

# Intro to Programming For the Web

## Session 8

jQuery/Javascript



# jQuery

- a Javascript **library**
- provides elegant way to manipulate the DOM + a few utilities
- it's just Javascript



# Javascript

- up to browser vendors to implement
  - all are dialects of a standard called ECMAScript
  - different implementations behave in slightly different ways
- it's evolving



Firefox



apache

<http://php-course.dev/scratch/index.php>

GET /index.php HTTP/1.1  
Host: php-course.dev

HTTP

</Users/eric/Sites/php-course.dev/scratch/index.php>

```
<!DOCTYPE html>
<html>
  <head>
  </head>
  <body>
    <h1>Madness??</h1>
    <strong>
      This is <?php echo 'PHP';?>!!!
    </strong>
  </body>
</html>
```

php module

...This is <?php echo 'PHP';?>!!!



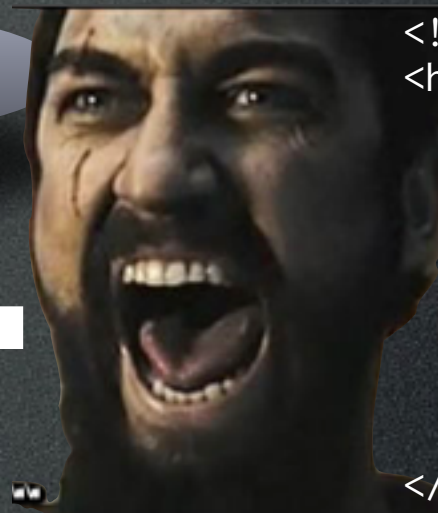
...This is PHP!!!

apache



HTTP

Firefox



```
<!DOCTYPE html>
<html>
  <head>
  </head>
  <body>
    <h1>Madness??</h1>
    <strong>
      This is PHP!!!
    </strong>
  </body>
</html>
```



Firefox

<http://php-course.dev/scratch/index.php>

HTTP

GET /index.php HTTP/1.1  
Host: php-course.dev



apache

</Users/eric/Sites/php-course.dev/scratch/index.php>

```
<!DOCTYPE html>
<html>
  <head>
  </head>
  <body>
    <h1>Madness??</h1>
    <strong>
      This is <?php echo 'PHP';?>!!!
    </strong>
    <script>alert('hi there');</script>
  </body>
</html>
```

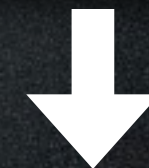


php module

...This is <?php echo 'PHP';?>!!!

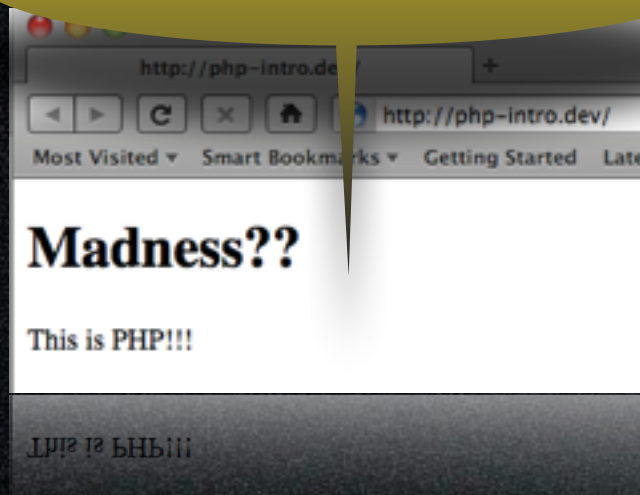


...This is **PHP**!!!



apache

hi there



HTTP

Firefox



```
<!DOCTYPE html>
<html>
  <head>
  </head>
  <body>
    <h1>Madness??</h1>
    <strong>
      This is PHP!!!
    </strong>
    <script>alert('hi there');</script>
  </body>
</html>
```



# Javascript in HTML

- **inline** within `<script>` tags
- or in a file, **included** with  
`<script src="[path]"></script>`
- inline scripts are **interpreted** synchronously as the page is parsed
- included scripts are **fetched** synchronously



# Javascript execution

- slow inline Javascript will delay load **and** display of page
- inline delay example



# Javascript execution

- slow included Javascript will delay load of page
- included delay example



# Javascript execution

- generally only run JS once the DOM is fully loaded anyway



# Javascript

- best practice:
  - include files (rather than inline)
  - include just before `</body>` so page can be displayed while waiting
  - included at `</body>` example

