

# Week 10

# Javascript and JQuery

2017, Fall

Web Application Programming

Pusan National University

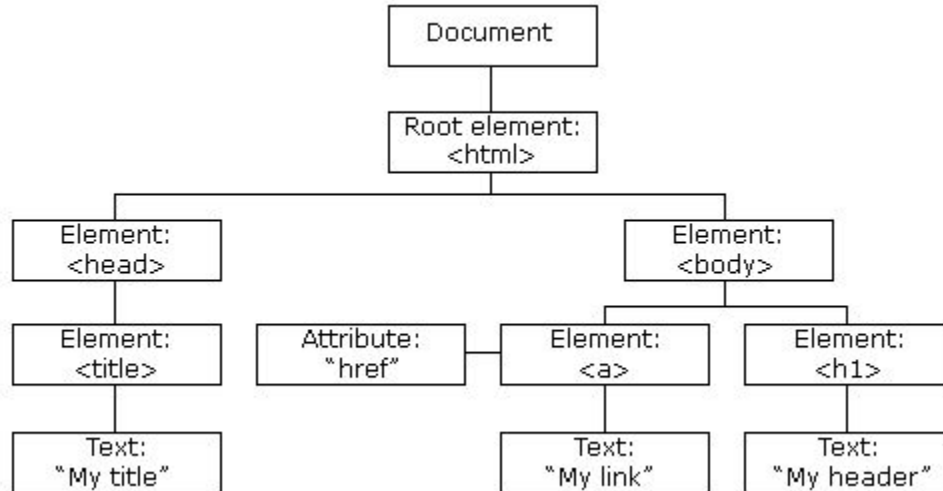
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# Contents

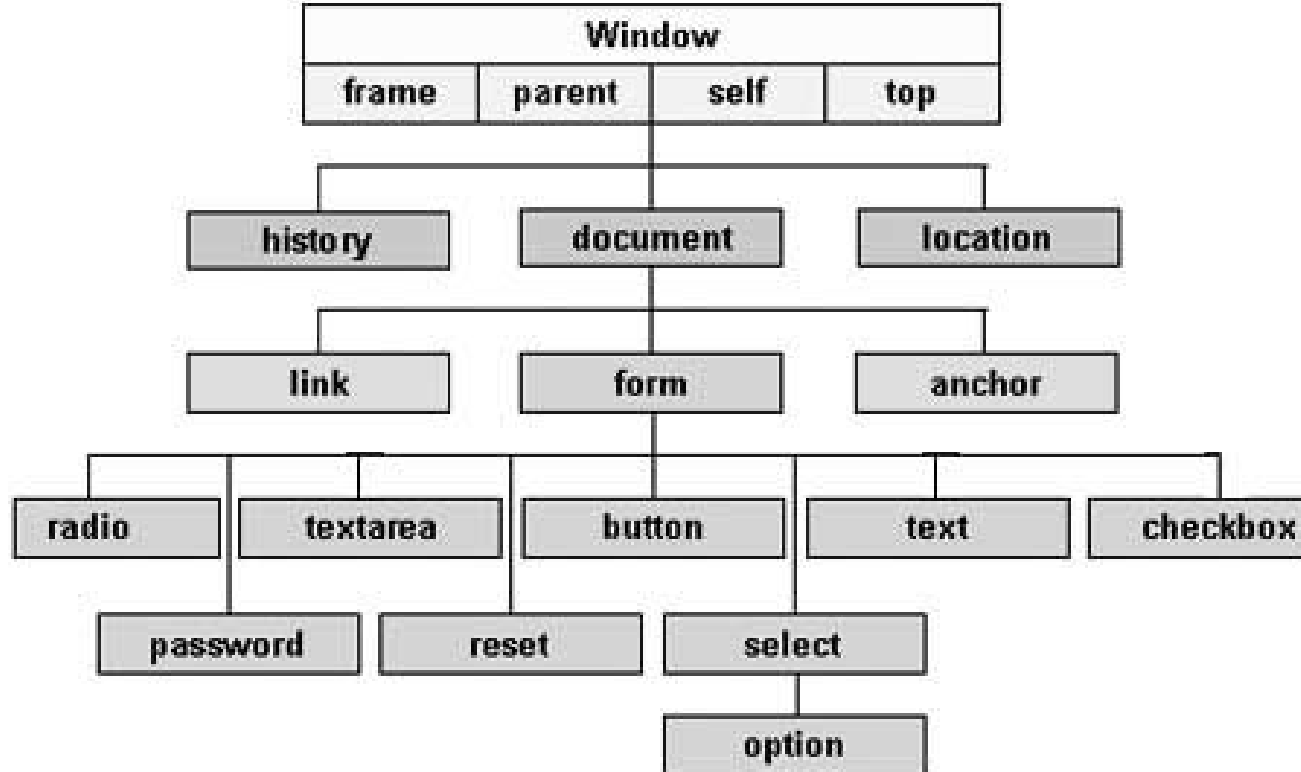
- Javascript Intermediate
  - Debugging Javascript
  - HTML DOM(Document Object Model) and BOM(Browser Object Model)
  - Practice 1 : simple math
  - Practice 2 : simple calculator
  - Debugging Javascript
- JQuery Basics
  - Basic syntax
  - jQuery Events
  - Practice 3 : target HTML using jQuery
  - Practice 4 : rewrite simple calculator (Practice 2)
- NEXT?

