

DOM Introduction

Document Object Model



SoftUni Team
Technical Trainers



SoftUni



Software University

<https://softuni.bg>

sli.do

#js-front-end

Table of Contents

1. Browser API
2. Document Object Model
3. HTML Elements
4. Targeting Elements
5. Using the DOM API






Browser API

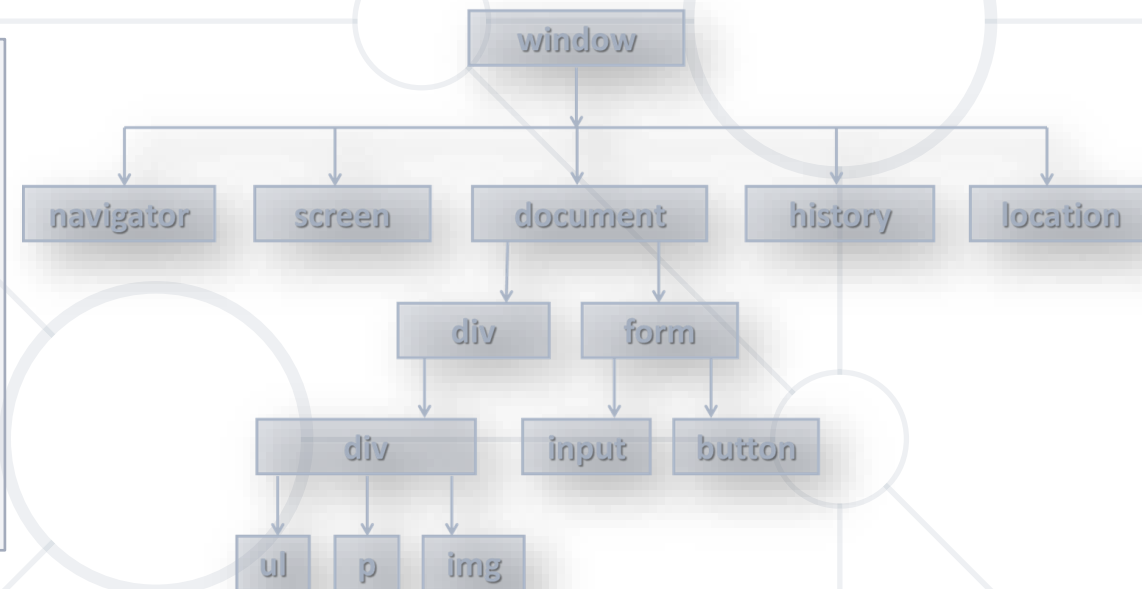
Browser Object Model (BOM)

Browser Object Model (BOM)

- Browsers expose some objects like **window**, **screen**, **navigator**, **history**, **location**, **document**, ...



```
console.dir(window);  
console.dir(navigator);  
console.dir(screen);  
console.dir(location);  
console.dir(history);  
console.dir(document);
```



- The **global object** in the browser is **window**

```
let b = 8;  
console.log(this.b); // undefined
```

```
var a = 5;  
console.log(this.a); // 5
```

```
function foo() {  
  console.log("Simple function call");  
  console.log(this === window); // true  
}  
foo();
```

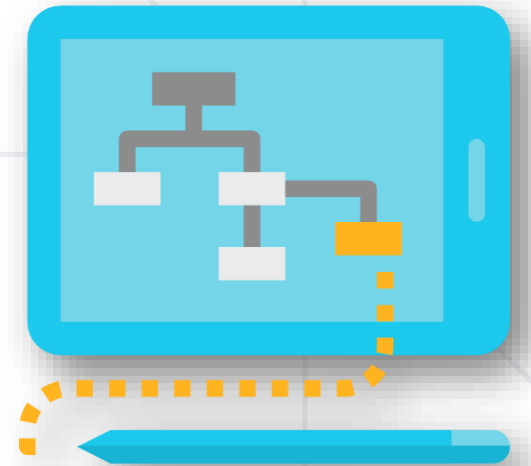




Document Object Model (DOM)

