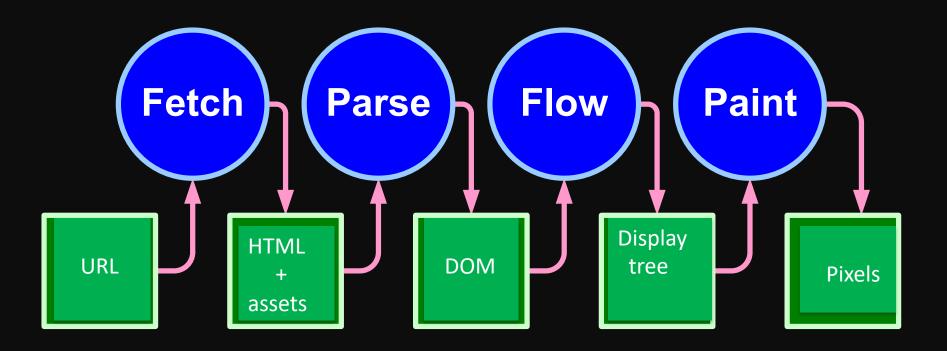
The Web Browser

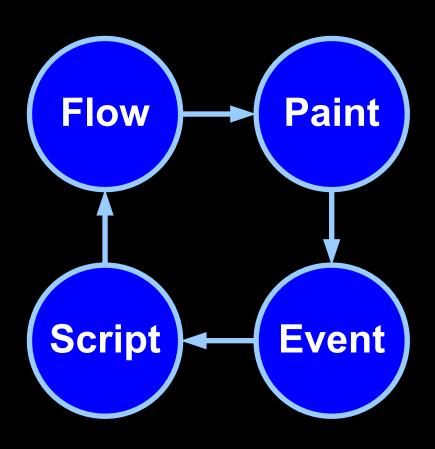
An event-driven environment

Browser

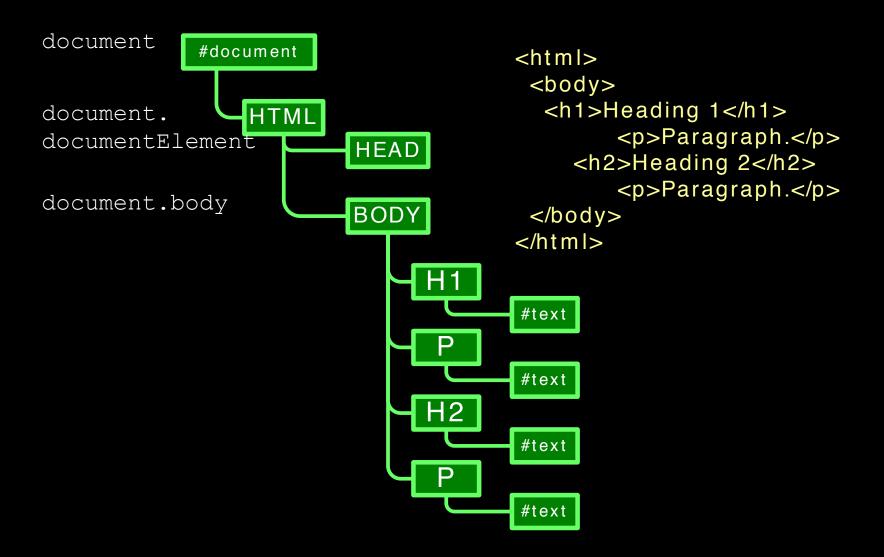
The Theory Of The DOM (Douglas Crockford)



