Try it yourself 4

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Young-Duk Seo

mysid88@sejong.ac.kr

Event page







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JavaScript Events - Responding to Events

Click here

Mouse over here

LOAD event

1. 페이지가 처음 로드 되었을 경우

Click here

Mouse over here

CLICK event

2. Click here 부분이 클릭 되었을 경우

Click here

Mouse over here

MouseOver event

3. Mouse over here 부분에 마우스를 커서를 올려두었을 경우 Click here

Mouse over here

RESIZE event

4. 창의 크기를 변경했을 경우

Event_page.html, **Event_page.js**

Output your name



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What is your name?

Click

1. 페이지가 처음 로드 되었을 경우



2. Click 버튼을 누르면, Prompt 창이 뜸

Input_name.html, Input_name.js

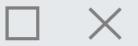
What is your name?

Click

My name is Young-Duk Seo

3. 최종 결과물

HTML + CSS + JS





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Modify the DOM

First

Second

This code shouldn't change.

Clicked First Button

This shouldn't change either.

1. 첫번째 버튼을 눌렀을 경우

Modify the DOM

First

Second

This code shouldn't change.

Clicked Second Button

This shouldn't change either.

2. 두번째 버튼을 눌렀을 경우

Modify_dom.html, Modify_dom.css, Modify_dom.js

CSS

- "button" element
 - 너비: 150px
 - 배경색: 00CCEE
 - 왼쪽 margin: 15px
 - 글씨 크기: 120%
- "p" element
 - 너비: 250px
 - Border: 굵기(2px), 모양(실선), 색(black)
 - 글씨 중앙 정렬
 - Margin: 20px
- "stuff" class
 - 글씨 중앙 정렬
 - 글씨 색: 흰색
 - 배경색: 7F7F7F

Clock based on setInterval() method





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setInterval() method

Repeats a given function at every given time-interval

```
setInterval(function, milliseconds);
```

- The first parameter is the function to be executed
- The second parameter indicates the length of the time-interval between each execution

Date Output

Date object are created with the new Date() constructor

```
var time = new Date();
```

Clock based on setInterval() method





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```
⟨p id="demo">⟨/p⟩

⟨script⟩

function myFunction() {

 var d = new Date();

 document.getElementById("demo").innerHTML = d;
}

⟨/script⟩
```



Wed May 15 2019 00:30:57 GMT+0900 (한국 표준시)

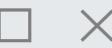
```
⟨p id="demo"⟩⟨/p⟩
⟨script⟩

function myFunction() {
  var d = new Date();
  document.getElementById("demo").innerHTML =
  d.toLocaleTimeString();
}
⟨/script⟩
```



오전 12:31:17

Clock based on setInterval() method





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clock.html

- Three tags
 - <h1> tag
 - tag with id="demo"
 - <script> tag with setInterval() method

clock.js

- One function
 - myTimer()
 - One variable to represent date output
 - Using innerHTML to update tag with id="demo"

This time:

오전 12:23:16

Output

Add number



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element.textContent

Get the text content of an element

```
\delta button onclick="myFunction()" id="myBtn"\Try it\/button\
\delta id="demo"\delta\/p\
\delta script\\
  function myFunction() {
    var x = document.getElementById("myBtn").textContent;
    document.getElementById("demo").innerHTML = x;
  }
\delta /script\
```



Try it

Try it

Add number



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String to Number

- Using Number(String);
- Otherwise, Number to String uses **String(Number)**;

```
var num = Number(element.textContent);
```

```
⟨button onclick="myFunction()"⟩Try it⟨/button⟩
⟨p id="demo">⟨/p>
<script>
 function myFunction() {
  var x1 = true;
  var x2 = false;
  var x4 = "999";
  var x5 = "999 888";
  var n = Number(x1) + "\langle br \rangle" + Number(x2) + "\langle br \rangle" +
  Number(x3) + "\langle br \rangle" + Number(x4) + "\langle br \rangle" +
  Number(x5);
  document.getElementById("demo").innerHTML = n;
</script>
```

Add number



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버튼 클릭 시 1을 더한 값으로 버튼의 content가 업데이트

- buttonevent.html
 - One **<button>** tag with onclick attribute
- buttonevent.js
 - function plusnum(element)
 - Using element.textContent and Number(String)

1



2

PhotoGallary



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마우스를 작은 그림에 가져다 댈 경우, 큰 그림으로 나타나게 함

- phtogallary.html
 - Two <div> tags
 - First <div> tag: tag with id="name", tag with a photo file "user.png" and id="photo"
 - Second <div> tag: nine tags with src, alt, onmouseover, and onmouseout attributes
- phtogallary_style.css
 - : inline-block, width (8%), height (8%), margin (2px), and border (1px solid black)
 - <div>: width (50%), height (50%), margin (center), and text-align (center)
 - id ="photo": width (100%) and height (100%)
- phtogallary_action.js
 - function showimg(element): tag with id="name"에 alt 값과, tag with id="photo"에 src를 마우스를 가져다 대 사진의 값으로 바꾸기
 - function original(): tag with id="name"에 "여기에 사진이 크게 들어갑니다." 문구 넣기, default image (user.png)로 바꾸기

PhotoGallary