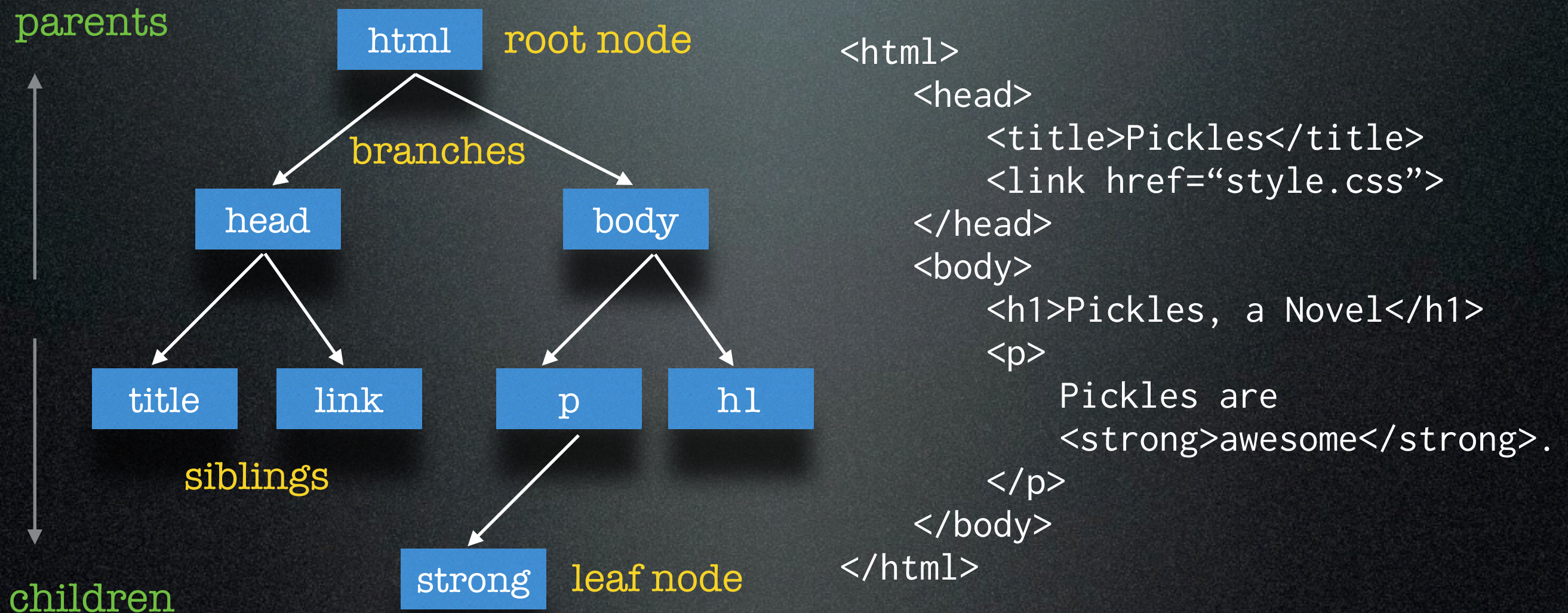


# Javascript DOM manipulation

- DOM is a **tree** of Nodes
- Nodes have attributes
- some nodes are Elements
  - Elements have tagName
- <http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/>



# HTML as Tree





# Javascript DOM manipulation

- browser **exposes** DOM and browser features (like current URL, alert dialog) via globals in Javascript:
  - document
  - window
  - location
  - alert
  - Math
  - etc...



# Javascript DOM manipulation

- **document** object
  - is root of DOM tree
  - contains factory methods for creating new nodes
  - and methods for finding nodes
    - getElementById
    - getElementsByTagName



# Javascript DOM manipulation

- appending `<p>hi there</p>` to the body

```
var pTag = document.createElement('p');  
var pText = document.createTextNode('hi there');  
pTag.appendChild(pText);  
var bodyTag = document.getElementsByTagName('body')[0];  
bodyTag.appendChild(pTag);
```



# Javascript DOM manipulation

- turning all paragraphs red

```
var pElements = document.getElementsByTagName('p');  
for (var i = 0; i < pElements.length; i++) {  
    pElements[i].style.color = 'red';  
}
```



# Javascript DOM manipulation

- task: find every element with class “hidden” and set its display property to none
- not hard if browser exposes `getElementsByClassName`, but...
- <http://caniuse.com/getelementsbyclassname>
- otherwise, it's a lot of code.