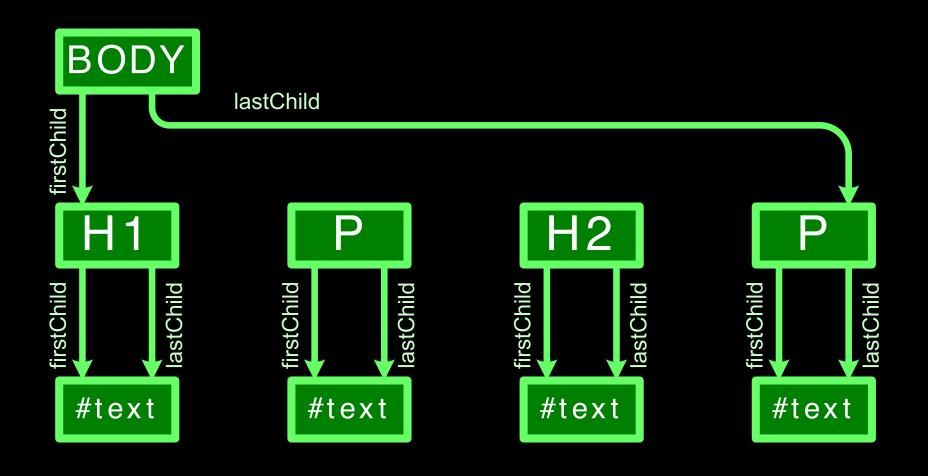
Scripted Browser



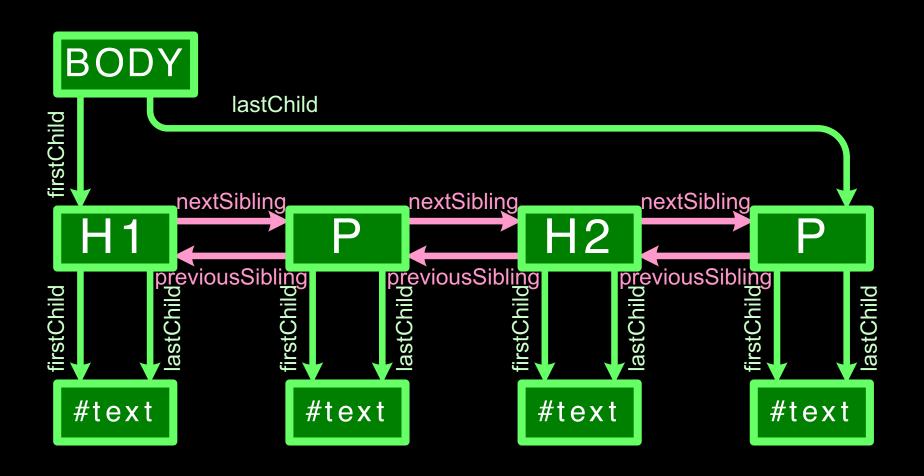
Document Tree Structure (aka DOM)