Document with a Logical Tree

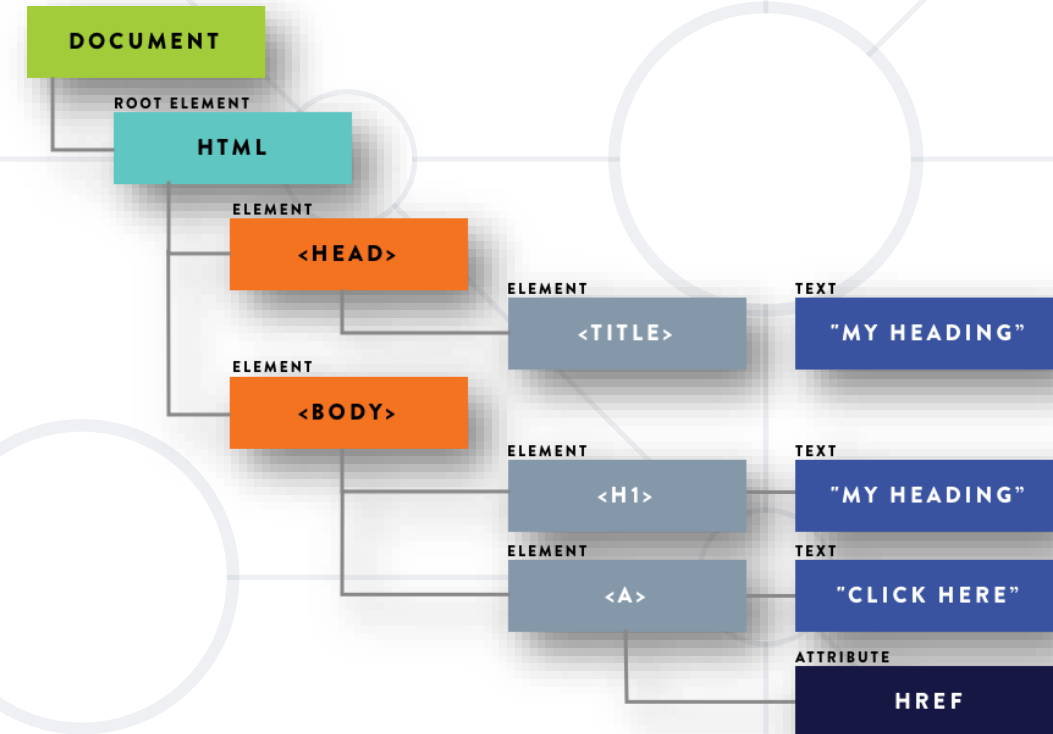
- The **DOM** represents the document as **nodes** and **objects**
 - That way, the programming languages **can connect** to the page
- The **HTML DOM** is an **Object Model** for **HTML**. It defines:
 - HTML elements as **objects**
 - **Properties**
 - **Methods**
 - **Events**



From HTML to DOM Tree

- The browser **parses** HTML and creates a **DOM Tree**

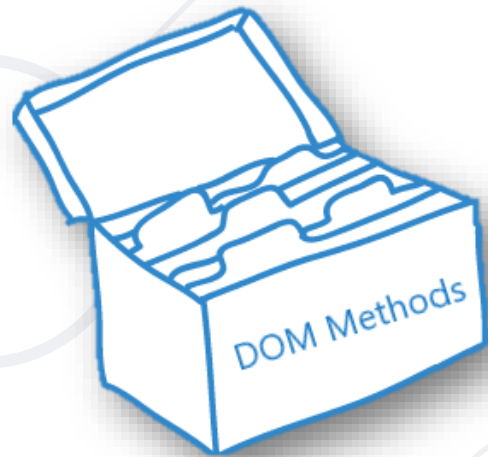
```
<html>
  <head>
    <title>My Heading</title>
  </head>
  <body>
    <h1>My Heading</h1>
    <a href="/about">Click Here</a>
  </body>
</html>
```



- The elements are **nested** in each other and create a **hierarchy**
 - Like the hierarchy of a **street address** – Country, City, Street, etc.

DOM Methods

- **DOM Methods** - **actions** you can perform on HTML elements
- **DOM Properties** - values of HTML elements that you can **set** or **change**



- HTML DOM **method** is an action you can do (like **add** or **delete** an HTML element)

```
<!doctype html>
...<html> == $0
  ▼<head>
    <title>Intro to DOM</title>
  </head>
  ▼<body>
    <h1>Introduction to DOM</h1>
    ▼<ul>
      <li>DOM Methods example</li>
      <li>DOM Properties example</li>
    </ul>
  </body>
</html>
```

```
>
let h1Element = document.getElementsByTagName('h1')[0];
console.log(h1Element);
<h1>Introduction to DOM</h1>
```

- HTML DOM **property** is a value that you can **get** or **set** (changing the content of an HTML element)

```
<!doctype html>
...<html> == $0
▼<head>
  <title>Intro to DOM</title>
</head>
▼<body>
  <h1>Introduction to DOM</h1>
  ▼<ul>
    <li>DOM Methods example</li>
    <li>DOM Properties example</li>
  </ul>
</body>
</html>
```

```
let secondLi = document.getElementsByTagName('li')[1];

secondLi.innerHTML += " - DONE";
```

Introduction to DOM

- DOM Methods example
- DOM Properties example - DONE

- JavaScript can **interact** with web pages via the **DOM API**:
 - Check the **contents** and **structure** of elements on the page
 - Modify element **style** and **properties**
 - Read **user input** and react to **events**
 - **Create** and **remove** elements
- Most actions are performed when an **event** occurs
 - Events are **"fired"** when something of interest happens
- All of this **and more** will be examined in upcoming lessons

JavaScript in the Browser

- Code can be **executed in the page** in different ways:
 - Directly in the **developer console** – when **debugging**
 - As a page **event handler** – e.g., user **clicks** on a button

```
<button onclick="console.log('Hello, DOM!')">Click Me</button> event
```

- Via **inline** script, using **<script>** tags

```
<script>  
  function sum(a, b) {  
    let result = a + b;  
    return result;  
  }  
</script>
```

- By **importing** from external file – most **flexible method**





HTML Elements

DOM Properties and HTML Attributes

- The DOM Tree is comprised of **HTML elements**
- Elements are **JS objects** with **properties** and **methods**
 - They can be **accessed** and **modified** like regular objects
- To change the contents of the page:
 - **Select** an element to obtain a **reference**
 - **Modify** its **properties**

Attributes and Properties

- Attributes are defined by **HTML**
 - Attributes **initialize** DOM properties
 - **Property** values can **change** via the DOM API
- The HTML **attribute** and the DOM **property** are technically **not the same thing**
- Since the **outcome is the same**, in practice you will **almost never** encounter a difference!