# DOM (Document Object Model)?

- How Javascript can access the HTML elements or attributes?
- When a web page is loaded, the browser creates a **Document Object Model** of the page
- The HTML DOM model is constructed as a tree of Objects:



# BOM (Browser Object Model)?



# Practice 1: Let's recall your math

Input radius value and get the volume of a sphere.

Radius

Volume

Calculate

$$V = \frac{4}{3} \pi r^3$$

# Practice 1: HTML code

```
<!doctype html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>Volume of a Sphere</title>
<style>
body{padding-top:30px;}
label,input{display:block;}
</style>
</head>
<body>
<p>Input radius value and get the volume of a sphere.</p>
<form action="" method="post" id="MyForm">
<label for="radius">Radius</label><input type="text" name="radius" id="radius" required>
<label for="volume">Volume</label><input type="text" name="volume" id="volume">
<input type="submit" value="Calculate" id="submit"> </form>
</body>
</html>
```

# Practice 1: Javascript code

```
// HINTS: use Math.PI, Math.pow()

function volume_sphere()
{
    var volume;

    // get element 'radius' from DOM
    var radius =
    // calculate volume
    volume =

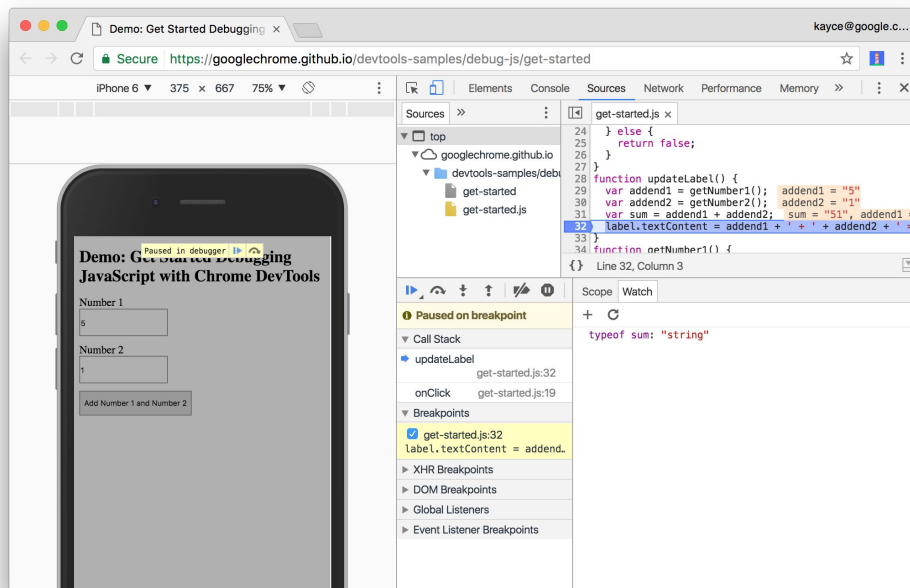
    // set DOM's element value to calculated volume
    // HINT: document.getElementById('volume')

    //return false to prevent form submitting
    return false;
}

// call our function when form is submitted
window.onload = document.getElementById('MyForm').onsubmit = volume_sphere;
```

