

HTML 5

Capitolo 3
A little interaction

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Creiamo una playlist



Add new songs anytime.

What we're going to build.

Displays all your favorite Webville tunes, right in the browser.

Completely browser-based.
No server-side code needed or required.

Webville Tunes

<http://localhost/~Beth/Head-First-HTML5/c>

Song name Add Song

- Blue Suede Strings, by Elvis Pagely
- Great Objects on Fire, by Jerry JSON Lewis
- I Code the Line, by Johnny JavaScript
- That'll be the Data, by Buddy Bitly and the Variables
- Your Random Heart, by Hank "Math" Williams

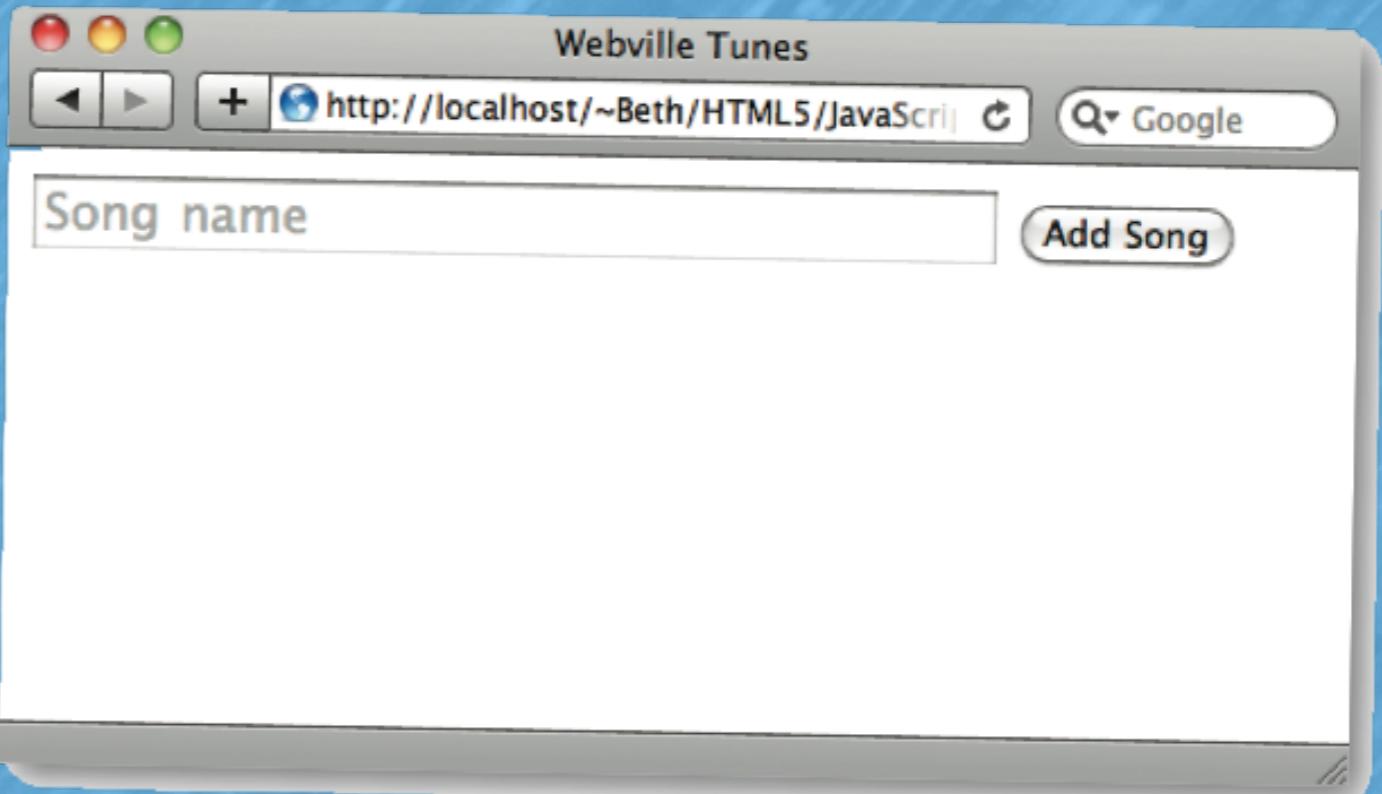
Pagina html iniziale

```
1 <!doctype html>
2 <html lang="en">
3 <head>
4 <title>Webville Tunes</title>
5 <meta charset="utf-8">
6 |
7 <script src="playlist.js"></script>
8
9 <link rel="stylesheet" href="playlist.css">
10 </head>
11 <body>
12
13 <form>
14 <input type="text" id="songTextInput" size="40" placeholder="Song name">
15 <input type="button" id="addButton" value="Add Song">
16 </form>
17
18 <ul id="playlist">
19
20 </ul>
21
22 </body>
23 </html>
24
25
```

