

### JavaScript (JS) With HTML

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#### prompt

- The prompt() method displays a dialog box that prompts the user for input.
- The prompt() method returns the input value if the user clicks "OK", otherwise it returns null.

#### confirm

- The confirm() method displays a dialog box with a message, an OK button, and a Cancel button.
- The confirm() method returns true if the user clicked "OK", otherwise false.



# setTimeout() & clearTimeout()



#### setTimeout()

- The setTimeout() method calls a function after a number of milliseconds.
- The setTimeout() is executed only once.

#### clearTimeout()

- The clearTimeout() method clears a timer set with the setTimeout() method.
- To clear a timeout, use the id returned from setTimeout():



### setInterval() & clearInterval()



### setInterval()

- The setInterval() method calls a function at specified intervals (in milliseconds).
- The setInterval() method continues calling the function until clearInterval() is called, or the window is closed.

#### clearInterval()

- The clearInterval() method clears a timer set with the setInterval() method.
- To clear an interval, use the id returned from setInterval()



### Why We Use Javascript?



Where HTML and CSS are languages that give structure and style to web pages, JavaScript gives web pages interactive elements that engage a user.

JavaScript is a text-based programming language used both on the client-side and server-side that allows you to make web pages interactive.

- Show or hide more information with the click of a button
- Change the color of a button when the mouse hovers over it
- Slide through a carousel of images on the homepage
- Displaying a timer or countdown on a website
- Displaying animations and many more

### How To Add JS In HTML?



#### Inline

<a onclick="alert('Welcome To WCG')">Click Me</a>

#### Internal

```
<script>
    function alertMe(){ alert('Welcome To WCG'); }
</script>
<a onclick="alertMe()">Click Me</a>
```

#### External

```
<a onclick="alertMe()">Click Me</a> <script src="alertMeFile.js"></script>
```

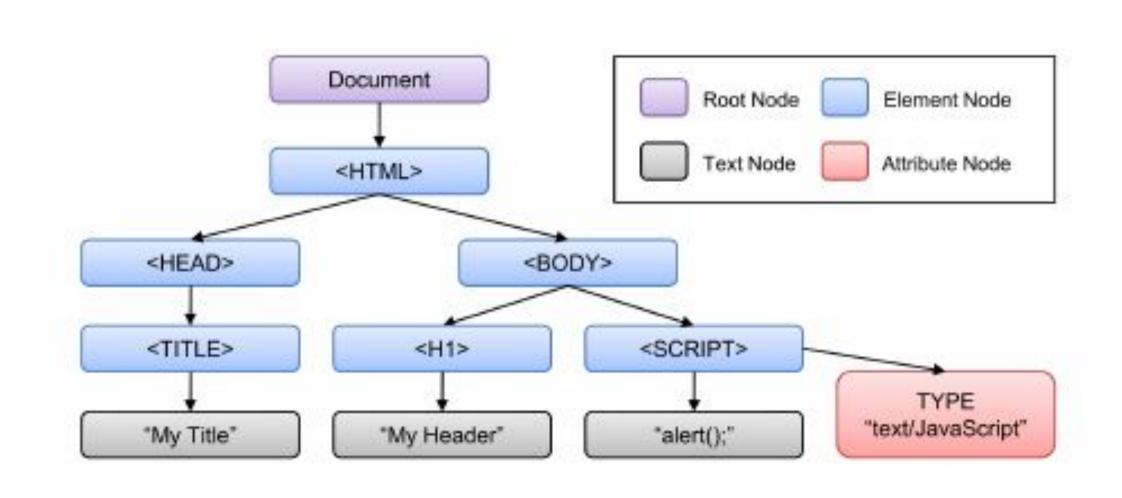
# What is DOM?



- DOM stands for Document Object Model. It is a programming interface that allows us to create, change, or remove elements from a website document.
- DOM manipulation is when you use JavaScript to add, remove, and modify elements of a website

### **DOM Tree**







### What We Can Change Using DOM Manipulation?



- Remove existing HTML elements and attributes
- Add new HTML elements and attributes
- React to all existing HTML events in the page
- Create new HTML events in the page

# Methods



DOM Selectors, as the name suggests is used to select HTML elements within a document using JavaScript

- getElementsByTagName()
- getElementsByClassName()
- getElementById()
- querySelector()
- querySelectorAll()



### **Adding and Deleting Elements**



- document.createElement(element) Create an HTML element
- document.appendChild(*element*) Add an HTML element
- document.removeChild(*element*) Remove an HTML element
- document.replaceChild(*new*, *old*) Replace an HTML element
- CreateTextNode(text)- Creates a text node.



### **Changing HTML Elements**



• element.innerHTML = new html content Change the inner HTML of an element

• element.attribute = new value Change the attribute value of an HTML element

• element.style.property = new style Change the style of an HTML element

#### 1. innerHTML



- The HTML DOM allows JavaScript to change the content of HTML elements
- The easiest way to modify the content of an HTML element is by using the innerHTML property.

To change the content of an HTML element, use this syntax:

This is the element you want to change the html inside of it



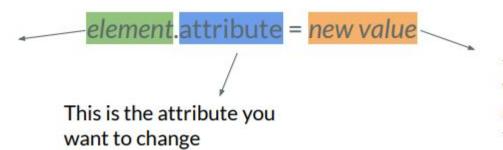
this is the new html code or text you want to put inside the element

# 2. a

#### 2. attribute



This is the element you want to change an attribute of



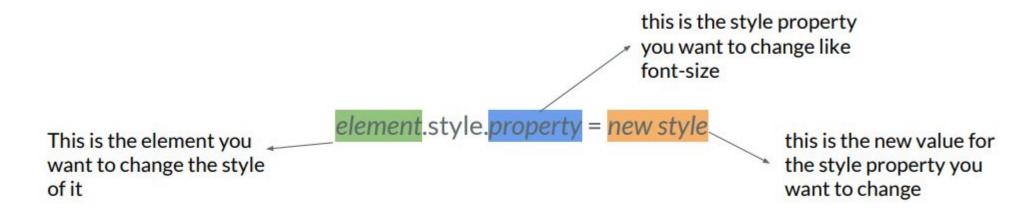
this is the new value you want to assign to the specified attribute of the given element



# 3. style



To change the style of an HTML element, use this syntax:



HTML DOM style object reference



### **JavaScript Events**



• When a browser reacts on user action, then it is called as an event. For example, when you click on the submit button, then if the browser displays an information box.

#### Most useful events:

- click
- change
- focus
- keydown
- keypress
- keyup





#### addEventListener()

- The addEventListener() method is used to attach an event handler to a particular element. It does not override the existing event handlers.
- element.addEventListener(event, listener);

#### removeEventListener()

- This function used to removes an event handler that was previously added using the addEventListener() function from the element.
- element.removeEventListener(event, listener)

#### **Custom Event**



- To create a custom event we use the **Event** constructor or **CustomEvent** interface. The Event constructor creates an Event and CustomEvent creates an Event with more functionality.
- We listen to this event using the addEventListener() method.
- We trigger or dispatch the event using element.dispatchEvent(eventName) method.

```
// To assign event
const startEvent = new Event("start");

// To trigger the event Listener
document.addEventListener("start", () => {
    console.log("The start event was triggered")
});

// To trigger the Event
document.dispatchEvent(startEvent);
```

Thank You