UNIT 4: JAVASCRIPT OBJECTS

4.1 Creating object:

(By object literal, By creating instance of Object, By using an object constructor)

4.2 Date object:

4.2.1 Date constructor: Date(), Date(milliseconds), Date(dateString), Date(year, month, day, hours, minutes, seconds, milliseconds)

4.2.2 Date Methods: getDate(), getDay(), getMonth(), getHours(), setDate, setMonth(), setDay(), toString()

```
4.3 Document Object Model (DOM):
4.3.1 DOM concepts
4.3.2 DOM properties
4.3.3 DOM methods:
write(),
writeln(),
getElementById(),
```

getElementsByName()

4.1 Creating object

- ☐ By object literal
- ☐ By creating instance of Object
- ☐ By using an object constructor

By object literal

- ☐ The object literal is an easy way of creating an object.
- ☐ It is creating {...} brackets.
- ☐ Syntax:

```
var object_nam={
    property1:value1,
    property2:value2,....
    propertyn:valuen
```

```
<html>
<html>
<head>
<script>
var student={name:"ram",
location:"Ayodhya",
Age:10000};
document.write(student.name);
</script>
</head>
</html>
```

By creating instance of Object

- ☐ The second way to create an object is using new keyword with object().
- ☐ The new operator is used to create an instance of an object.
- □ Dot . and [] can be used to specify properties and methods.

☐ Syntax:

- var object_name= new Object();
- Object_name. property_name=property_value; // specify property using dot
- Object_name["property_name"]=property_value; // specify property using []

```
<html>
       <head>
              <script>
                     var student = new Object();
                     student.name="Ram";
                     student["location"]="Ayodhya";
                     document.write(student.name+"<br>");
                     document.write(student["location"]);
              </script>
       </head>
</html>
```

By using an object constructor

- First create a function with parameters then assign value to each parameters using this keyword.
- ☐ This keyword refers to the current object.

```
☐ Syntax:
function function_name(parameter1,
parameter2,...., parametern)
     this.parameter1=value1;
      this.parameter2=value2;
     this.parametern=valuen;
object_name= new function_name(value1,
value2,....valuen);
```

```
<html>
         <head>
                  <script>
function stud(name,location,age)
        this.name=name;
        this.location=location;
        this.age=age;
student = new stud("Ram","Ayodhya",1000);
document.write(student.name+"<br>");
document.writeln(student.location+"<br>");
document.writeln(student.age);
                  </script>
         </head>
</html>
```

4.2 Date object:

4.2.1 Date constructor:

Date(),

Date(milliseconds),

Date(dateString),

Date(year, month, day, hours, minutes, seconds, milliseconds)

4.2.2 Date Methods: getDate(), getDay(), getMonth(), getHours(), setDate, setMonth(), setDay(),

toString()

Date constructor:

- ☐ The purpose of date object is to work with date(days, months, years) and time (milliseconds, seconds, minutes, hours)
- □ Date object is created using **new**Date()
- ☐ Syntax:
- □ var dateObj=new Date();

Date()

- ☐ This is the default constructor with no argument.
- ☐ It initializes the Date object with the current date and time.

```
<html>
<html>
<head>
<script>
var dateObj= new Date();
document.write(dateObj);
</script>
</head>
</html>
```

Date(milliseconds)

- ☐ This method is with integer parameter.
- ☐ It represents the date in milliseconds since January 1, 1970
- ☐ Example:
 - dateObj = new Date(999999);

```
<html>
<html>
<head>
<script>
dateObj= new Date(99999);
document.write(dateObj);
</script>
</head>
</html>
```

Date(dateString)

☐ A dateString parameter is string value representing a date, in the format accepted by the Date.parse() method.

```
<html>
      <head>
            <script>
                 var str="8/25/2021";
                 dateObj= new Date(str);
                 document.write(dateObj);
            </script>
      </head>
</html>
```

Date(year, month, day [, hours, minutes, seconds, milliseconds])

Parameter	Description
Year	Specify the year
Month	Specify the month, rage from 0 to 11 (January to December)
Day	Specify the day of the month. Its default value is 1
Hours	Specify the hours of the day in 24 hour format. Default value is 0
Minutes	Specify minutes of the time
Seconds	Specify second of the time
Milliseconds	Specify the millisecond of the time

4.2.2 Date Methods:

- □ getDate()
- □ getDay()
- □ getMonth()
- □ getHours()
- □ setDate
- □ setMonth()
- □ setDay()
- □ toString()

getDate()

☐ It returns the day (from 1 to 31) of the month.

getDay()

- ☐ It returns the day of the week
- □ Value form 0 to 6 (Sunday to Saturday)

getMonth()

- ☐ It returns the month
- ☐ The value is from 0 to 11 (January to December)

getHours()

- ☐ It returns the hours
- □ Value is from 0 to 23

```
<html>
<head>
<head>
<script>
var bdate= new Date();
document.write("Day of Month:"+bdate.getDate()+"<br>
document.write("Day:"+bdate.getDay()+"<br>
document.write("Month:"+bdate.getMonth()+"<br>);
document.write("Month:"+bdate.getHours()+"<br>);
</script>
</head>
</html>
```

setDate()

