(data*structure\)](https://wikipedia.org/Tree*(data*structure))

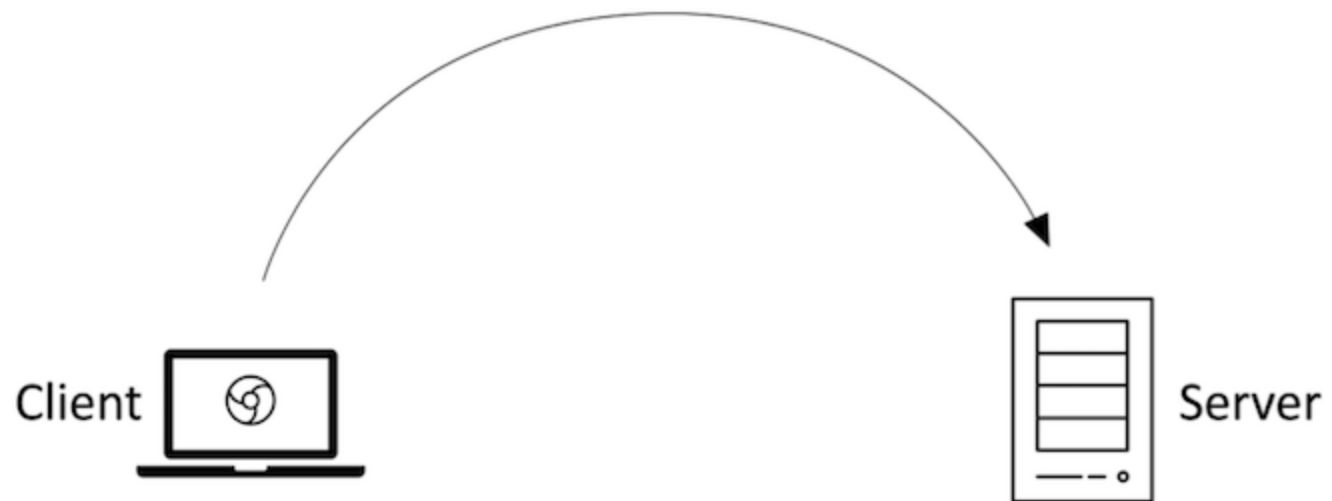


```
<html>  
  <head>  
    <title>Hello</title>  
  </head>  
  <body>  
    <h1>  
      Hello  
    </h1>  
    <p>  
      Lorem Ipsum..  
    </p>  
  </body>  
</html>
```



