HWREVIEW

TALL TOGETHER

We've begun looking at data and code syntax in JavaScript in the isolated space of the console...

Now let's use JavaScript to begin Manipulating our actual page.

SELEGING ELEMENTSIN JAVASCRIPT

In order to manipulate things on our page we need to have a way to reference those elements in our JS.

There are multiple functions and ways to do this by tag type, class, ID, or "walking" the DOM tree.

JS Element selection

document.getElementById("myID");

document.getElementsByClassName("thing");

document.getElementsByTagName("IMG");

myVariable.childNodes[indexNum];

Get 1 element by ID

Get ARRAY of elements by class

Get ARRAY of elements by tag

Get 1 element from children of myVariable element.

There are multiple functions and ways to do this by tag type, class, ID, or "walking" the DOM tree.

MODIFING ELEMENTS

There are a near infinite number of ways to manipulate page content with JS...

Let's look at a few, starting with modifying CSS via JavaScript.

Adding a Class

```
var element = document.getElementById("myDIV");
element.classList.add("mystyle");
```

Removing a Class

```
var element = document.getElementById("myDIV");
element.classList.remove("mystyle");
```

Toggling a Class

```
var element = document.getElementById("myDIV");
element.classList.toggle("mystyle");
```

We can also add or modify individual CSS properties directly.

This is done through the .style property of an element, followed by the JS formatted CSS property name...

(https://www.w3schools.com/js/js htmldom css.asp)

JavaScript CSS Modification

```
var myElement = getElementById("p2");
myElement.style.color = "blue";
```

Every aspect of CSS can be modified by JS, and most can be done using the .style property, however...

The JavaScript name for some CSS properties are not *exactly* the same, so it is important to search the web and confirm the JS name if you run into issues.

(http://www.sitestepper.be/en/css-properties-to-javascript-properties-reference-list.htm)

CSS JS .style

overflow	overflow
padding	padding
padding-bottom	paddingBottom
padding-left	paddingLeft
padding-right	paddingRight
padding-top	paddingTop
page-break-after	pageBreakAfter
page-break-before	pageBreakBefore
position	position
float	styleFloat
text-align	textAlign
text-decoration	textDecoration

We can also get or modify the actual contents of a tag using the <u>.innerHTML</u> property...

(https://www.w3schools.com/jsref/prop html innerhtml.asp)

document.getElementById("myDIV").innerHTML = "How are you?";

BASICS OF INTERACTION

The single most used way to interact via JavaScript is using what are called <u>event listeners</u>.

Event listeners "subscribe" to an element or action on page, wait for that interaction to happen, and then execute code.

```
element.addEventListener("click", function(){
   alert("Hello World!");
});
// OR:
element.addEventListener("click", myFunction);
function myFunction() {
   alert ("Hello World!");
```

HOMEWORK

- 1. Write a function called `halfNumber` that will take one argument (a number), divide it by 2, and return the result in an `alert`. It should also log a string to the console like "Half of 5 is 2.5.".
- 2. Write a function called `<u>fortune</u>` that will take one argument (your visitor's name) and prints a random "fortune cookie style" fortune into an element of your page.
- 3. Write a function called `restyle` that applies new CSS styles to the `fortune` text in a random manner each time it fires. Modify at least three CSS properties.