# Javascript DOM manipulation

- using the DOM's exposed **API** directly requires a lot of coding
- also, different browsers will have slightly different implementations which must be accounted for



# Javascript DOM manipulation

- if only there were, i don't know ... a **library** of functions of some kind that **abstracted** all of those differences behind a powerful and expressive **interface**...



# jQuery

- based on the idea of “querying” the DOM for elements (as in a database query)
- uses CSS selector language



# jQuery

hey, jQuery

modify their style

to red

`jQuery('p').css('color', 'red');`

find all paragraphs

set their color

**VS**

```
var pElements = document.getElementsByTagName('p');
for (var i = 0; i < pElements.length; i++) {
  pElements[i].style.color = 'red';
}
```



# jQuery

hey, jQuery

and append to it ...

```
jQuery('body').append('<p>hi there</p>');
```

find the body element

this html



# jQuery

hey, jQuery

and hide them

`jQuery('.hidden').hide();`

find all elements  
with class "hidden"



# jQuery

- `jQuery(<argument>)`
- returns an **array-like** object
  - which is a jQuery “result set”
  - with jQuery functions attached to it



# jQuery

- the result of a jQuery function is another jQuery result set
- on which another function can be invoked



# jQuery: chaining

hey, jQuery

find all <li>s in the #accordion, and ...

jQuery('#accordion li')

.addClass('hidden')

← add a “hidden” class

.filter('.visible-on-load')

← then, of those <li>s,  
find any with a class  
“visible-on-load”

.removeClass('hidden')

← and remove its “hidden” class

;



# jQuery and \$

- “\$” often used as shorthand for jQuery
- not always available
- best practice: rely on jQuery;  
put \$ into scope yourself if you want it



# jQuery: \$

```
<div id="test" style="display:none"></div>
```

```
<script>  
    jQuery('#test').fadeIn();  
</script>
```



```
<div id="test" style="display:none"></div>
```

```
<script>  
    $('#test').fadeIn();  
</script>
```



# jQuery: \$

```
<div id="test" style="display:none"></div>
```

```
<script>
```

```
  var $ = jQuery;
```

```
  $('#test').fadeIn();
```

```
</script>
```

better

```
<div id="test" style="display:none"></div>
```

```
<script>
```

```
  (function($) {
```

```
    $('#test').fadeIn();
```

```
  })(jQuery);
```

```
</script>
```

best

anonymous function, invoked inline





# jQuery inclusion

- host locally or
- link directly to CDN-hosted:  
<https://code.jquery.com>
- WordPress comes with it
  - in your PHP theme/plugin:  
`wp_enqueue_script('jquery');`



# jQuery reference

- <http://api.jquery.com>



# jQuery exercises

- <http://try.jquery.com>
- <http://jqexercise.droppages.com>
- basic form:

```
$( 'css selector' ).doSomething();
```



# Javascript Events

- click, hover, scroll, keypress, etc
- browsers expose these to Javascript
- we attach event “listeners” to elements
- JS method: `addEventListener`



# Javascript Events

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="#">Change My Color</a>  
</div>
```

```
<script>  
  var link = document.getElementById('change-bg');  
  link.addEventListener('click', function() {  
    var container = document.getElementById('container');  
    container.style.background = 'green';  
  });  
</script>
```



# jQuery Events

- again, use selector
- use `on()` method



# jQuery Events

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="#">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery('#container').css('background', 'green');  
  });  
</script>
```



# Javascript Events

- events have two phases:
  - **capture phase** where they travel down the DOM tree to their target
  - **bubble phase** where they “bubble” up from their target
- can be handled anywhere along the ancestor path