DOM Manipulations

- The **HTML DOM** allows JavaScript to change the content of **HTML elements**
 - **innerHTML**
 - **textContent**
 - **value**
 - **style**
 - And many others to be discussed in upcoming lessons



- To access raw HTML:

```
element.innerHTML = "<p>Welcome to the DOM</p>";
```

```
<html>
  <head></head>
  ▼ <body>
    <div id="main">This is JavaScript!</div>
  </body>
</html>
```



```
<html>
  <head></head>
  ▼ <body>
    ▼ <div id="main">
      <p>Welcome to the DOM</p>
    </div>
  </body>
</html>
```

- This will be **parsed** – beware of **XSS attacks**!
- Changing **textContent** or **innerHTML** removes all child nodes

- The contents of HTML elements are stored in text nodes
 - To access the contents of an element:

```
let text = element.textContent; // This is JavaScript!  
element.textContent = "Welcome to the DOM";
```

```
<html>  
  <head></head>  
  <body>  
    <div id="main">This is JavaScript!</div>  
  </body>  
</html>
```



```
<html>  
  <head></head>  
  <body>  
    <div id="main">Welcome to the DOM</div>  
  </body>  
</html>
```

- If the element has children, returns all text **concatenated**

Accessing Element Values

- The **values** of input elements are **string properties** on them:

```
<html>
  <head></head>
  <body>
    <div id="main">
      <p>Welcome to the DOM</p>
      <input id="num1" type="text">
    </div>
  </body>
</html>
```

```
type: "text"
useMap: ""
validationMessage: ""
▶ validity: ValidityState
value: "56"
valueAsNumber: NaN
▶ webkitEntries: Array[0]
webkitdirectory: false
width: 0
```

```
let num = Number(element.value);
element.value = 56;
```

Problem: Edit Element

- Create function **edit()** that takes **three** parameters:
 - A **reference** to an HTML element
 - Two strings – **match** and **replacer**
- Replace all occurrences of **match** inside the **text content** of the given element with **replacer**

```
▼ <body>  
  <h1>Hello, %insert name here%!</h1>  
</body>
```

```
'%insert name here%',  
'Document Object Model'
```



```
▼ <body>  
  <h1>Hello, Document Object Model!</h1>  
</body>
```

Solution: Edit Element

```
function edit(ref, match, replacer) {  
  const content = ref.textContent;  
  const matcher = new RegExp(match, 'g');  
  const edited = content.replace(matcher, replacer);  
  ref.textContent = edited;  
}
```



Targeting DOM Elements

Obtaining Element References

Targeting Elements

- There are a few ways to **find** a certain **HTML element** in the **DOM**:
 - By ID - **getElementById()**
 - By class name - **getElementsByClassName()**
 - By tag name - **getElementsByTagName()**
 - By CSS selector - **querySelector()**, **querySelectorAll()**
- These methods return a **reference** to the element, which can be **manipulated** with JavaScript



Targeting by ID - Example

- The **ID attribute** must be **unique** on the page

```
const element = document.getElementById('main');  
console.log(element);
```

```
<html>  
  <head> ... </head>  
  <body>  
    <div id="main">  
      <article class="list">  
        <p>First</p>  
        <p>Second</p>  
        <p>Third</p>  
      </article>  
    </div>  
  </body>  
</html>
```



```
div#main  
  accessKey: ""  
  accessKeyLabel: ""  
  align: ""  
  assignedSlot: null  
  attributes: NamedNodeMap [ id="main" ]
```

Targeting by Tag and Class Names – Example

- The **tag name** specifies the **type** of element – **div**, **p**, **ul**, etc.

```
const elements = document.getElementsByTagName('p');  
// Select all paragraphs on the page
```

- **Class names** are used for **styling** and easier **selection**

```
const elements = document.getElementsByClassName('list');  
// Select all elements having a class named 'list'
```

- Both methods return a live **HTMLCollection**
 - **Even if** only **one** element is selected! This is a **common mistake**

- **CSS selectors** are strings that follow CSS syntax for matching
- They allow very fast and powerful element matching, e.g.:
 - **"#main"** - returns the element with ID "main"
 - **"#content div"** - selects all **<div>**s inside **#content**
 - **".note, .alert"** - all elements with class "note" or "alert"
 - **"input[name='login']"** - **<input>** with name "login"

- Select the **first matching** element

```
const mainDiv = document.querySelector('#main');  
// Select the element with ID 'main'  
  
const element = document.querySelector('p');  
// Select the first paragraph on the page
```

