```
DOM1
    <section id="section1">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section2">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section3">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section4">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section5">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section6">
        <div class="table-wrap">
        </div>
    </section>
    <section id="section7">
        <div class="table-wrap">
```

```
</div>
</section>
<section id="section8">
   <div class="table-wrap">
   </div>
</section>
<section id="section9">
   <div class="table-wrap">
   </div>
</section>
<section id="section10">
    <div class="table-wrap">
   </div>
</section>
<script>
   class Arr {
       constructor(a,b) {
           b\%2==0?(b=b-1):b;
           this.n = a;
           this.m = b;
       createTableFn(){
           var beforeBegin = 'beforebegin'; //타겟 요소 밖(Out) 이전(Preview)에 생성
           var afterEnd = 'afterend';
                                        //타겟 요소 밖(Out) 이후(Next)에 생성
           var afterBegin = 'afterbegin'; //타겟 안(In) 요소 이전에
           var beforeEnd = 'beforeend'; //타겟 안(In) 요소 다음에
```

```
//타이틀 생성
   for(var i=0; i<this.n; i++){
       var section = document.guerySelector(`#section${i+1}`);
           section.insertAdjacentHTML(afterBegin,`<h1>${this.m}행 ${this.m}열 - 행열(Matrix) No.${i+1<10?('0'+(i+1)):i+1}</h1>`);
   //테이블 table 생성 n개
   for(var i=0; i<this.n; i++){ //테이블 table 생성 n개
       var tableBox = document.guerySelector('#section'+(i+1)+' .table-wrap');
       var createTable = document.createElement('table');
           createTable.className = 'table';
           tableBox.appendChild(createTable);
   // 각 테이블에 tr 생성 n개
   for(var i=0; i<this.n; i++){
       var table = document.guerySelector('#section' +(i+1)+ ' .table');
       for(var j=0; j<this.m; j++){ // 각 테이블에 tr 생성 n개
           var createTr = document.createElement('tr');
               table.appendChild(createTr);
   // 각 테이블에 td 생성 n개
   for(var i=0; i<this.n; i++){
       var tr = document.querySelectorAll('#section' +(i+1)+ ' .table tr');
       for(var j=0; j<this.m; j++){ // 각 테이블에 td 생성 n개
           for(var k=0; k<this.m; k++){ // 각 테이블에 td 생성 n개
               var createTd = document.createElement('td');
                  tr[j].appendChild(createTd);
section1(){
```

```
var k=0;
    var table = document.querySelector('#section1 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<this.m; j++){
                k++;
                table.children[i].children[j].textContent=k;
section2(){
    var k=Math.pow(this.m,2)+1;
    var table = document.querySelector('#section2 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<this.m; j++){
                table.children[i].children[j].textContent=k;
section3(){
    var k=0;
    var table = document.querySelector('#section3 .table')
        for(var i=0; i<this.m; i++){
            for(var j=i; j<this.m; j++){
                k++;
                table.children[i].children[j].textContent=k;
section4(){
    var k=0;
    var table = document.querySelector('#section4 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<=i; j++){
                k++;
                table.children[i].children[j].textContent=k;
```

```
section5(){
    var k=0;
    var table = document.querySelector('#section5 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<this.m-i; j++){
                 k++;
                 table.children[i].children[j].textContent=k;
section6(){
    var k=0;
    var table = document.querySelector('#section6 .table')
        for(var i=0; i<this.m; i++){
            for(var j=(this.m-1)-i; j<this.m; j++){
                 k++;
                 table.children[i].children[j].textContent=k;
section7(){
    var k=0;
    var table = document.querySelector('#section7 .table')
        for(var i=0; i<this.m; i++){
            if(i < = (this.m-1)/2){
                 for(var j=i; j<this.m-i; j++){ //0\sim4/1\sim3/2\sim2
                      k++;