# Javascript Events

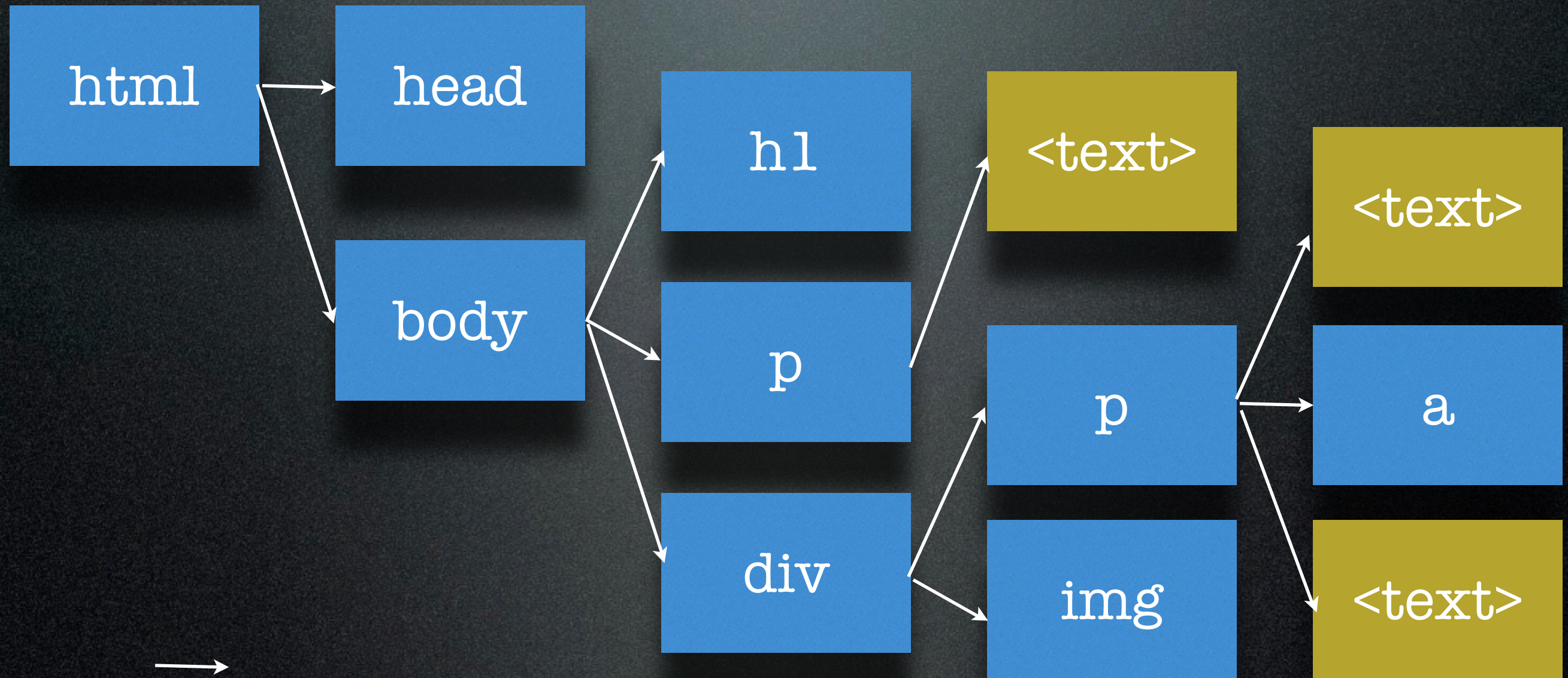
- capture phase not supported by all browsers, so rarely used in practice
- jQuery only deals with “bubble” phase