# Debugging Javascript

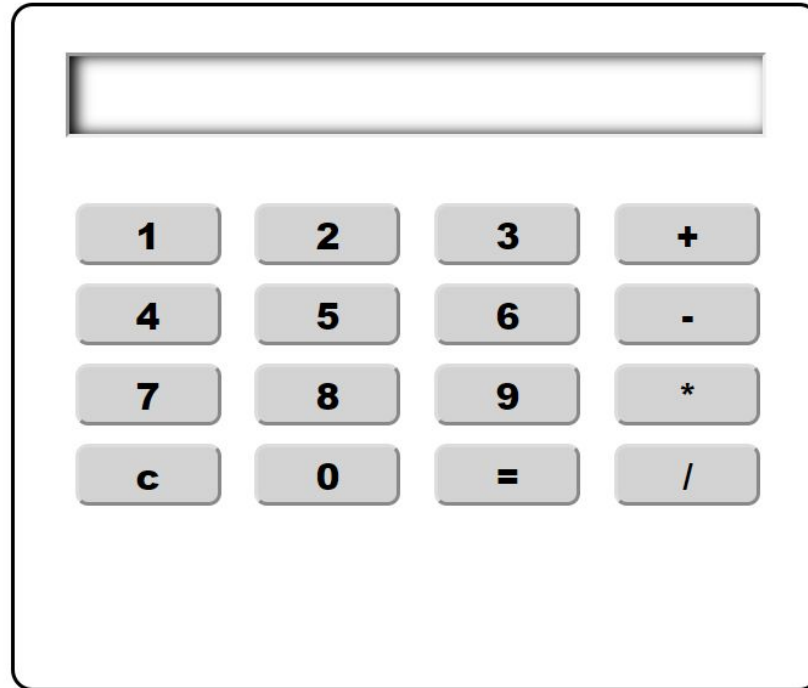
- console.log() Method
- Google Chrome Browsers' Debugging Tools
  - <https://developers.google.com/web/tools/chrome-devtools/javascript/>





# Practice 2 : Calculator

See [js\\_calculator.html](#)



# jQuery?

- jQuery is a JavaScript Library.
- jQuery greatly simplifies JavaScript programming.
- jQuery is easy to learn.



- Basic syntax is : `$(selector).action()`
  - A \$ sign to define/access jQuery
  - A (selector) to “query (or find)” HTML elements
  - A jQuery action() to be performed on the element(s)

```
$(document).ready(function(){
```

```
    // jQuery methods go here...
```

```
});
```

# jQuery Get Started

- There are several ways to start using jQuery on your web site. You can:
  - Download the jQuery library from [jQuery.com](https://jquery.com)
  - Include jQuery from a CDN, like Google

- Downloading jQuery

- you can download jQuery from [jQuery.com](https://jquery.com).

- jQuery CDN

- If you don't want to download and host jQuery yourself, you can include it from a CDN (Content Delivery Network).

```
<head>
<script src="jquery-3.2.1.min.js"></script>
</head>
```

```
<head>
<script
src="https://ajax.googleapis.com/ajax/libs/jquery/3.2.1/jquery.min.js">
</script>
</head>
```

# jQuery Events

Mouse Events	Keyboard Events	Form Events	Document/Window Events
click	keypress	submit	load
dblclick	keydown	change	resize
mouseenter	keyup	focus	scroll
mouseleave		blur	unload

```
$("p").click(function(){  
    // action goes here!!  
});
```

## Practice 3 - Target HTML Element using jQuery

- Let's make all of your button elements bounce. Just add this code inside your document ready function:
- Add “animated” and “bounce” class
- Hint : `$("#button").addClass(?);`

## Practice 3 - Target Elements by Class using jQuery

- Let's target your div elements with the class well by using the `$(".well")` selector
- Use jQuery's `.addClass()` function to add the classes `animated` and `shake`

## Practice 3 - Target Elements by ID using jQuery

- Target your button element with the id `target6` by using the `$("#target3")` selector.
- Use jQuery's `.addClass()` function to add the classes `animated` and `shake`

# Practice 4 - Re-implement Calculator at the practice 2

# NEXT?

- Main keyword : Data
  - XML, JSON
  - Visualization, Data handling