                     table.children[i].children[j].textContent=k;
            else{
                 for(var j=(this.m-1)-i; j<=i; j++){ //1 \sim 3 /0 \sim 4
                      k++;
```

```
table.children[i].children[j].textContent=k;
section8(){
    var k=0;
    var table = document.querySelector('#section8 .table')
        //0 : 2~2
        //1 : 1~3
        //2 : 0~4
        //3 : 1~3
        //4 : 2~2
        for(var i=0; i<this.m; i++){
            if( i < = (this.m-1)/2 ){
                for(var j=((this.m-1)/2)-i; j<Math.round((this.m)/2)+i; j++){ //5개인경우 : 2-0=2, 2+0=2
                    k++;
                    table.children[i].children[j].textContent=k;
            else{
                for(var j=i-((this.m-1)/2); j<(this.m+(this.m-1)/2)-i; j++){ //5개인경우 : 3-2=1, (칸수+1)6-3=3
                    k++;
                    table.children[i].children[j].textContent=k;
section9(){ // ㄹ 모양
    var k=0;
    var table = document.querySelector('#section9 .table')
        for(var i=0; i<this.m; i++){
            if( i\%2==0 ){
```

```
for(var j=0; j<this.m; j++){}
                         k++;
                         table.children[i].children[j].textContent=k;
                else{
                     for(var j=this.m-1; j>=0; j--){
                         k++;
                         table.children[i].children[j].textContent=k;
    section 10(){
class TableArr extends Arr {
        init(){
            super.createTableFn();
            super.section1();
            super.section2();
            super.section3();
            super.section4();
            super.section5();
            super.section6();
            super.section7();
            super.section8();
            super.section9();
            super.section10();
```

```
const createTableElment = new TableArr(10,10);
              createTableElment.init();
    </script>
DOM2
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta http-equiv="X-UA-Compatible" content="IE=edge">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>142_DOM_탐색하기</title>
    <style>
        * {margin:0;padding:0;vertical-align:middle;}
        html,body{width:100%;height:100%;}
        section {padding:100px 0;}
        h1 {text-align: center:font-size: 30px;padding: 30px 0;}
        table {border-collapse: collapse;margin:0 auto;}
        td { width:70px;height:70px;text-align:center;vertical-align: middle;border:1px solid #ccc;font-size:20px;}
    </style>
</head>
<body>
    <script>
        class Arr {
            constructor(a,b) {
                b\%2 = = 0?(b = b - 1):b;
                this.n = a;
                this.m = b;
```

```
createTableFn(){
   //섹션(section) 요소 생성
   for(var i=0; i<this.n; i++){
       var body = document.guerySelector('body');
       var section = document.createElement('section');
           section.id = 'section'+(i+1);
           body.appendChild(section);
   //헤딩(h1) 요소 생성
   for(var i=0; i<this.n; i++){
       var section = document.querySelectorAll('section'); //섹션 배열처리
       var h1 = document.createElement('h1');
       var h1Txt = document.createTextNode(this.m + '행' + this.m + '옆 행열(Metix) No. ' + (i+1));
           h1.appendChild(h1Txt);
           section[i].appendChild(h1);
   //div 요소 테이블 박스(table-wrap) 요소 생성
   for(var i=0; i<this.n; i++){
       var section = document.guerySelectorAll('section');
       var div = document.createElement('div');
           div.className = 'table-wrap';
           section[i].appendChild(div);
   //테이블 table 생성 n개
   for(var i=0; i<this.n; i++){ //테이블 table 생성 n개
       var tableBox = document.querySelector('#section'+(i+1)+' .table-wrap');
       var createTable = document.createElement('table');
           createTable.className = 'table';
           tableBox.appendChild(createTable);
   // 각 테이블에 tr 생성 n개
```

```
for(var i=0; i<this.n; i++){
       var table = document.guerySelector('#section' +(i+1)+ ' .table');
       for(var j=0; j<this.m; j++){ // 각 테이블에 tr 생성 n개
           var createTr = document.createElement('tr');