# Event Bubbling

← ancestors

children →



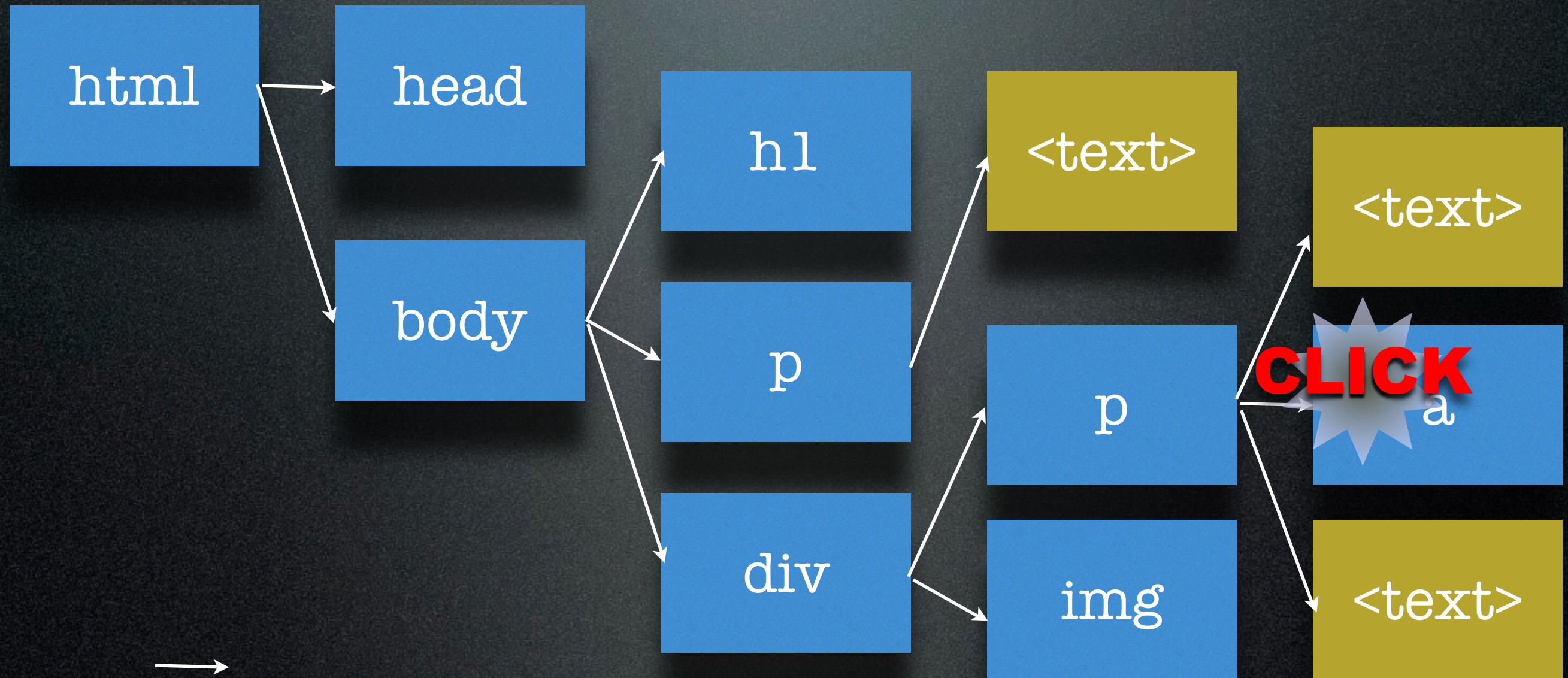
→  
“is the parent of”



# Event Bubbling

← ancestors

children →



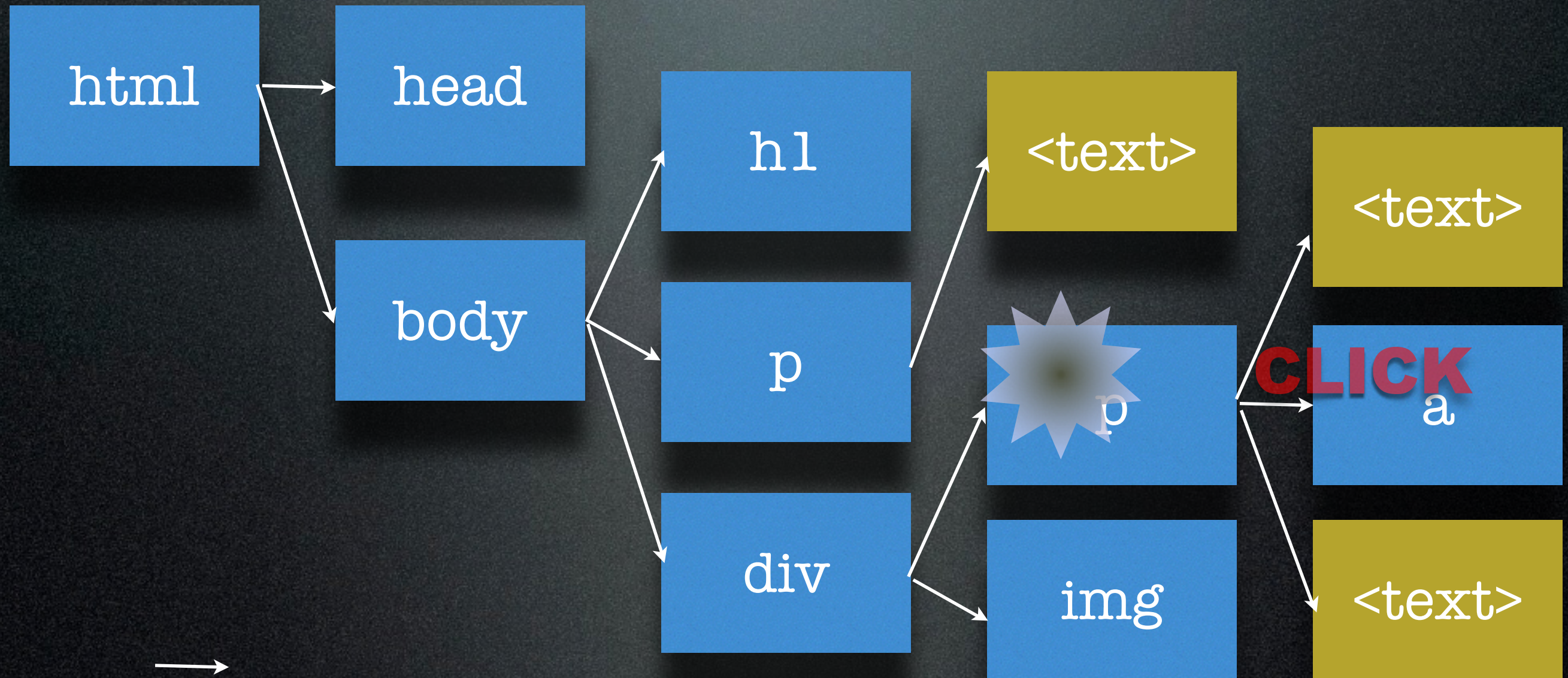
→  
“is the parent of”