- Select **all** matching elements
 - Returns a **static NodeList**

```
const elements = document.querySelectorAll('article.list');  
// Select all <article> elements having a class named 'list'
```

NodeList vs. HTMLCollection



- Both interfaces are **collections** of **DOM nodes**
- **NodeList** can contain **any** node type, including **text** and **whitespace**
- **HTMLCollection** contains only **Element nodes**
- Both have **iteration** methods, **HTMLCollection** has an extra **namedItem** method
- **HTMLCollection** is **live**, while **NodeList** can be either **live** or **static**

Iterating Element Collections

- **NodeList** and **HTMLCollection** are **NOT** arrays but can be **indexed** and **iterated**

```
const elements = document.querySelectorAll('p');  
const first = elements[0];  
// Select the first paragraph on the page  
  
for (let p of elements) { /* ... */ }  
// Iterate over all entries
```

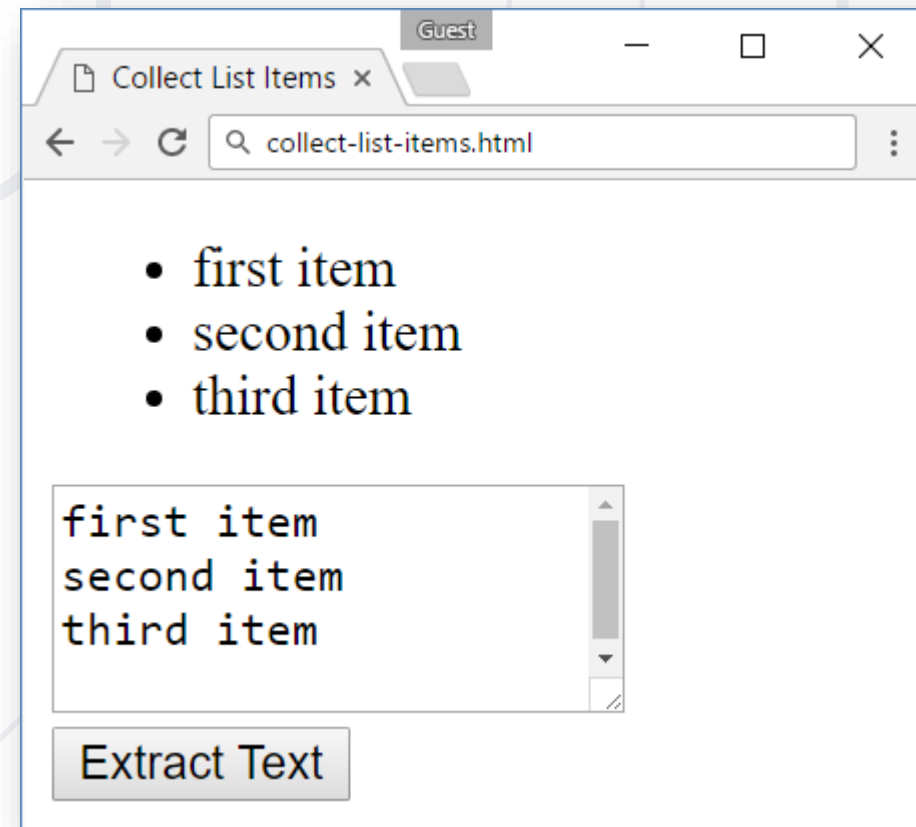
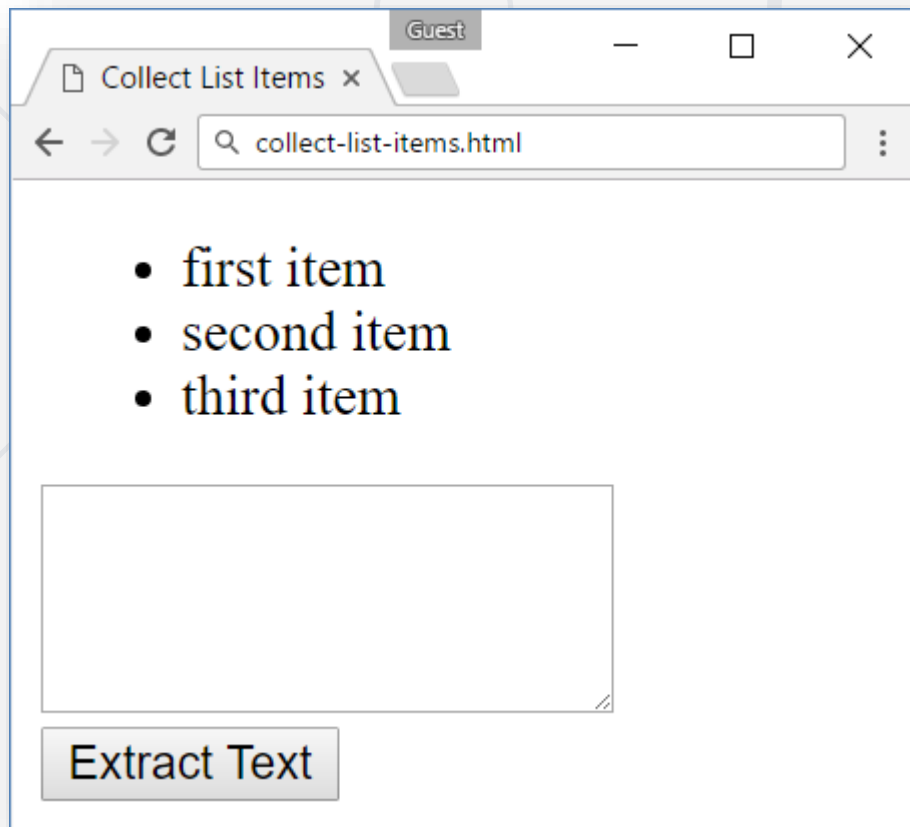
- Both can be **explicitly converted** to an array

```
const elementArray = Array.from(elements);  
const elementArr2 = [...elements]; // Spread syntax
```