               table.appendChild(createTr);
   // 각 테이블에 td 생성 n개
   for(var i=0; i<this.n; i++){</pre>
       var tr = document.guerySelectorAll('#section' +(i+1)+ ' .table tr');
       for(var j=0; j<this.m; j++){ // 각 테이블에 td 생성 n개
           for(var k=0; k<this.m; k++){ // 각 테이블에 td 생성 n개
               var createTd = document.createElement('td');
                    tr[j].appendChild(createTd);
section1(){
    var k=0;
   var table = document.querySelector('#section1 .table')
       for(var i=0; i<this.m; i++){
           for(var j=0; j<this.m; j++){
               k++;
               table.children[i].children[j].textContent=k;
section2(){
   var k=Math.pow(this.m,2)+1;
   var table = document.querySelector('#section2 .table')
       for(var i=0; i<this.m; i++){
           for(var j=0; j<this.m; j++){
                k--;
```

```
table.children[i].children[j].textContent=k;
section3(){
    var k=0;
    var table = document.querySelector('#section3 .table')
        for(var i=0; i<this.m; i++){
            for(var j=i; j<this.m; j++){
                k++;
                table.children[i].children[j].textContent=k;
section4(){
    var k=0;
    var table = document.querySelector('#section4 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<=i; j++){
                 k++;
                table.children[i].children[j].textContent=k;
section5(){
    var k=0;
    var table = document.querySelector('#section5 .table')
        for(var i=0; i<this.m; i++){
            for(var j=0; j<this.m-i; j++){
                 k++;
                table.children[i].children[j].textContent=k;
section6(){
    var k=0;
```

```
var table = document.querySelector('#section6 .table')
        for(var i=0; i<this.m; i++){
            for(var j=(this.m-1)-i; j<this.m; j++){</pre>
                 k++;
                 table.children[i].children[j].textContent=k;
section7(){
    var k=0;
    var table = document.guerySelector('#section7 .table')
        for(var i=0; i<this.m; i++){
            if(i < = (this.m-1)/2){
                 for(var j=i; j<this.m-i; j++){ //0\sim4/1\sim3/2\sim2
                     table.children[i].children[j].textContent=k;
            else{
                 for(var j=(this.m-1)-i; j<=i; j++){ //1 \sim 3 /0 \sim 4
                     table.children[i].children[j].textContent=k;
section8(){
    var k=0;
    var table = document.querySelector('#section8 .table')
        //0 : 2~2
        //1 : 1~3
        //2 : 0~4
        //3 : 1~3
        //4 : 2~2
        for(var i=0; i<this.m; i++){
            if( i < = (this.m-1)/2){
```

```
for(var j=((this.m-1)/2)-i; j<Math.round((this.m)/2)+i; j++){ //5개인경우 : 2-0=2, 2+0=2
                    k++;
                    table.children[i].children[j].textContent=k;
            else{
                for(var j=i-((this.m-1)/2); j<(this.m+(this.m-1)/2)-i; j++){ //5개인경우 : 3-2=1, (칸수+1)6-3=3
                    table.children[i].children[j].textContent=k;
section9(){ // ㄹ 모양
    var k=0;
    var table = document.querySelector('#section9 .table')
        for(var i=0; i<this.m; i++){
            if( i\%2==0 ){
                for(var j=0; j<this.m; j++){
                    k++;
                    table.children[i].children[j].textContent=k;
            else{
                for(var j=this.m-1; j>=0; j--){
                    k++;
                    table.children[i].children[j].textContent=k;
```

```
section 10(){
        class TableArr extends Arr {
                init(){
                    super.createTableFn();
                    super.section1();
                    super.section2();
                    super.section3();
                    super.section4();
                    super.section5();
                    super.section6();
                    super.section7();
                    super.section8();
                    super.section9();
                    super.section10();
        const createTableElment = new TableArr(10,10);
              createTableElment.init();
   </script>
</body>
</html>
```