# Event Bubbling

← ancestors

children →



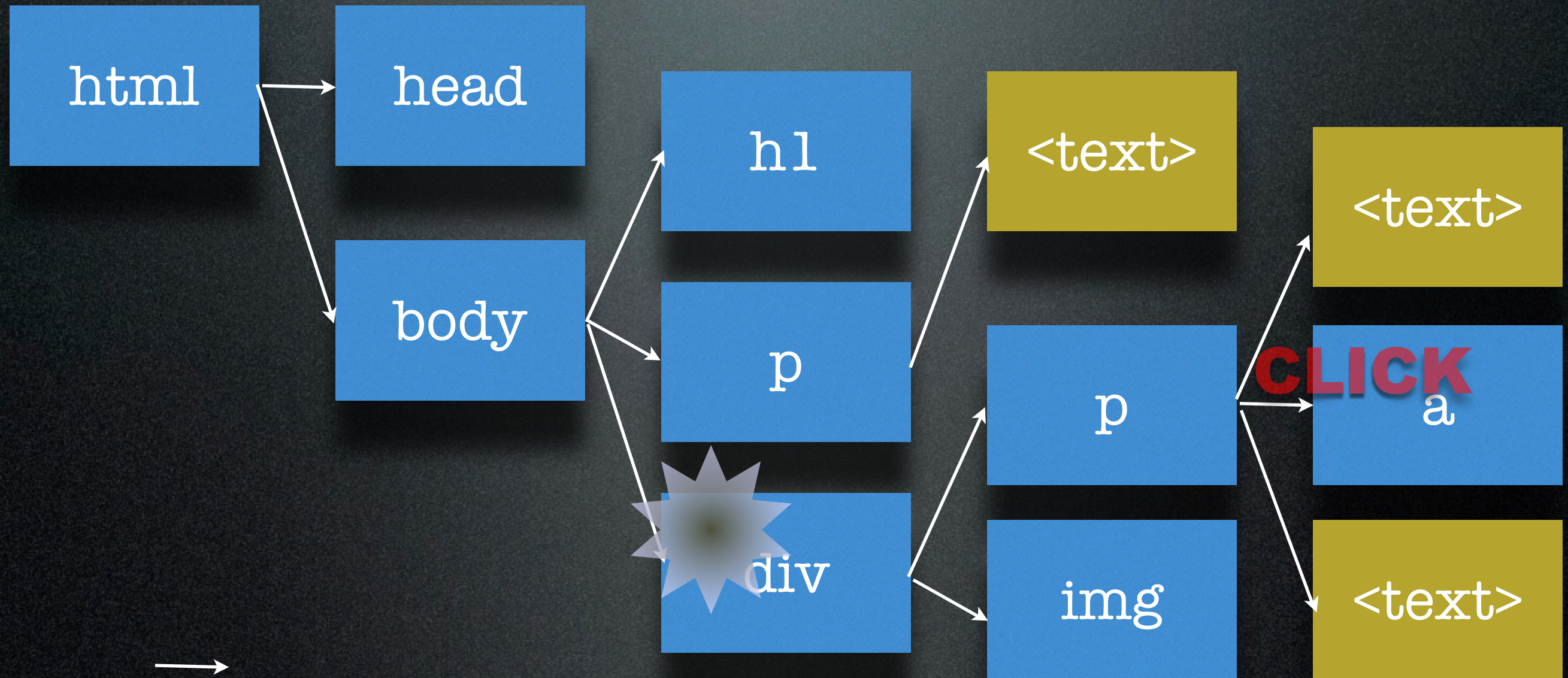
→  
“is the parent of”