Problem: Collect List Items

- Collect the **list items** from given HTML list and append their **text** to given **text area**



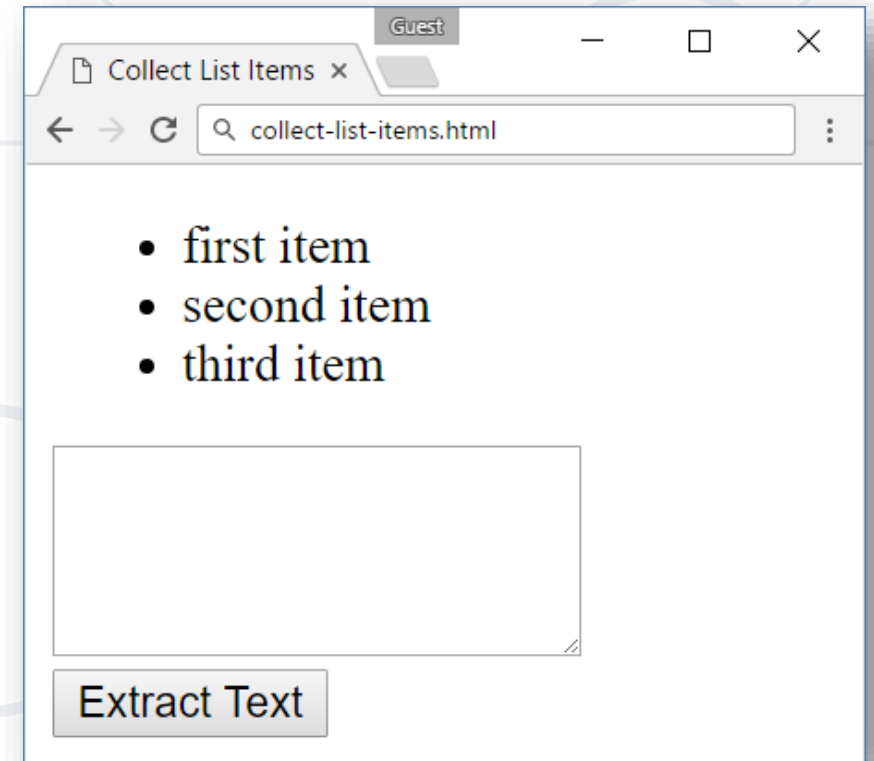
Problem: Collect List Items – HTML

```
<ul id="items">
  <li>first item</li>
  <li>second item</li>
  <li>third item</li>
</ul>

<textarea id="result">
</textarea>

<br>

<button onclick="extractText()">
Extract Text</button>
```



Solution: Collect List Items

```
function extractText() {  
  let itemNodes =  
    document.querySelectorAll("ul#items li");  
  let textarea =  
    document.querySelector("#result");  
  for (let node of itemNodes) {  
    textarea.value += node.textContent + "\n";  
  }  
}
```

Parents and Child Elements

- Every DOM Element has a **parent**
 - Parents can be accessed by property **parentElement** or **parentNode**



```
▼ <div>  
  <p>This is a paragraph.</p>  
  <p>This is another paragraph.</p>  
</div>
```

Accessing the
first child

```
let firstP = document.getElementsByTagName('p')[0];  
console.log(firstP.parentElement);
```

```
▶ <div>...</div>
```

Accessing the
child's parent

- When some element contains other elements, that means he is **parent** of those elements
- They are **children** to the **parent**. They can be accessed by property **children**

```
▼ <div>  
  <p>This is a paragraph.</p>  
  <p>This is another paragraph.</p>  
</div>
```

```
▼ HTMLCollection(2) [p, p]  
  ▶ 0: p  
  ▶ 1: p  
  length: 2
```

```
let pElements = document.getElementsByTagName('div')[0].children;
```

Returns live
HTMLCollection



Using the DOM API

Common Techniques and Scenarios

- Page scripts can be **loaded** from an external file

- Use the **src** attribute of the **script element**

```
<script src="app.js"></script>
```

- **Functions** from script files are in the **global scope**
 - Can be referenced and **executed** from **events** and **inline** scripts
 - **Multiple** script files in a page can see **each other**
- Pay attention to **load order**!