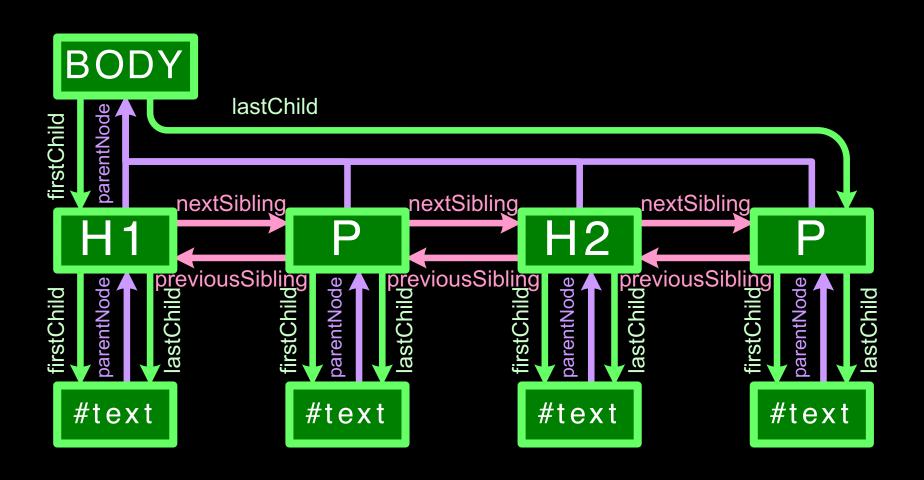
child, sibling, parent



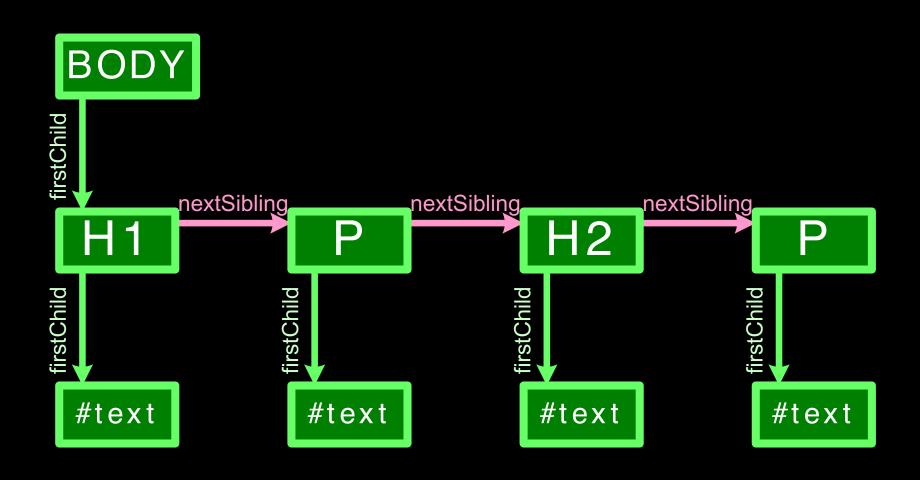
child sibling



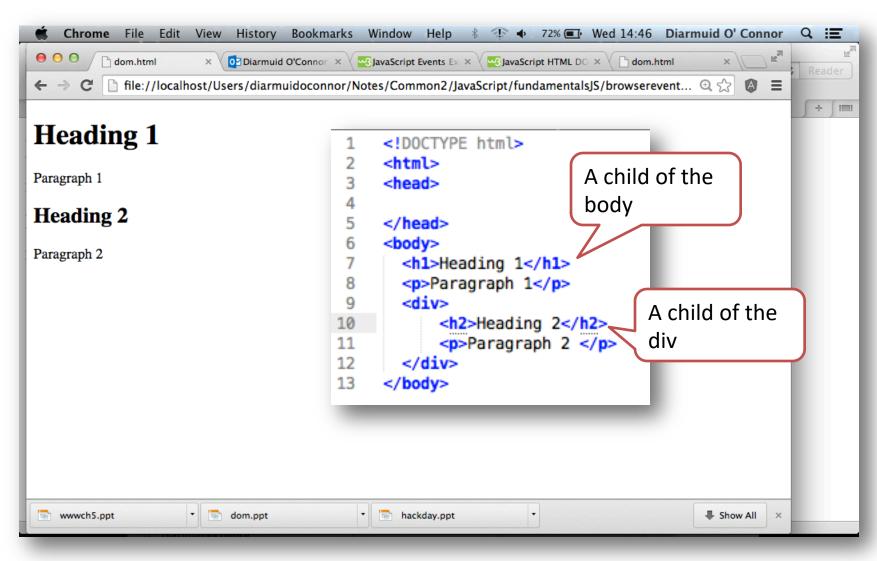
child sibling parent



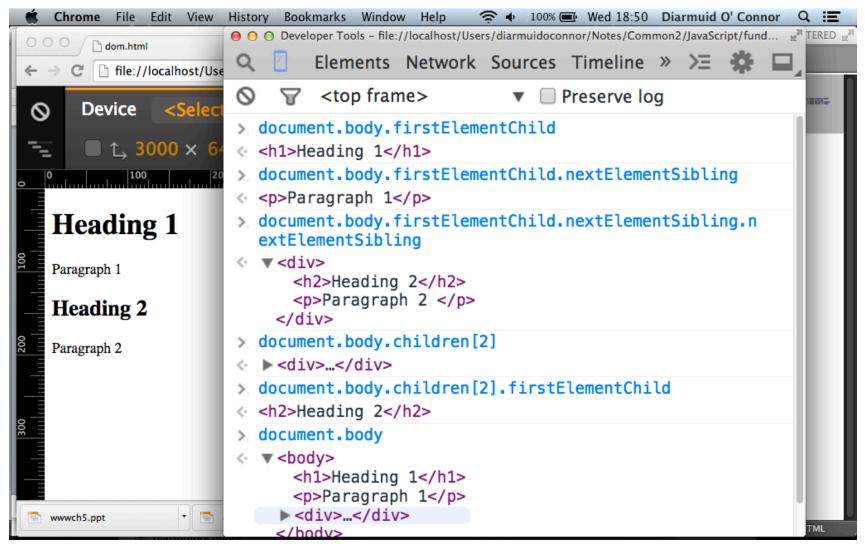
child sibling parent



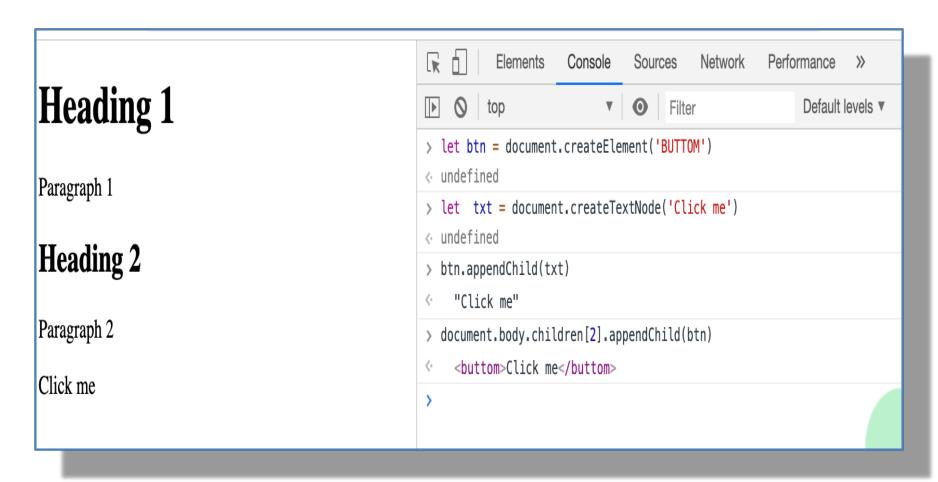
Sample web page



Navigating the DOM



Amending the DOM



Events.

The browser has an event-driven, singlethreaded, asynchronous programming model.

- Examples of events:
 - A mouse click
 - A web page or an image loading
 - 'Mousing' over a hot spot on the web page
 - Selecting an input box in an HTML form.
 - Submitting an HTML form
 - A keystroke
- We can assign event handlers (JS function) to a DOM element.
 - Browser manages handler execution in asynchronuous manner

Event types.

- onabort Loading of an image is interrupted
- onblur An element loses focus
- onchange The content of a field changes
- onclick Mouse clicks an object
- ondblclick Mouse double-clicks an object
- onerror An error occurs when loading a document or an image
- onfocus An element gets focus
- onkeydown A keyboard key is pressed
- onkeypress A keyboard key is pressed or held down
- onkeyup A keyboard key is released
- onload A page or an image is finished loading
- onmousedown A mouse button is pressed
- onmousemove The mouse is moved

Event types.

- onmouseout The mouse is moved off an element
- onmouseover The mouse is moved over an element
- onmouseup A mouse button is releas
- onreset The reset button is clicked
- onresize A window or frame is resized
- onselect Text is selected
- onsubmit The submit button is clicked
- onunload The user exits the page

Event Handlers.

- Adding event handlers/listeners to a web page element. Two styles:
 - Imperative:

```
dom node.addEventListener(type, func, false)
```

Declarative

```
<tagName on{type} = 'func' ......>
```

Event Handlers (Declarative style)

```
<!DOCTYPE html>
    <html>
                                           Event handler / listener
    <head>
    <script>
    function upperCase() {
        var element = document.getElementById("string")
        element.value = element.value.toUpperCase()
 8
    </script>
                                                                  Ref. 02 1 onchange.html
    </head>
10
    <body>
        Enter a string: <input type="text" id="string" onchange="upperCase()">