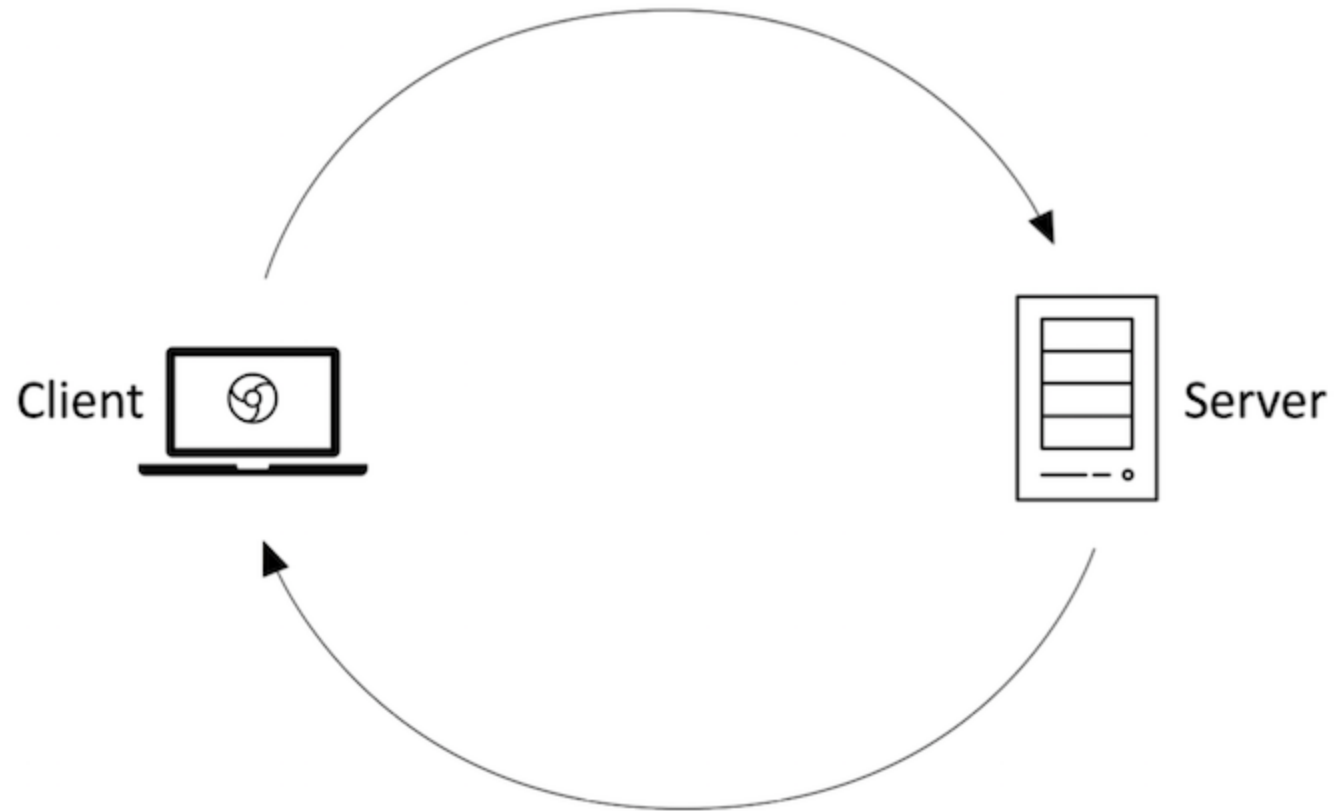
HTTP request with URL

GET "http://lewagon.org/program"



HTTP request with URL

GET "http://lewagon.org/program"