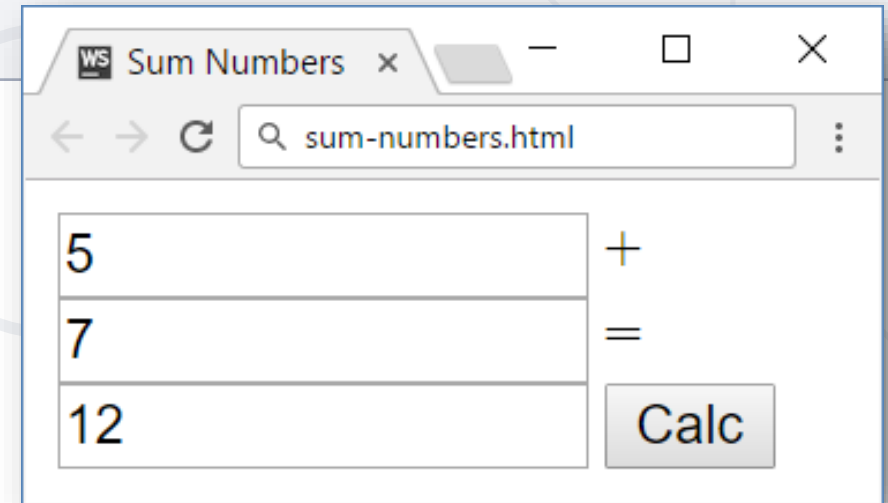
Problem: Sum Numbers

- Write a JS function to sum two numbers (fill the missing code)

```
<input type="text" id="num1" /> +  
<input type="text" id="num2" /> =  
<input type="text" id="sum" readonly="readonly" />  
<input type="button" value="Calc" onclick="calc()" />  
<script src="calc.js"></script>
```

calc.js

```
function calc() {  
    // TODO  
}
```



5	+
7	=
12	<button>Calc</button>

Solution: Sum Numbers

```
function calc() {  
  let num1 = document.getElementById('num1').value;  
  let num2 = document.getElementById('num2').value;  
  let sum = Number(num1) + Number(num2);  
  document.getElementById('sum').value = sum;  
}
```


- Content can be **hidden** or **revealed** by changing its **display** style
 - This is a **common technique** to display content dynamically

- To **hide** an element:

```
const element = document.getElementById('main');  
element.style.display = 'none';
```

- To **reveal** an element, set **display** to anything that isn't **'none'** (including **empty string**)

```
element.style.display = ''; // Can be 'inline', 'block', etc.
```

Problem: Show More Text

- A HTML page holds a short text + link "*Read more ...*"
 - Clicking on the link shows more text and hides the link



Problem: Show More Text – HTML

Welcome to the "Show More Text Example".

```
<a href="#" id="more" onclick=
"showText()">Read more ...</a>
<span id="text" style=
"display:none">Welcome to ...</span>
<script>
  function showText() {
    // TODO
  }
</script>
```

- See the DOM tree here:
<http://software.hixie.ch/utilities/js/live-dom-viewer/?saved=4275>

Solution: Show More Text

```
Welcome to the "Show More Text Example". <a href="#"
id="more" onclick="showText()">Read more ...</a>
<span id="text" style="display:none">Welcome to ...</span>
<script>
  function showText() {
    document.getElementById('text')
      .style.display = 'inline';
    document.getElementById('more')
      .style.display = 'none';
  }
</script>
```



- Sometimes we need to target an element based on its **relation** to other **similar elements**
 - E.g., **row** or **column** in a table, **list item**, etc.
- Can be done either by **index** or with a **CSS selector**

```
const list = document.getElementsByTagName('ul')[0];  
// First <ul> on the page
```

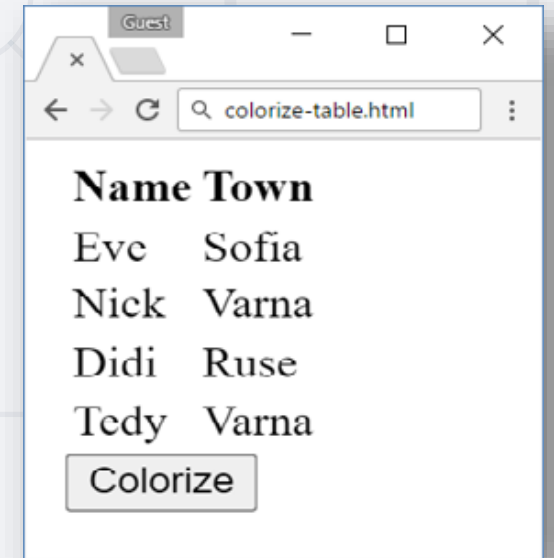
```
const thirdLi = list.getElementsByTagName('li')[2];  
// Third <li> inside the selected <ul>
```

```
const thirdLi = document.querySelector('ul li:nth-child(3)');  
// Third <li> inside the first <ul> on the page
```