13
    </body>
                                                                 file:///Users/diarn
  ← → C | hile:///Users/diarmui
                                                   Enter a string: TEST STRING
 Enter a string: test string
```

```
<!DOCTYPE html>
        <html>
        <head>
        <script>
                                                                     Imperative
    5
        function upperCase() {
    6
            var element = document.getElementById("string") ;
                                                                     style
            element.value = element.value.toUpperCase();
            // Switch event handler
            element.removeEventListener('change',upperCase );
            element.addEventListener('change',lowerCase , false);
   10
            document.getElementsByTagName('p')[0].innerHTML =
   11
   12
                                        'String will be lower-cased';
   13
                                                            Ref. 02 2 onchange.html
   14
   15
        function lowerCase() {
   16
            var element = event.srcElement
                                                // event has global scope
   17
            element.removeEventListener('change', lowerCase)
            element.addEventListener('change',upperCase , false)
   18
            element.value = element.value.toLowerCase()
   19
   20
            document.getElementsByTagName('p')[0].innerHTML =
   21
                                        'String will be upper-cased'
   22
   23
        </script>
        </head>
   24
   25
        <body>
        Enter a string: <input type="text" id="string" onchange="upperCase()">
   26
        String will be upper-cased
   27
   28
        </body>
       C | file:///Users/dial
                                          file:///User
                                                                       file:///Users/diarm
Enter a string: test string
                              Enter a string: TEST STRING
                                                         Enter a string: test string 2
String will be upper-cased
                               String will be lower-cased
                                                         String will be upper-cased
```

DOM API → JQuery API.