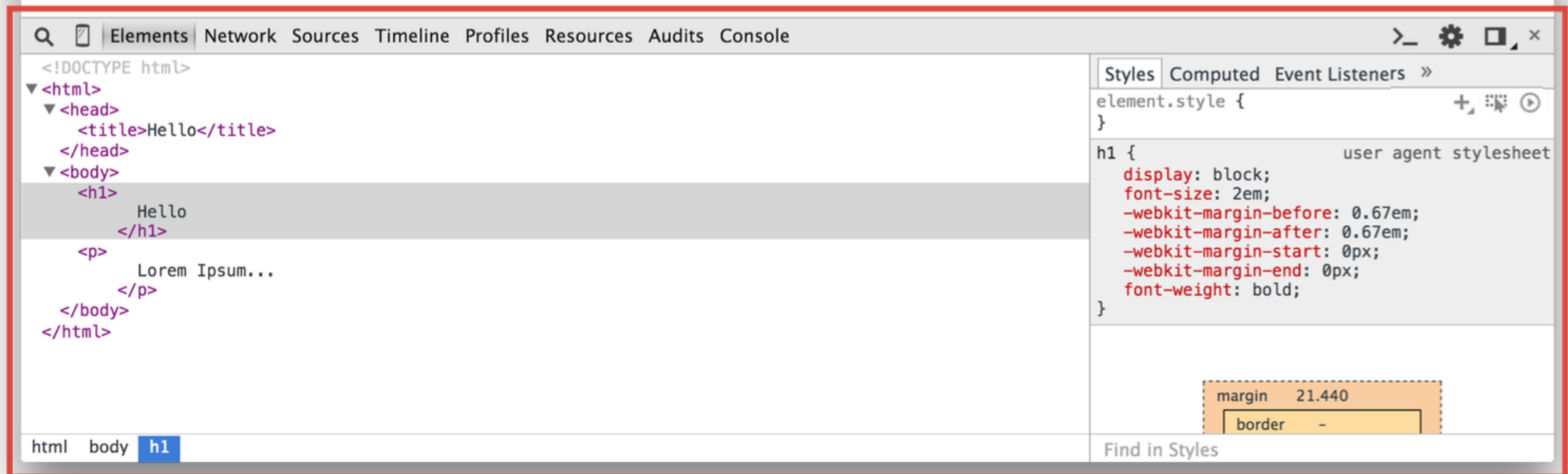
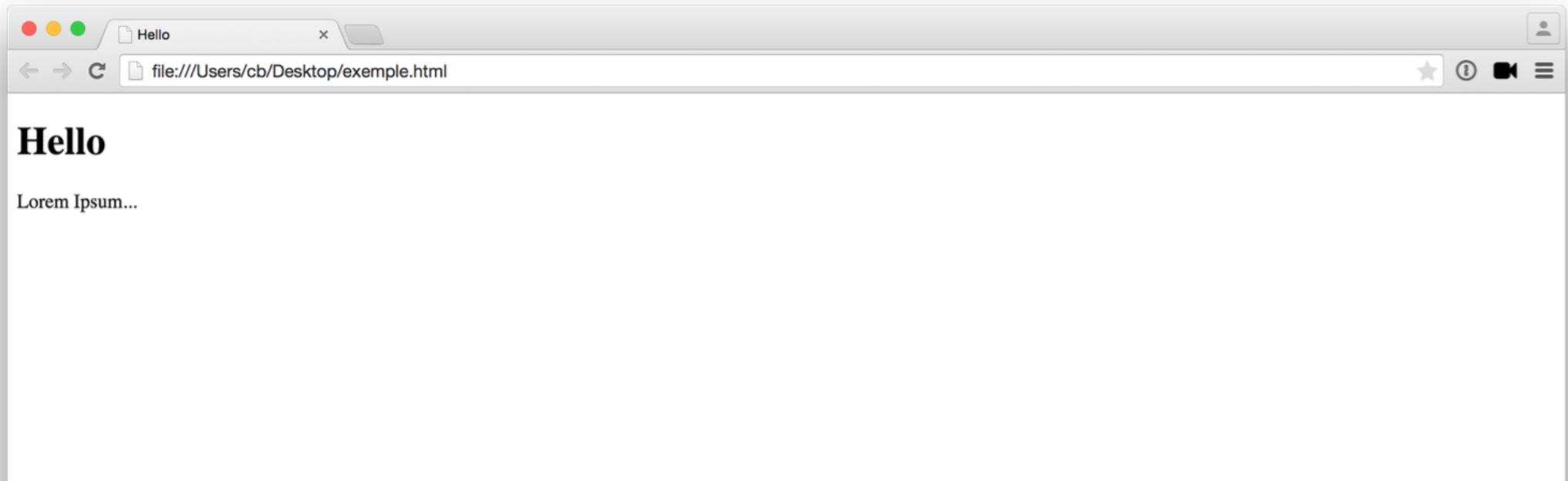


HTTP response with HTML file



The browser **parses** the HTML response and **creates** the DOM from it.

You can visualize the DOM in the Chrome Inspector, in **Elements** tab.



Reference

Please keep a tab open with the [DOM Documentation](#)

Interacting with the DOM

The most important **method**

```
document.querySelector(CSS_SELECTOR);
```

Selecting an element with an `id`

```
<ul id="players"></ul>
```

```
const list = document.querySelector("#players"); // CSS id selector
```

```
// or  
const list = document.getElementById("players"); // just the ID name
```

🤔 What about elements with no `id` ?