Il bottone però non fa niente!



Hey, I'm really interested
in you, button... could you
let me know if anyone
clicks on you?



Great, you'll be the first to know
in the event that happens.

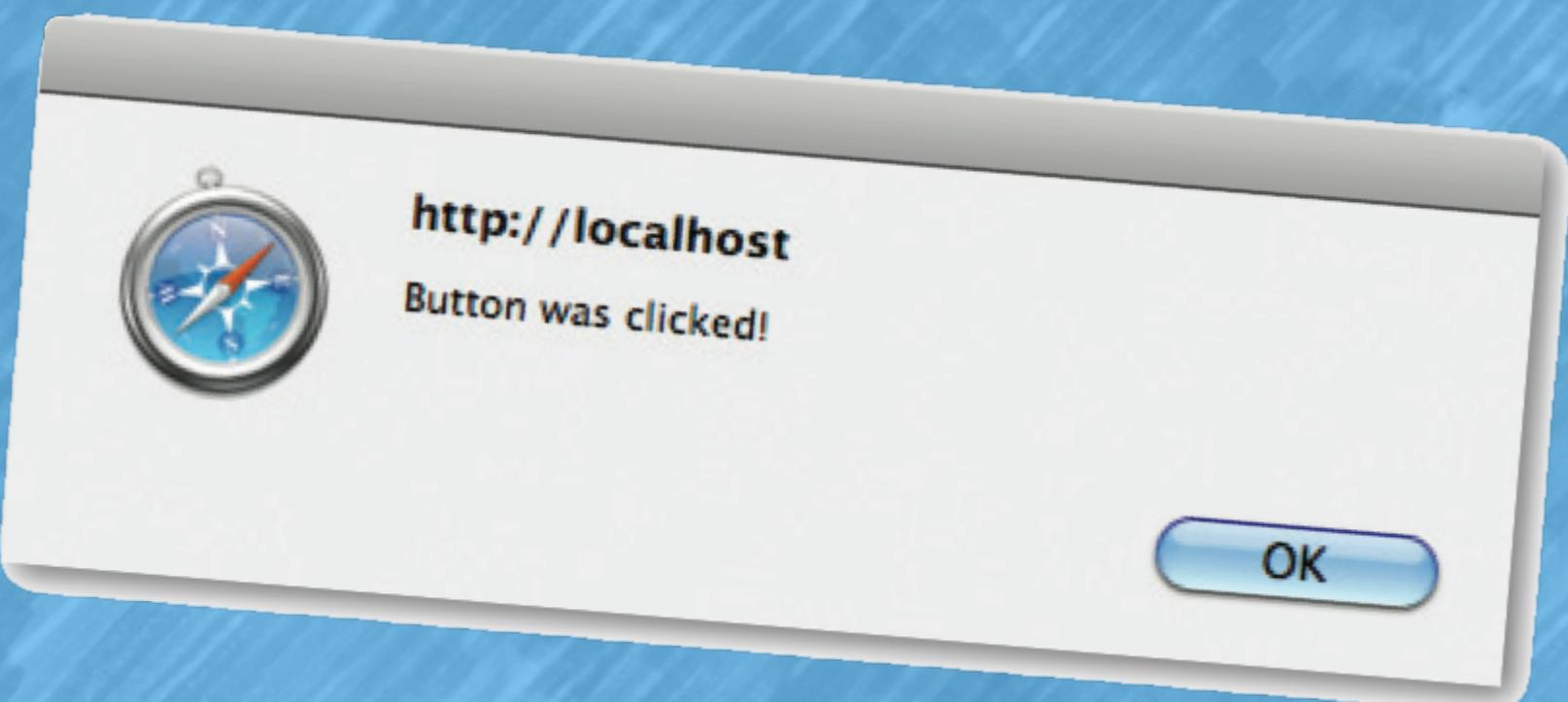
Add Song

Come gestire un click

