# This is



## Section.

#### Week 8: Web Development

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(today's slides courtesy of Andrew Holmes)

**Attendance Form: cs50.ly/section8** 

# Gradescope: view your inline comments!

#### Today's plan

HTML

The building blocks

O3 JavaScript
La casa Madrigal

A little polish

Ball's in your court!

OI

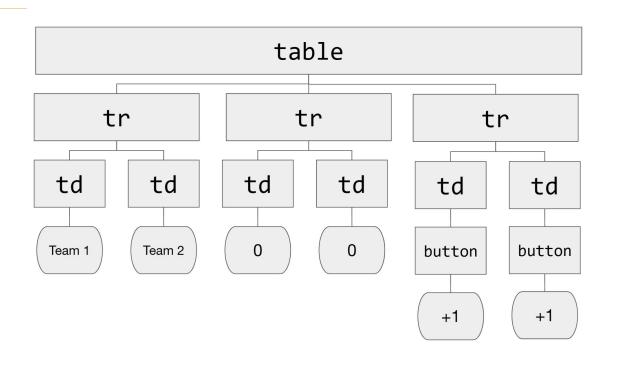
## HTML

The building blocks

#### Document Object Model (DOM) HTML document html head body Document is a **tree** structure title style script table ••• ••• •••

#### Document Object Model (DOM)

HTML



HTML

```
<html lang="en">
        <!-- head section: metadata, page setup -->
        <head>
            <meta charset="UTF-8">
            <meta name="viewport" content="width=device-width, initial-scale=1.0">
            <title>Document</title>
        </head>
        <!-- body section: the actual page content -->
        <body>
11
12
13
        </body>
    </html>
```

Tags (almost) always appear in pairs:

<opentag>
 content
</closetag>



Can you think of a tag that doesn't need closing?

one example:

link>

You can modify tags using attributes

```
  hi!
```

hi

There's loads of tags, here are some of the most common:

```
<div>, , <img>, <link>, <hr>,
<br>, <head>, <body>, <h1/2/3>,
<header>, <section>, <span>, ,
, , <a> and many more
```

And even more attributes. Here's some key ones:

id class style href src onclick

# HTML example

scoreboard.html on github.com/gblanc25/cs50  $\rightarrow$  EXTRAPRACTICE  $\rightarrow$  week8

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CSS

Making it pretty

```
selector
{
    property: value;
    property: value;
}
```

```
p
{
    background-color: blue;
    color: white;
}
```

```
<style>
      background-color: blue;
      color: white;
</style>
```

Cascading Style Sheets

Generally we avoid

We aim to keep these separate – tweaking form should never risk damaging function, easier to manage code.

CSS

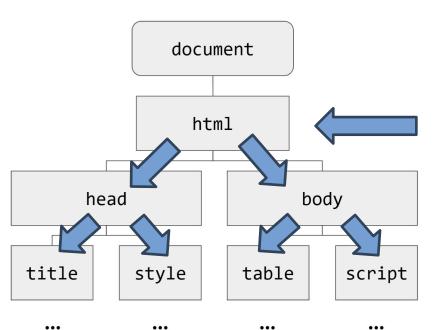
# Function HTML

Form CSS

To use a CSS file, we use link:

```
k rel="stylesheet"
href="styles.css">
```

#### Why cascading style sheets?



background-color: blue;

Lower elements by default 'inherit' style. A change cascades down the tree.

```
Currently affects all
paragraphs!

background-color: blue;
color: white;
}
```

In styles.css:

```
#special-p {
    background-color: red;
```

#### We have this CSS, what color is the paragraph?

```
#special-p {
  background-color: red;
  background-color: blue;
```

```
<div class="home-item theme-1"
id="about-section"> ... </div>
```

id should be **unique**, to give a specific element unique styling.

Classes can be re-used, and elements can (and often) have multiple classes.

```
<div class="home-item theme-1"
id="about-section"> ... </div>
```

```
.home-item { ... }
#about-section { ... }
```

#### CSS example

Here's an example of some CSS I wrote for the intro slide. \* modifies all elements like in SQL.

Then I have some code that only affects objects in the 'fullscreen' class.

```
margin: 0;
    .fullscreen {
        display: flex;
        flex-direction: column;
        width: 100%;
        height: 100vh;
        background-color: #bababa;
        align-items: center;
12
```

```
display color padding margin
height width border font-weight
display text-align flex
position outline
```

and many more!

# CSS example

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# Javascript

It's getting lively

Can write JavaScript within HTML script tags, or again, as preferred, in a separate file.

We write JavaScript in .js files.

You can include the via <script src="..."></script>

It is best to include these at the **end of the body**- load the content first, the animations second
(unless required).

You can print like in other languages via console.log(...)

This will print output to the **console** in **your browser**.

#### Basic JS

JS in many ways resembles a blend of C and Python syntax.

Curly braces are back. For loop syntax is back. Types are not.

```
// Variables
let x = 5;
var y = 5;
// Constants
const z = 10;
// Functions
function doSomething (x) {
    return x + 3;
// For loops
for (let i = 0; i < items.length; i++) {</pre>
    console.log("hi!");
```

JavaScript

#### Basic JS

Javascript allows us to manipulate the DOM. To do so, we need to get DOM objects:

```
.getElementById
document.getElementById('main-p')
.querySelector
document.querySelector('.item')
.querySelectorAll
document.querySelectorAll('.item')
.parentElement
  button.parentElement
```

#### Basic JS

Javascript also allows us to **manipulate** the DOM:

```
.createElement
let p = document.createElement('p');
.innerHTML
p.innerHTML('New paragraph!');
.style
p.style.backgroundColor = "green";
```

```
let h1 = document.querySelector("h1");
h1.style.backgroundColor = "blue";
let elt = document.querySelector("#important");
elt.style.fontWeight = "bolder";
```

Variables can represent actual **objects on the DOM/things on the page!** 

```
<DOM_ELT>. addEventListener(<event>, <fun>)
```

This creates an 'event listener' attached to this DOM element, every time <event> is detected at this element, it executes <fun>.

```
button.addEventListener('click',
        function() {alert('clicked!')})
```

```
button.addEventListener('click',
      function() {alert('clicked!')})
function handleAlert() {
    alert("Loaded!");
document.addEventListener('DOMContentLoaded',
                   handleAlert);
```

# Javascript example

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# **PSET**

Trivia time