Basic CSS selectors

Reminder

```
p           /* Type selector */  
.red        /* Class selector */  
#players    /* ID selector  */
```

Advanced CSS selectors

Reminder

```
ul.active      /* Combined selectors */  
ul .active     /* Descending combinator */  
ul > .active   /* Child combinator */
```

Combine them to get **specific** CSS selectors:

```
let list = document.querySelector('ul#players > .active');
```

We've just selected an element! 💪

What can we do now? 🤔

Append content

We are using the [Element#insertAdjacentHTML](#) method.

```
// element.insertAdjacentHTML("position", "HTML String")
list.insertAdjacentHTML("beforeend", "<li>Luke</li>");
list.insertAdjacentHTML("beforeend", "<li>Anakin</li>");
```

You can also have a look at [ParentNode#append](#).

Selecting from a subset of the DOM

 You can call `querySelector` on any element!

```
<p class="red">A red paragraph</p>
```

```
<ul id="players">  
  <li class="green">Luke</li>  
  <li class="red">Anakin</li>  
</ul>
```

```
const list = document.querySelector("#players");  
const element = list.querySelector(".red");  
console.log(element.innerText);  
// => ?
```

Anakin

Selecting several elements

We want to select **all** winners

```
<ol id="fifa-wins">  
  <li>Brazil (5 wins)</li>  
  <li>Germany (4 wins)</li>  
  <li>Italy (4 wins)</li>  
  <li>Argentina (2 wins)</li>  
  <li>Uruguay (2 wins)</li>  
</ol>
```

We can with `Element.querySelectorAll` !

```
const countries = document.querySelectorAll("#fifa-wins li");
countries.forEach((item) => {
  console.log(item.innerText);
});
```

`countries` is a `NodeList` variable.

Use the right method

```
const countries = document.querySelector("#fifa-wins li");  
// => <li>Brazil (5 wins)</li>
```

`querySelector` returns **the first** element that matches selector!

```
const countries = document.querySelectorAll("#fifa-wins li");  
// => NodeList(5) [li, li, li, li, li]
```

`querySelectorAll` returns them all in a list!

Your turn! How would you append `"France (2 wins)"` to the list? 🤔

```
const list = document.querySelector('#fifa-wins');  
list.insertAdjacentHTML('beforeend', '<li>France (2 wins)</li>');
```

Advanced DOM Manipulations

Show / Hide

Use [HTMLElement.style](#) to change any CSS property

```
const element = document.querySelector(CSS_SELECTOR);

// Hide
element.style.display = "none";

// Show
element.style.display = "";

// Change font color
element.style.color = "red";
```

Add / Remove a class

Use `classList`

```
element.classList.add("red");  
element.classList.remove("red");  
element.classList.toggle("red");
```

Read / Write inputs

```
<!-- Some HTML -->  
<input name="email" id="email" value="paul@gmail.com" />
```

```
const emailInput = document.querySelector("#email");  
  
// Read  
console.log(emailInput.value);  
  
// Write  
emailInput.value = "john@gmail.com";
```

Extract text / HTML

```
<a href="https://www.lewagon.com" id="home">Le Wagon <em>rocks</em></a>
```

```
const home = document.querySelector("#home");  
console.log(home.innerText);  
console.log(home.innerHTML);  
console.log(home.attributes.href.value);  
  
home.innerHTML = "Le Wagon <strong>rocks</strong>!"; // Update HTML
```

Dataset

Use `HTMLElement.dataset`

```
<div id="user" data-uid="2471555" data-github-nickname="Papillard">  
  Boris Paillard  
</div>
```

```
const boris = document.querySelector('#user');  
console.log(boris.dataset.uid);  
console.log(boris.dataset.githubNickname); // note the lowerCamelCase
```


Events

Full Reference

HTML DOM Events

DOMContentLoaded

blur

click

change

focus

keyup

mouseover

resize

scroll

submit

touchstart

Events occur on specific objects

| | |
|------------------|-----------------------------------|
| DOMContentLoaded | # document |
| blur | # input / textarea |
| click | # any visible element |
| change | # selectors and checkboxes |
| input | # input / textarea |
| focus | # any visible element |
| keyup | # window / any focused element |
| mouseover | # any visible element |
| resize | # window |
| scroll | # window / any scrollable element |
| submit | # form |
| touchstart | # for mobile devices |