- The DOM API is not developer-friendly.
- The JQuery JS library (Aug., 2006) improved the developer experience (DX) by:
 - Simplifying event binding and DOM manipulation
 - Providing a common API across multiple browsers
 - Supporting plug-in modules to extend functionality.
- JQuery is built on top of the DOM API.

JQuery.

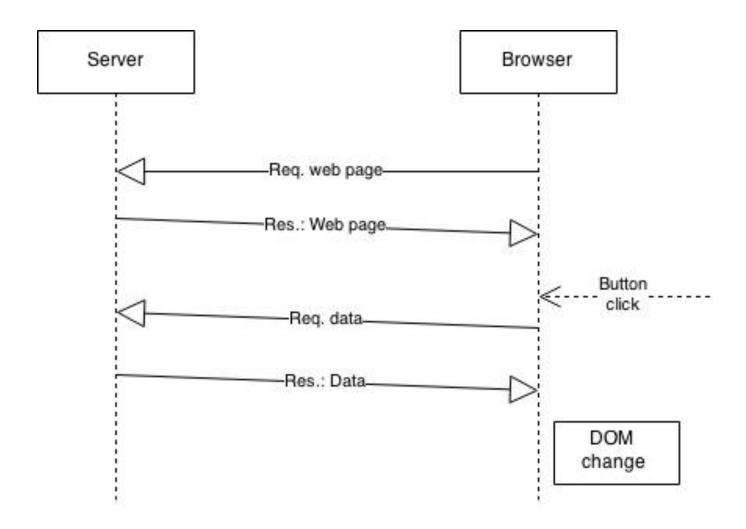
 JQuery promotes an <u>imperative</u> programming model.

```
Ref. 03 1 jq-change.html
    <!DOCTYPE html>
    <html>
    <head> =
    <script src="./jquery.min.js"></script>
    <script> = -
    $(document).ready(function(){
         $("#string").change(function(){
8
             var input = $(this).val().toUpperCase()
9
             $(this).val(input)
10
      })
                                                Helpful this
11
                                                binding
12
    </script>
13
    </head>
14
    <body>
15
         Enter a string: <input type="text" id="string">
16
    </body>
17
```

JQuery.

```
1
    <!DOCTYPE html>
    <html>
    <head>
    <script src="jquery.min.js"></script>
5
    <script>
6
    $(document).ready(function(){
7
        $("#lower").hide();
8
        $("#string").change(upperCase);
9
    })
                                        Ref. 03 2 jq-change.html
10
11
    function upperCase() {
        $(this).val($(this).val().toUpperCase());
12
13
        $(this).change(lowerCase);
14
        $("#lower").show();
        $("#upper").hide();
15
     }
16
17
18
    function lowerCase() {
19
        $(this).val($(this).val().toLowerCase());
20
        $(this).change(upperCase);
21
        $("#upper").show();
22
        $("#lower").hide();
23
24
    </script>
25
    </head>
26
    <body>
27
        Enter a string: <input type="text" id="string">
        String will be upper-cased
28
        String will be lower-cased
29
30
    </body>
```

Simple AJAX example (using JQuery) (1/2)



Simple AJAX example (using JQuery) (2/2)

 \$.get(URL,callback) – Send HTTP request to URL; Execute callback function when response arrives.

```
Ref. 04 ajax-jquery.html
     <!DOCTYPE html>
 2
     <html>
 3
     <head>
     <script src="http://ajax.googleapis.com/ajax/libs/jquery/1.11.1/jquery.</pre>
     min.js"></script>
     <script>
 5
 6
     $(document).ready(function(){
 7
        $("button").click(function(){
            // AJAX request
            $.get("http://localhost:8080/sample.txt", function(data, status){
10
                 $('h2').text(data)
            })
11
12
        })
     })
13
14
     </script>
15
     </head>
     <body>
16
        <h2>Let jQuery AJAX Change This Text</h2></div>
17
18
        <button>Get External Content/button>
19
     </body>
     </html>
20
                                                                                   22
```

Summary

- The browser stores the 'current' web page as a tree of nodes (JS objects)
- An API is available to navigate the tree.
 - DOM API (Default) ; Jquery (Developer-friendly)
- The browser provides an event-driven environment.
- Event handlers can be linked to nodes for specific events.
 - Result: A web page can be dynamic!!