Problem: Colorize Table Rows

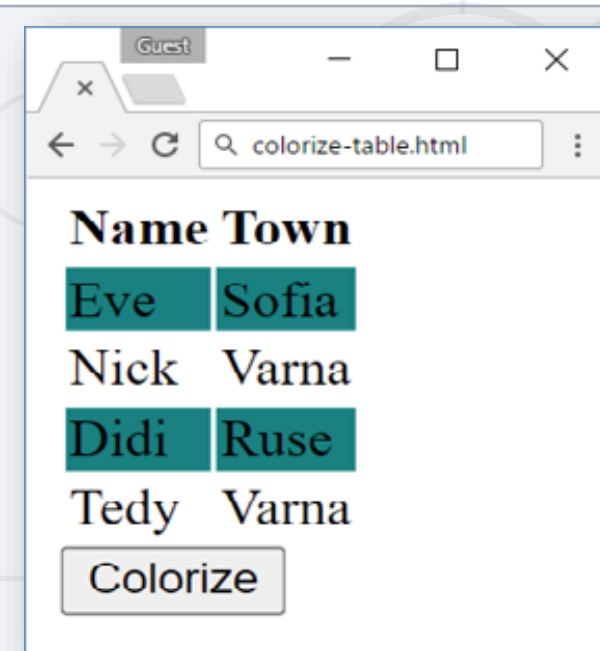
- A HTML page holds a **table** with **rows**
 - On button click, colorize in color "**teal**" all even rows

```
<table border="1">  
  <tr><th>Name</th><th>Town</th></tr>  
  <tr><td>Eve</td><td>Sofia</td></tr>  
  <tr><td>Nick</td><td>Varna</td></tr>  
  <tr><td>Didi</td><td>Ruse</td></tr>  
  <tr><td>Tedy</td><td>Varna</td></tr>  
</table>  
<button onclick="colorizeRows()">Colorize</button>
```



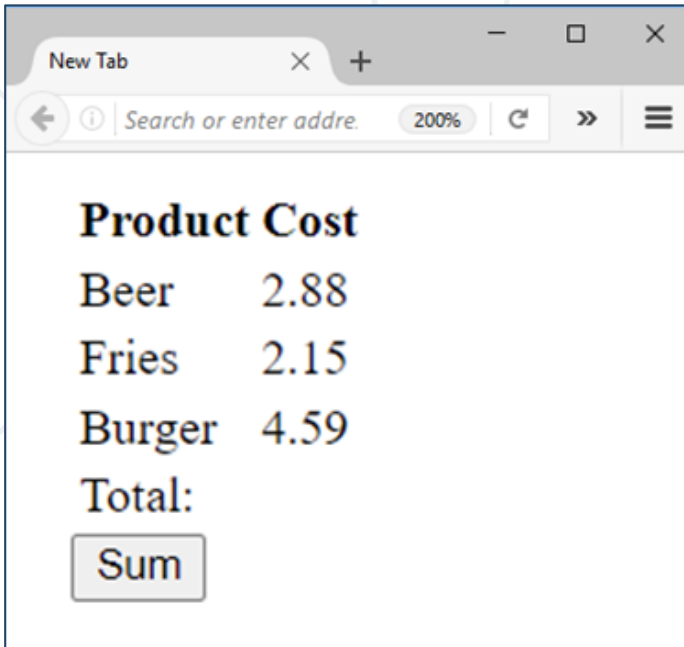
Solution: Colorize Table Rows

```
function colorizeRows() {  
  let rows = document.  
    querySelectorAll("table tr");  
  let index = 0;  
  for (let row of rows) {  
    index++;  
    if (index % 2 == 0)  
      row.style.background = "teal";  
  }  
}
```



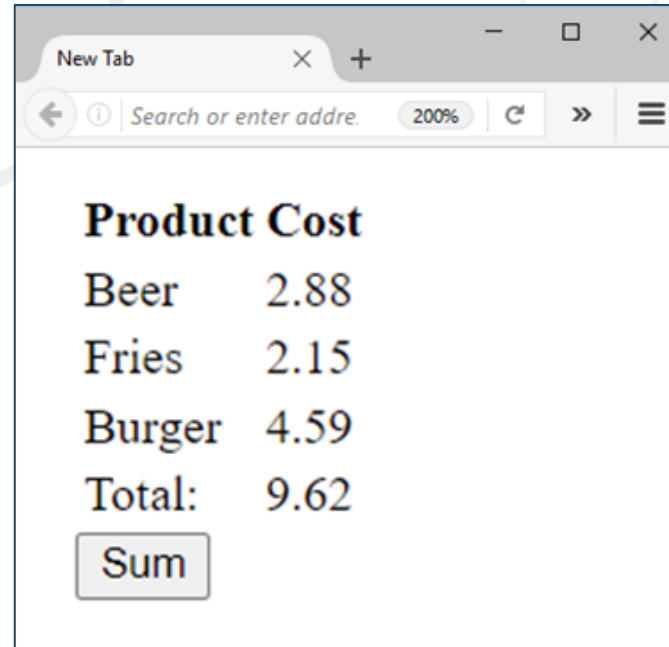
Problem: Sum Table

- Find the **first table** and sum all values in the **last column**
- Display the result inside element with ID **"sum"**



Product Cost	
Beer	2.88
Fries	2.15
Burger	4.59
Total:	

