

CSCI 215: Website Programming

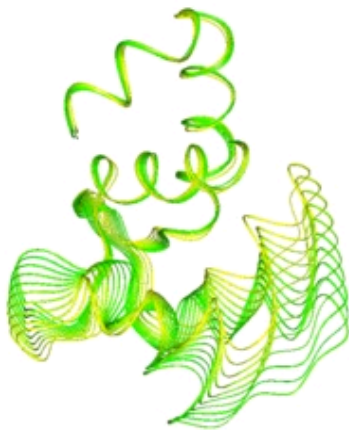
Lab 6: 100 points (each task 20 points)

In this lab we'll use JavaScript to access the DOM and dynamically add element and text nodes to it. After completing each task the jsFiddle result panel will look like the image shown below.

Have fun and good luck!

CSCI 215: Lab 6 Todo

1. *Read Assignment*
2. *Code Assignment*



Task 1:

1. Copy and paste the contents of the structure, presentation, and behavior txt files into jsFiddle (these files are located in lab6.zip).
2. Use the `getElementById` method to locate element with id equal to **fiddle** and then assign the returned node object to a new variable named `divNode`.

Task 2:

1. Using the `createElement` method, create a new paragraph (**<p>**) node and then assign the returned node object to a new variable named `pNode`.
2. Using the `createTextNode` method, create a new text node with value *"CSCI 215: Lab 6 Todo"* and then assign the returned node object to a new variable named `pTextNode`.
3. Using the `appendChild` method, append child node `pTextNode` to parent node `pNode`.
4. Using the `appendChild` method, append child node `pNode` to parent node `divNode`.

Task 3:

1. Using the `createElement` method, create a new horizontal rule (**<hr>**) node and then assign the returned node object to a new variable named `hrNode`.
2. Using the `appendChild` method, append child node `hrNode` to parent node `divNode`.

Task 4:

1. Using the `createElement` method, create a new ordered list (****) node and then assign the returned node object to a new variable named `olNode`.
2. Using the `createElement` method, create a new list item (****) node and then assign the returned node object to a new variable named `liNode1`.
3. Using the `createElement` method, create a new list item (****) node and then assign the returned node object to a new variable named `liNode2`.
4. Using the `createTextNode` method, create a new text node with value *"Read Assignment"* and then assign the returned node object to a new variable named `liTextNode1`.
5. Using the `createTextNode` method, create a new text node with value *"Code Assignment"* and then assign the returned node object to a new variable named `liTextNode2`.
6. Using the `appendChild` method, append child node `liTextNode1` to parent node `liNode1`.
7. Using the `appendChild` method, append child node `liTextNode2` to parent node `liNode2`.

8. Using the `appendChild` method, append child node `liNode1` to parent node `olNode`.
9. Using the `appendChild` method, append child node `liNode2` to parent node `olNode`.
10. Using the `appendChild` method, append child node `olNode` to parent node `divNode`.

Task 5:

1. Using the `createElement` method, create a new image (****) node and then assign the returned node object to a new variable named `imgNode`.
2. Using the `createAttribute` method, create a new attribute named **"src"** and then assign the returned node object to a new variable named `srcAttr`.
3. Set the value of the `srcAttr` (i.e. `srcAttr.value`) to *"http://munsellb.people.cofc.edu/img/prettypicture.jpg"*.
4. Using the `setAttributeNode` method, add child node `srcAttr` to parent node `imgNode`.
5. Using the `appendChild` method, append child node `imgNode` to parent node `divNode`.

Submission of Assignment

When finished, **only** upload the completed `behavior.txt` file to Dropbox.