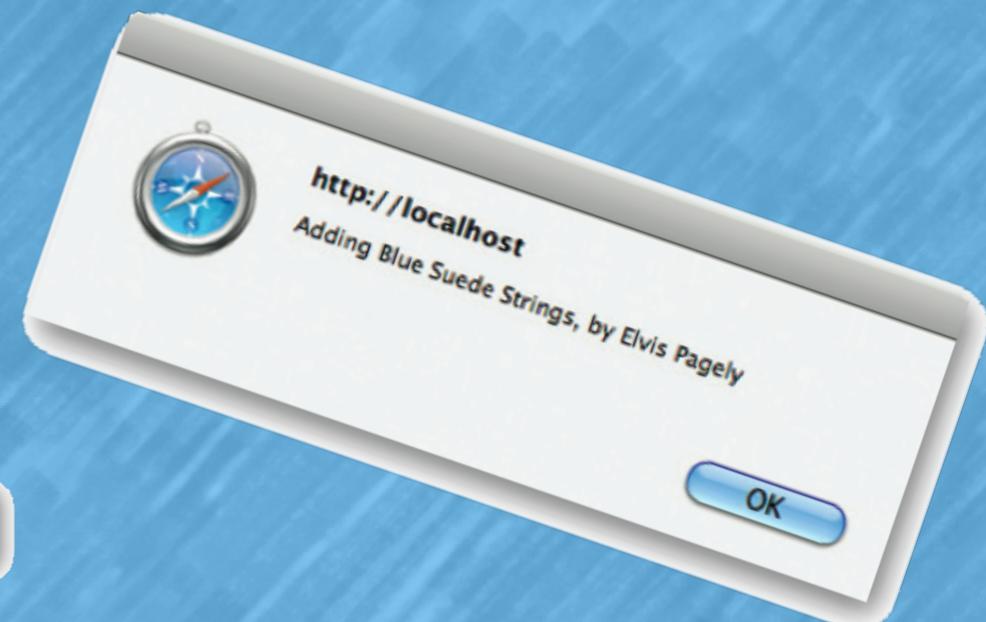
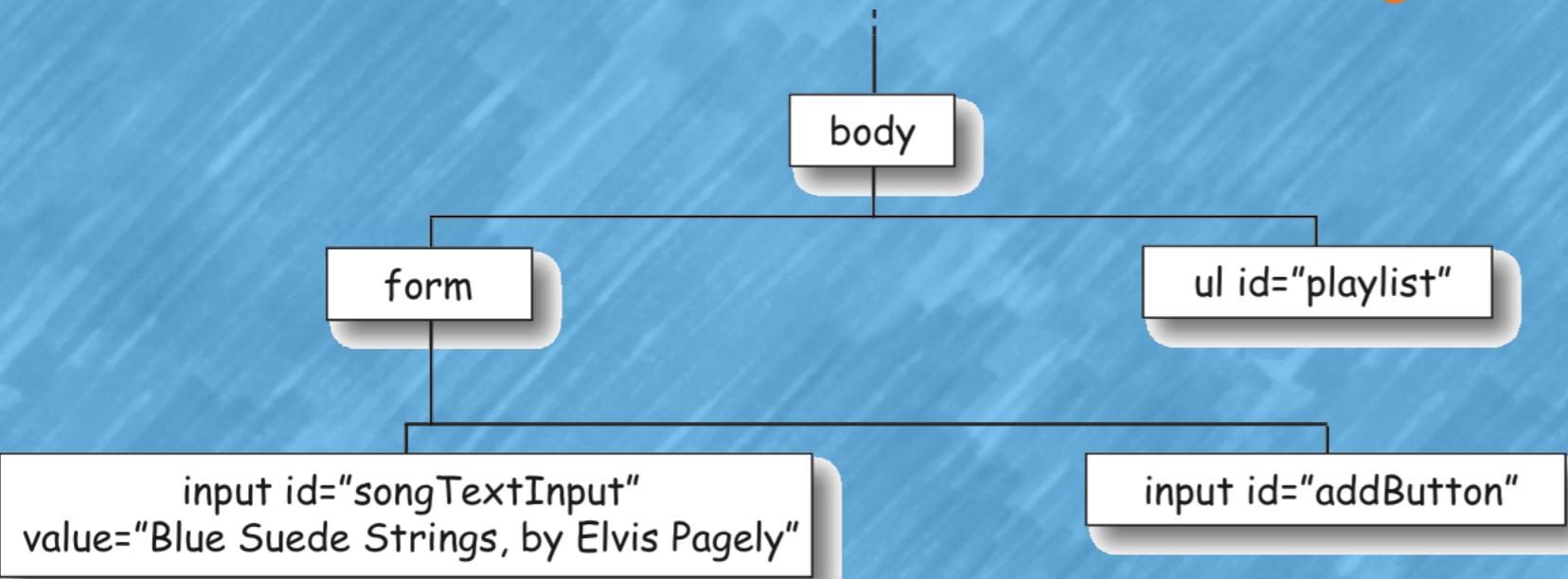
1. Crea un handler per gestire il click del pulsante “add song”.
2. Scrivi l’handler per prendere il nome della canzone nella form...
3. Creare un nuovo elemento per contenere una nuova canzone e aggiungerlo al DOM.

