JavaScript ES6

Lesson 7: Working with Form Object



Lesson Objectives



To understand the following topics:

- Form Object Properties, Methods & Event Handlers
- Text-Related Objects
- Button Objects
- Check Box and Radio Objects
- Select Objects



7.1: Form Object Properties, Methods and Event Handlers Form Object

Properties	Methods	Event Handlers
action	reset()	onReset
elements[]	submit()	onSubmit
enctype		
length		
method		
name		
target		

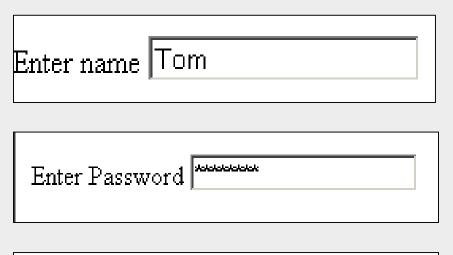
7.2: Text-Related Objects Text-Related Objects

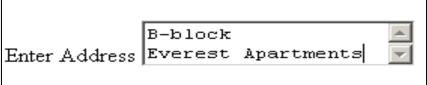
Text

Password

TextArea

Hidden Objects





7.2: Text-Related Objects Text-Related Objects (Contd..)



Properties	Methods	Event Handlers
defaultValue	blur()	OnBlur
name	focus()	OnChange
type	select()	OnFocus
value		

7.3: Button Objects Button Objects



Button

Reset

Submit

Properties	Methods	Event Handlers
name	click()	OnClick
type		
value		

7.4: Check Box and Radio Objects Check Box And Radio Objects



Checkbox Radio

Properties	Methods	Event Handlers
checked	click()	OnClick
defaultChecked		
name		
type		
value		

7.5: Select Objects Select Object



SELECT

Properties	Methods	Event
		Handlers
length	blur()	onChange
name	focus()	onFocus
selectedIndex		onBlur
type		

OPTION

Properties

Default Selected

text

selected

Using this keyword



Demo



Form_Object.html
Select_option.html
Element_array.html
Enctype.html
Hidden_value.html



Lab



Lab 8: Working with Form Object



Summary



Form Object corresponds to an HTML input form constructed with the FORM tag

Forms have their own properties, objects, methods & events

A form can be submitted by calling the JavaScript submit method or clicking the form submit button JavaScript can do entry-level validation & do it very easily



Review Questions



Question 1: A form's _____ property is either the GET or POST values assigned to the METHOD attribute in a <FORM> definition.

- Option 1: Method
- Option 2: Class
- Option 3: Object

Question 2: The intention of the click() method is to enact, via a script, the physical act of clicking a radio button.

True / False