Sum



Product Cost	
Beer	2.88
Fries	2.15
Burger	4.59
Total:	9.62

Sum

Problem: Sum Table

- Sample HTML

```
<table>
  <tbody>
    <tr><th>Product</th><th>Cost</th></tr>
    <tr><td>Beer</td>    <td>2.88</td></tr>
    <tr><td>Fries</td>    <td>2.15</td></tr>
    <tr><td>Burger</td>    <td>4.59</td></tr>
    <tr><td>Total:</td>    <td id="sum"></td></tr>
  </tbody>
</table>
<button onclick="sum()">Sum</button>
```

Solution: Sum Table

```
function sum() {  
    let table = document.querySelectorAll("table tr");  
    let total = 0;  
    for (let i = 1; i < table.length; i++) {  
        let cols = table[i].children;  
        let cost = cols[cols.length - 1].textContent;  
        total += Number(cost);  
    }  
    document.getElementById("sum").textContent = total;  
}
```

Problem: Extract Parenthesis

- Extract all **parenthesized text** from a **target** paragraph
 - Your function will receive an element ID to parse
 - Return the result as string, joined by "**;** ";

```
...<!DOCTYPE html> == $0
<html lang="en">
  <head>...</head>
  <body>
    <p id="content">
      "
      The Rose Valley (Bulgaria) is located just south of the Balkan Mountains
      (Kazanlak).The most common oil-bearing rose found in the valley is the pink-
      petaled Damask rose (Rosa damascena Mill).
    "
  </p>
</body>
</html>
```

```
>>let text = extract("content")|
```



Bulgaria;
Kazanlak;
Rosa damascena Mill;

Problem: Extract Parenthesis

■ Sample HTML

```
<p id="content">
```

```
  The Rose Valley (Bulgaria) is located just south of the  
  Balkan Mountains(Kazanlak).The most common oil-bearing rose  
  found in the valley is the pink-petaled Damask rose (Rosa  
  damascena Mill).
```

```
</p>
```

```
<p id="holder">
```

```
  Lorem ipsum dolor sit amet, (consectetur adipiscing elit),  
  sed do eiusmod (tempor) incididunt ut labore (et dolore  
  magna) aliqua.
```

```
</p>
```

Solution: Extract Parenthesis

```
function extract(elementId) {  
  let para = document.getElementById(elementId).textContent;  
  let pattern = /\(([^\)]+)\)/g;  
  let result = [];  
  
  let match = pattern.exec(para);  
  while(match) {  
    result.push(match[1]);  
    match = pattern.exec(para);  
  }  
  
  return result.join('; ');  
}
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/4364#6>

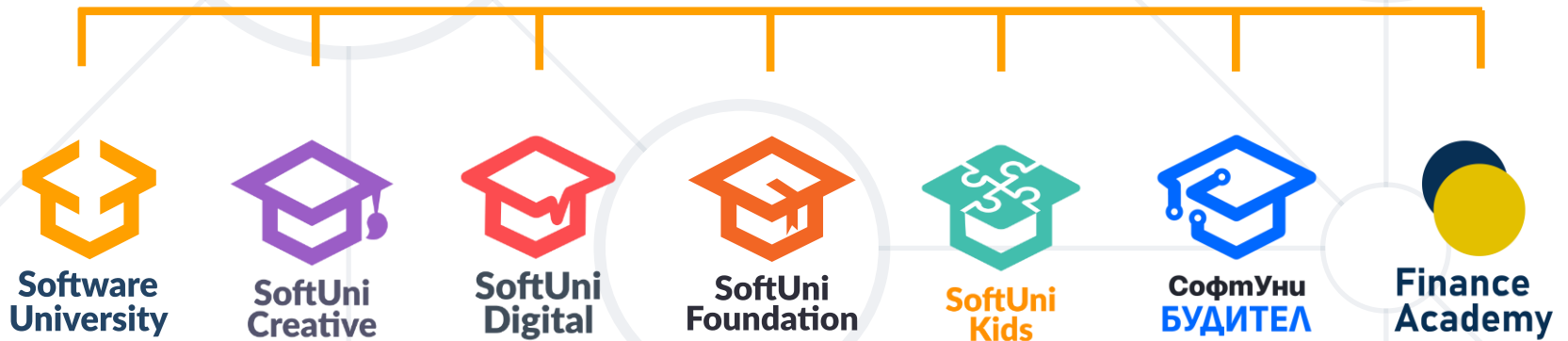
- BOM – Browser API
- DOM
 - **DOM** is a programming API for HTML and XML documents
 - Selecting DOM elements
 - By **Id**
 - By **Class** Name
 - **Query** Selectors
 - DOM **Properties** & HTML **Attributes**



Questions?



SoftUni



SoftUni Diamond Partners



- Software University – High-Quality Education, Profession and Job for Software Developers

- softuni.bg, about.softuni.bg

- Software University Foundation

- softuni.foundation

- Software University @ Facebook

- facebook.com/SoftwareUniversity



- This course (slides, examples, demos, exercises, homework, documents, videos and other assets) is **copyrighted content**
- Unauthorized copy, reproduction or use is illegal
- © SoftUni – <https://about.softuni.bg/>
- © Software University – <https://softuni.bg>