Event Listener 🎙️

There are two ways of adding an event listener to an `element`

1. Use `addEventListener` on a DOM Element

```
// index.js
let element = document.querySelector('CSS SELECTOR')
element.addEventListener(eventType, (event) => {
  // Do_something (callback)
});
```

2. Use inline event listeners

```
<!-- index.html -->  
<button onclick="Do_something(event)">Click me!</button>
```

```
const Do_something = (event) => // callback
```

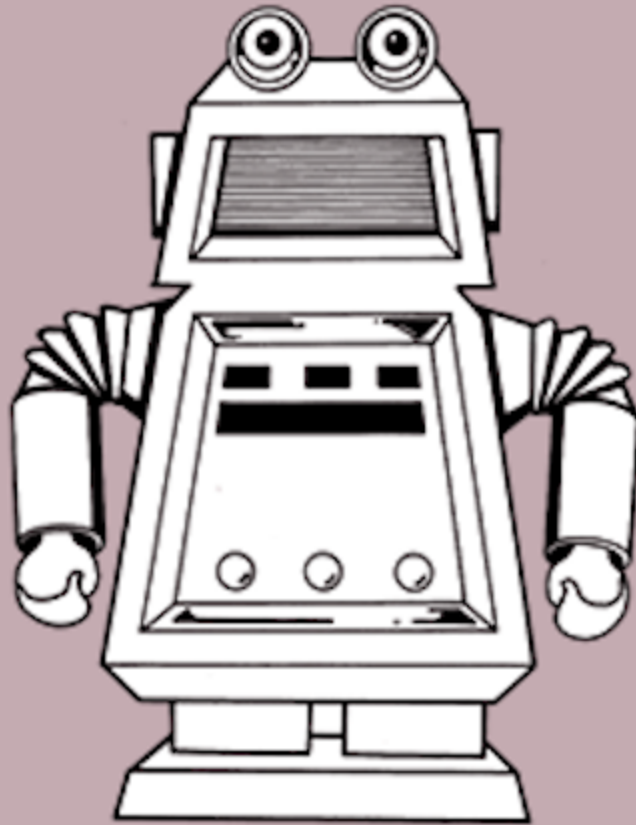
We will mostly use... **inline event listeners!** 🎉

1. Working with a JS framework - Vue, React, Angular - you will encounter these
2. They are also more similar to the mini program framework syntax

What's a callback?

Don't call us, we'll
call you

- The Hollywood
Principle



som^{ee}cards
user card

Listening to a click

```

```

```
const logEvent = (event) => {
  console.log(event); // see the event details
  console.log(event.target); // see the element causing the event
}
});
```

You can read more about [Event.target](#)

UX tip: change the default cursor if the image is clickable.

Live-code

Toggle the `img-circle` CSS class when clicking on these images.

```
.img-circle {  
  border-radius: 50%;  
}
```

You might want to add an `onclick` on an image and then...

```
const roundifyImage = (event) => {  
  let element = event.target  
  element.classList.toggle = "img-circle"  
}
```

BUT you can instead pass the element itself using `this` keyword!

```

```

```
const roundifyImage = (element) => {
  element.classList.toggle = "img-circle"
}
```

What if we have many elements that need to be interactive?

```








<!-- and hundreds more... --->
```

In this case we should add the event handler to all the images using `querySelectorAll`

```
document.querySelectorAll("img").forEach((img) => {  
  img.setAttribute("onclick", "roundifyImage(this)");  
});
```