Primo passo

```
3 window.onload = init;  
4  
5 function init() {  
6     var button = document.getElementById("addButton");  
7     button.onclick = handleButtonClick;  
8 }  
9  
10 function handleButtonClick(e) {  
11     alert("Button was clicked!");  
12     //alert("Adding " + songName);  
13 }
```



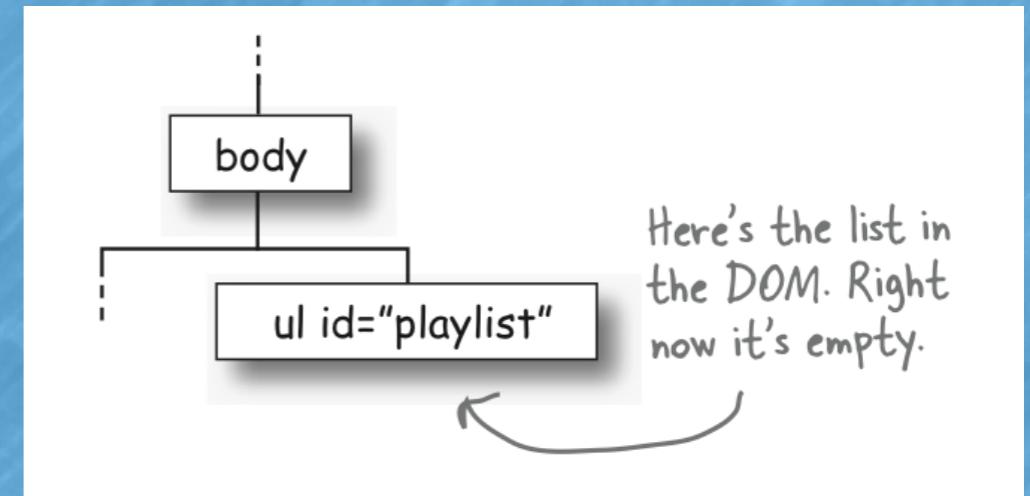
Secondo passo



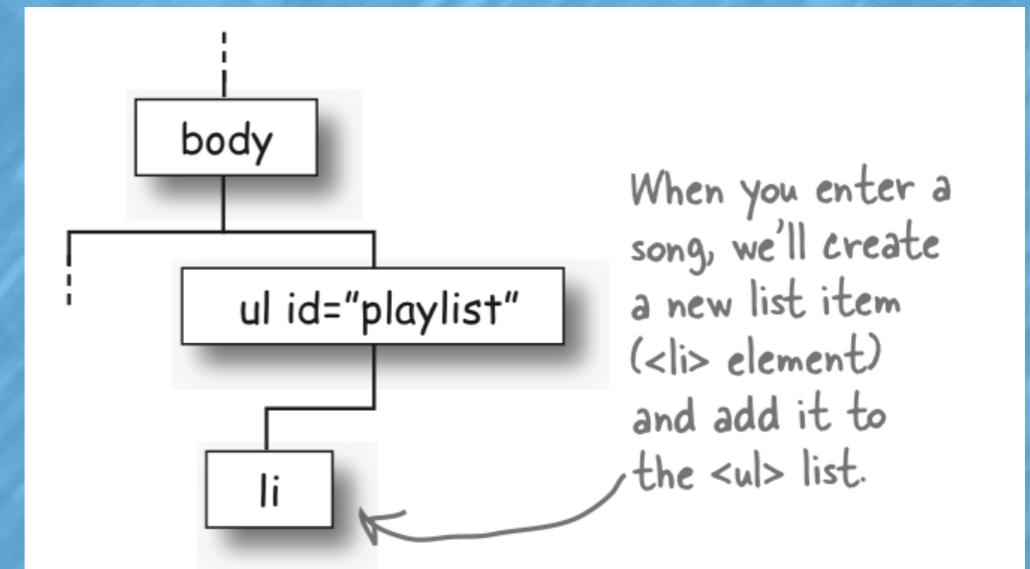
```
11
12 function handleButtonClick(e) {
13     var textInput = document.getElementById("songTextInput");
14     var songName = textInput.value;
15     //alert("Adding " + songName);
16
17     if (songName == "") {
18         alert("Please enter a song");
19     }
20     else {
21         alert("adding " + songName);
22     }
23 }
24
25 }
```

Terzo passo

Nel codice HTML iniziale avevamo
creato una lista vuota con il tag
``.



Quello che dobbiamo fare ora è
creare un elemento `` che contiene
il nome della canzone e aggiungerlo
dentro la lista nel DOM.



Codice JS

```
12 ⊕ function handleButtonClick(e) {  
13     var textInput = document.getElementById("songTextInput");  
14     var songName = textInput.value;  
15     //alert("Adding " + songName);  
16  
17 ⊕     if (songName == "") {  
18         alert("Please enter a song");  
19     }  
20 ⊕     else {  
21         //alert("Adding " + songName);  
22         var li = document.createElement("li");  
23         li.innerHTML = songName;  
24         var ul = document.getElementById("playlist");  
25         ul.appendChild(li);  
26  
27             // for Ready Bake  
