

DOM APIs

Recall the basics of JavaScript that we have already covered. They are mostly very general and abstract. They do not specifically reference the HTML elements on a web page.

JavaScript:

- Data types
 - Strings
 - "Hello world"
 - Numbers
 - 5
 - -12
 - 0
 - 0.125
 - Booleans
 - true
 - false
 - Arrays
 - .map()
 - .forEach()
 - .find()
 - .length
 - Objects
 - Functions
 - Function declarations
 - Arrow functions
 - Classes
 - undefined
 - null
 - NaN
 - Infinity
- Built-in global objects
 - Math
 - .random()
 - .round(num)
 - .ceil(num)
 - .floor(num)
 - .max(num1, num2)
 - .min(num1, num2)
 - .abs(num)
 - .sqrt(num)
 - .pow(num, exponent)
 - Date

- .now()
- Promise
 - new Promise(callbackFunction)
 - (resolve, reject)
 - promise.then()
 - promise.catch()
 - Promise.all()
- Control flow
 - If/Else
 - Loops

What is the DOM API?

- Document Object Model Application Programming Interface
- Not part of JavaScript but gets added as additional functionality by web browser
- Provides access to the current state of the rendered tree of HTML elements as well as other properties of the user's browser

What is `window`?

- The global object
- Provides access to various browser-specific functionalities including the DOM API
- Represents the browser at a high level, including the browser application's resizable/scrollable container
- Does not need to be specified, but helps for clarity

What properties exist on `window`?

- .innerWidth
- .innerHeight
- .location
 - .href
- .console
 - .log("message")
- .history
 - .back()
- .navigator
- .scrollX
- .scrollY

What methods exist on `window`?

- `.addEventListener("scroll")`
- `.addEventListener("resize")`
- `.removeEventListener("eventType", callbackFunction)`
- `.alert("message")`
- `.setTimeout(callbackFunction, interval)`
- `.requestAnimationFrame(callbackFunction)`
- `.fetch(url, options)`
- `.scrollTo(x, y)`
- `.matchMedia("css media query")`
 - `.addEventListener("change", callbackFunction)`

What is ``window.document``?

- Represents a web page loaded in the browser
 - Web pages used to be called "documents" because the early web was primarily designed to display research papers
- Holds the element tree

What methods exist on ``window.document``?

- `.createElement("element-name")`
- `.querySelector("css selector")`
- `.querySelectorAll("css selector")`

What properties exist on ``document``?

- `.documentElement => <html> Element`
- `.activeElement => Element that is currently focused`
- `.cookie => get and set cookies that will be sent to a server`

How is an HTML element represented?

- An element in the DOM uses the Element interface

What methods exist on the HTML Element interface?

- `.querySelector("css selector")`
- `.querySelectorAll("css selector")`
- `.closest("css selector")`
- `.matches("css selector")`
- `.contains(element)`
- `.append(element)`
- `.prepend(element)`
- `.remove()`

- `.getAttribute("attribute-name")`
- `.setAttribute("attribute-name", "value")`
- `.addEventListener("eventType", callbackFunction)`
 - "click"
 - "change"
 - "submit"
- `.removeEventListener("eventType", callbackFunction)`
- `.getBoundingClientRect()`
 - `.height`
 - `.width`
 - `.top`
 - `.left`
- `.scrollIntoView()`
- `.focus()`

What properties exist on the HTML Element interface?

- `.innerText`
- `.children => HTMLCollection`
- `.parentElement => Element`
- `.nextElementSibling => Element`
- `.style`
 - `.setProperty("cssProperty", "cssValue")`
 - `.getPropertyValue("cssProperty")`
- `.classList`
 - `.contains("className") => Boolean`
 - `.add("className")`
 - `.remove("className")`
 - `.toggle("className")`

What are live HTMLCollections and NodeLists?

- Array-like representations of the DOM
- Update as the DOM changes
- Wrap in `'Array.from()'` to get a real array that won't change

What is the 'event' argument in an event listener callback function?

- Provides properties and methods for the event that is being fired inside the callback function of `.addEventListener()`

What methods exist on the Event interface?

- `.preventDefault()`

- `.stopPropagation()`

What properties exist on the Event interface?

- `.currentTarget`
 - The element that the event listener was added to.
- `.target`
 - The element that is currently responding to the event listener callback
 - May be firing on the element that the event listener was added to, or may be firing on one of its ancestors or descendants.
- Other properties depend on the type of the Event

What is the difference between event bubbling and capturing?

- Some events will only fire on one element (the `.currentTarget`)
- Others "bubble" meaning the callback is fired on all ancestors and descendants of the `.currentTarget` element
- There are two paradigms for propagating events:
- Bubble mode (Bottom -> Top)
 - The default mode
 - Fires on the innermost child element first
 - Then fires on every ancestor element
- Capture mode (Top -> Bottom)
 - Specified as an extra argument in `.addEventListener()`
 - Fires on the top-most ancestor element first
 - Then fires on every descendant element
- To only fire on a specific element, guard by checking if `event.target === event.currentTarget`
- To prevent further bubbling/capturing at any point, call `event.stopPropagation()`

What is event delegation?

- You could add an event listener to many objects that all exist inside the same ancestor element...
- Or you could add one event listener to the common ancestor element, knowing the event will bubble and its callback function will fire on all the children.
- To only respond to specific children, guard by checking if `event.target.matches("css selector")`

What is the FormData API?

- new FormData(formElement)
 - .entries() provides an array of arrays with key/values

What is the interface for converting between an object and an array?

- Use the entries API
 - { key1: value1, key2, value2 }
 - [[key1, value1], [key2, value2]]
- object.entries()
- Object.fromEntries(array)