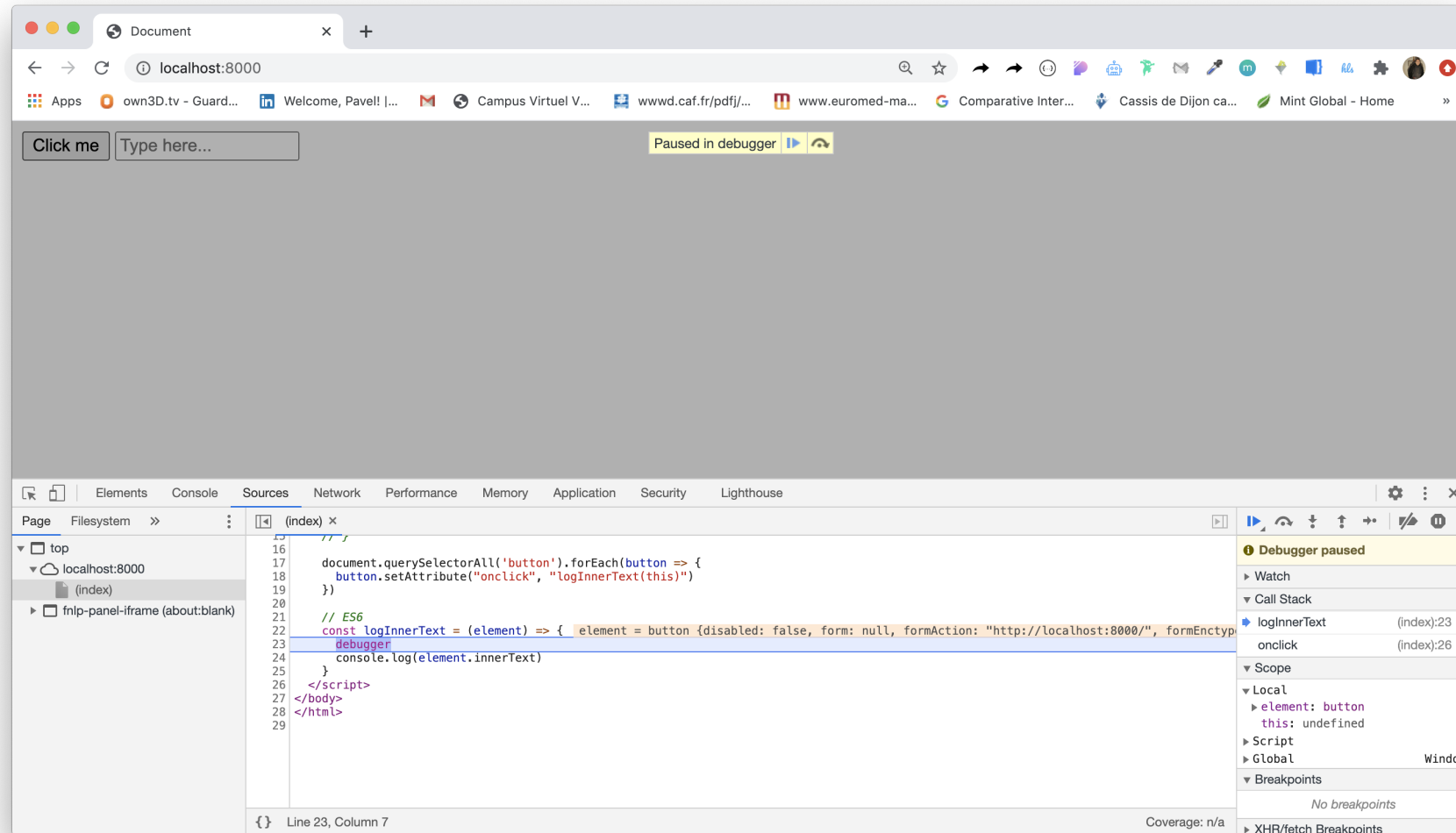
`attributes` are *any* parameters that go inside HTML tags, like `id` , `src` or `onclick`

Debugging

Add this to your JavaScript file and open your browser's **inspector**.

```
debugger
```

The `debugger` keyword will pause the runtime, giving you the chance to explore your code



Happy JavaScripting! 🚀