☐ It sets the day of given date object.

setMonth()

☐ It sets the day of the month of given date object.

setDay()

☐ It sets the day of the month of given date object.

toString()

☐ It converts date object to string value

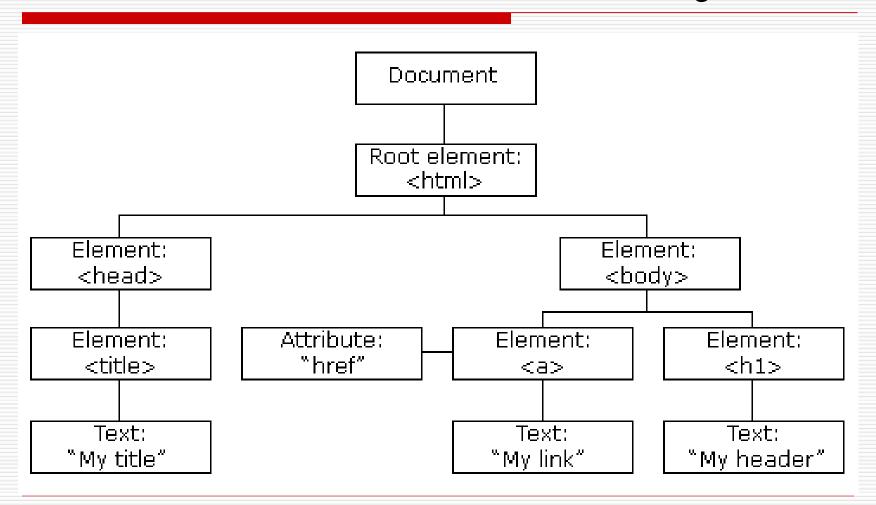
4.3 Document Object Model (DOM):

```
4.3.1 DOM concepts
4.3.2 DOM properties
4.3.3 DOM methods:
    write(),
    writeln(),
    getElementById(),
    getElementsByName()
```

4.3.1 DOM concepts

- ☐ The HTML DOM is a standard **object** model and **programming interface** for HTML.
- ☐ It defines:
 - The HTML elements as objects
 - The properties of all HTML elements
 - The **methods** to access all HTML elements
 - The events for all HTML elements

The HTML DOM Tree of Objects



4.3.2 DOM properties

- □ DOM properties are accessed using the "document" object.
- ☐ Syntax:
 - document.property_name

Properties	Description
links	refers to all <a> and <area/> elements that have a "href" attributes
anchors	refers to all <a> elements that have "name" attributes
images	refers all elements
doctype	Specify the document's doctype
scripts	refers to all <script> elements</td></tr><tr><td>head</td><td>refers to all <head> elements</td></tr><tr><td>forms</td><td>refers to all <form> elements</td></tr><tr><td>cookie</td><td>returns all name/value pairs of cookies in the document</td></tr><tr><td>domain</td><td>refers domain name of the server</td></tr><tr><td>lastModified</td><td>get the date and time of the last updated document</td></tr><tr><td>readyState</td><td>get the status of the document</td></tr><tr><td>title</td><td>refers to <title> of the document</td></tr><tr><td>URL</td><td>specify the URL of the Document</td></tr></tbody></table></script>

4.3.3 DOM methods:

- □ write()
- □ writeln()
- □ getElementById()
- □ getElementsByName()

write()

- ☐ Write some text directly to the HTML document.
- ☐ Syntax:
 - \blacksquare document.write(exp1, exp2, exp3, ...)

```
<script>
document.write("VNSGU");
</script>
```

writeln()

☐ The writeln() method is identical to the <u>document.write()</u> method, with the addition of writing a newline character after each statement.

```
<script>
document.writeln("VNSGU");
document.writeln("SURAT");
</script>
```

getElementById()

- he getElementById() method returns the element that has the ID attribute with the specified value.
- ☐ Syntax:
 - document.getElementById(elementID)

```
<html>
<head>
<script>
function test()
         var s=document.getElementById("txt").value;
         document.write(s);
</script>
</head>
<body>
Enter Your Name :<input type="text" id="txt"> <br>
<input type="button" value="Click Here" onclick="test();">
</body>
</html>
```

getElementsByName()

- ☐ The getElementsByName() method returns a collection of all elements in the document with the specified name.
- ☐ The <u>HTMLCollection</u> object represents a collection of nodes. The nodes can be accessed by index numbers. The index starts at 0.
- ☐ Syntax:
 - document.getElementsByName(name)

```
<html>
<head>
<script>
function test()
          var s1=document.getElementsByName("txt")[0].value;
          var s2=document.getElementsByName("txt")[1].value;
          //document.write(s1+" "+s2);
          alert(s1+" "+s2);
</script>
</head>
<body>
Enter Your First Name :<input type="text" name="txt"> <br>
Enter Your Last Name :<input type="text" name="txt"> <br>
<input type="button" value="Click Here" onclick="test();">
</body>
</html>
```