



中山大學
SUN YAT-SEN UNIVERSITY

Lecture 18

Advanced Events and Client Side Validations

SE-805 Web 2.0 Programming (supported by Google)

<http://my.ss.sysu.edu.cn/courses/web2.0/>

School of Software, Sun Yat-sen University

Outline

- **Advanced events**
- Client side validations

Page/Window Events

Name	Description
<u>load</u>	the browser loads the page
<u>unload</u>	the browser exits the page
<u>resize</u>	the browser window is resized
contextmenu	the user right-clicks to pop up a context menu
<u>error</u>	an error occurs when loading a document or an image

- The above events can be handled on the global **window** object. Also:

```
// best way to attach event handlers on page load
window.onload = function() { ... };
document.observe("dom:loaded", function() {
    $("orderform").observe("submit", verify);
});
```

Form Events

Event Name	Description
<u>submit</u>	form is being submitted
<u>reset</u>	form is being reset
<u>change</u>	the text or state of a form control has changed

```
window.observe("load", function() {
    $("orderform").observe("submit", verify);
});

function verify(event) {
    if ($("zipcode").value.length < 5) {
        event.stop();           // cancel form submission unless
    }                           // zip code is 5 chars long
}
```

Prototype and Forms

```
$ ("id") ["name"]
```

- Gets parameter with given **name** from form with given **id**

```
$F ("id")
```

- \$F** returns the value of a form control with the given **id**

```
var name = $F("username");
if (name.length < 4) {
    $("username").clear();
    $("login").disable();
}
```

- Other form control methods:

activate	clear	disable	enable
focus	getValue	present	select

Keyboard/Text Events

Name	Description
<u>keydown</u>	user presses a key while this element has keyboard focus
<u>keyup</u>	user releases a key while this element has keyboard focus
<u>keypress</u>	user presses and releases a key while this element has keyboard focus
<u>focus</u>	this element gains keyboard focus
<u>blur</u>	this element loses keyboard focus
<u>select</u>	this element's text is selected or deselected)

- **focus**: the attention of the user's keyboard (given to one element at a time)

Key Event Objects

Property Name	Description
<code>keyCode</code>	ASCII integer value of key that was pressed (convert to char with String.fromCharCode)
<code>altKey</code> , <code>ctrlKey</code> , <code>shiftKey</code>	true if Alt/Ctrl/Shift key is being held

Event.KEY_BACKSPACE	Event.KEY_DELETE	Event.KEY_DOWN	Event.KEY_END
Event.KEY_ESC	Event.KEY_HOME	Event.KEY_LEFT	Event.KEY_PAGEDOWN
Event.KEY_PAGEUP	Event.KEY_RETURN	Event.KEY_RIGHT	Event.KEY_TAB
Event.KEY_UP			

Prototype's key code constants

- **Issue:** if the event you attach your listener to doesn't have the focus, you won't hear the event
- **Possible solution:** attach key listener to entire page body, outer element, etc.

Outline

- Advanced events
- **Client side validations**

Client-Side Validation

```
<form id="exampleform" action="http://foo.com/foo.php"> HTML  
  
window.onload = function() {  
    $("exampleform").onsubmit = checkData;  
};  
  
function checkData(event) {  
    if ($("#city").value == "" || ($("#state").value.length != 2) {  
        Event.stop(event);  
        alert("Error, invalid city/state."); // show error message  
    }  
} JS
```

- Forms expose **onsubmit** and **onreset** events
- To abort a form submission, call Prototype's Event.stop on the event

Regular Expression in JavaScript

- **string.match(regex)**
 - If **string** fits the pattern, returns the matching text; else returns **null**
 - Can be used as a **Boolean** truthy/falsey test:

```
var name = $("name").value;  
if (name.match(/[a-z]+/)) { ... }
```
- An **i** can be placed after the **regex** for a case-insensitive match
 - `name.match(/Eric/i)` will match “eric”, “ERic”, ...

Replacing Text with Regular Expressions

- `string.replace(regex, "text")`
 - Replaces the first occurrence of given pattern with the given text
 - `var str = "Wang Qing";`
`str.replace(/[a-z]/, "x");` //returns "W**x**ng Qing"
 - Returns the **modified** string as its result; must be stored
`str = str.replace(/[a-z]/, "x")`
- A **g** can be placed after the **regex** for a global match (replace all occurrences)
 - `str.replace(/[a-z]/, "x");` //returns "W**xxx** Q**xxx**"
- Using a **regex** as a filter
 - `str = str.replace(/[^[A-Z]]+/g, "");` // turns str into "WQ"

Summary

- Advanced events
 - Page / window events
 - Form events
 - Keyboard/text events
 - Key events
 - Prototype form functions
- Client side validations
 - Regular Expression in JavaScript

Exercises

- Write a simple to-do list application as a web page.
 - A `<div id="to-do"></div>` element wraps all html elements for this to-do application
 - A form with a textarea for specifying a new to-do item and a “add” button for adding it to the list
 - A list of current to-do items
 - Each item has a checkbox for select
 - Buttons “select all”, “deselect all”, “remove” (which removes all selected to-do items from the list)
 - When the “add” button is clicked the new to-do item will be inserted to the bottom of the list
 - Use unobtrusive JavaScript
 - add hot-keys to the to-do list
 - “↑” and “↓” keys for moving up and down in the to-do list
 - “Enter” key for selecting/deselecting the current to-do item(s)

Further Readings

- W3C DOM Specification
<http://www.w3.org/TR/DOM-Level-2-Events/events.html>
- W3School DOM Events reference
http://www.w3school.com/dom/dom_events.asp/
- W3School DOM tutorial
<http://www.w3schools.com/html/dom/>
- Quirksmode DOM tutorial
<http://www.quirksmode.org/dom/intro.html>
- Prototype Learning Center
<http://www.prototypejs.org/learn>
- Developer Notes for prototype.js
<http://www.sergiopereira.com/articles/prototype.js.html>

Thank you!