28     }  
29 }
```



Usare il local storage

Wait a sec, I get we're interacting with the DOM and all, but how is this a real web App? If I close my browser, all my songs are gone. Shouldn't my playlist items stick around if this is really an application?



Codice JS completo

```
        }
    else {
        //alert("Adding " + songName);
        var li = document.createElement("li");
        li.innerHTML = songName;
        var ul = document.getElementById("playlist");
        ul.appendChild(li);

        // for Ready Bake
        save(songName);
    }
}
```

```
6⑥ function save(item) {
7    var playlistArray = getStoreArray("playlist");
8    playlistArray.push(item);
9    localStorage.setItem("playlist", JSON.stringify(playlistArray));
10   }

11

12⑥ function loadPlaylist() {
13    var playlistArray = getSavedSongs();
14    var ul = document.getElementById("playlist");
15    if (playlistArray != null) {
16        for (var i = 0; i < playlistArray.length; i++) {
17            var li = document.createElement("li");
18            li.innerHTML = playlistArray[i];
19            ul.appendChild(li);
20        }
21    }
22}

23

24⑥ function getSavedSongs() {
25    return getStoreArray("playlist");
26}
27

28⑥ function getStoreArray(key) {
29    var playlistArray = localStorage.getItem(key);
30    if (playlistArray == null || playlistArray == "") {
31        playlistArray = new Array();
32    }
33    else {
34        playlistArray = JSON.parse(playlistArray);
35    }
36    return playlistArray;
}
```

Fine....

Grazie Maradona