# Event Bubbling

← ancestors

children →



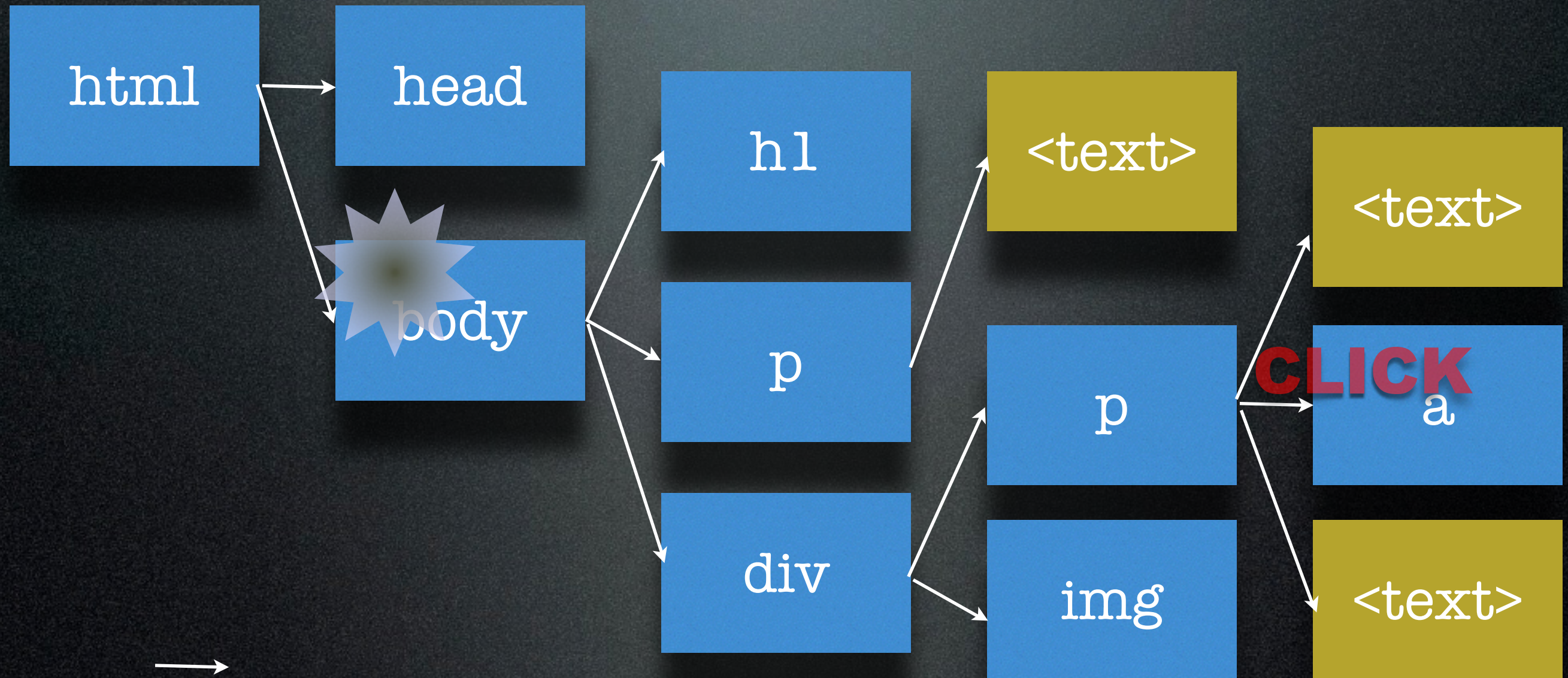
→  
“is the parent of”



# Event Bubbling

← ancestors

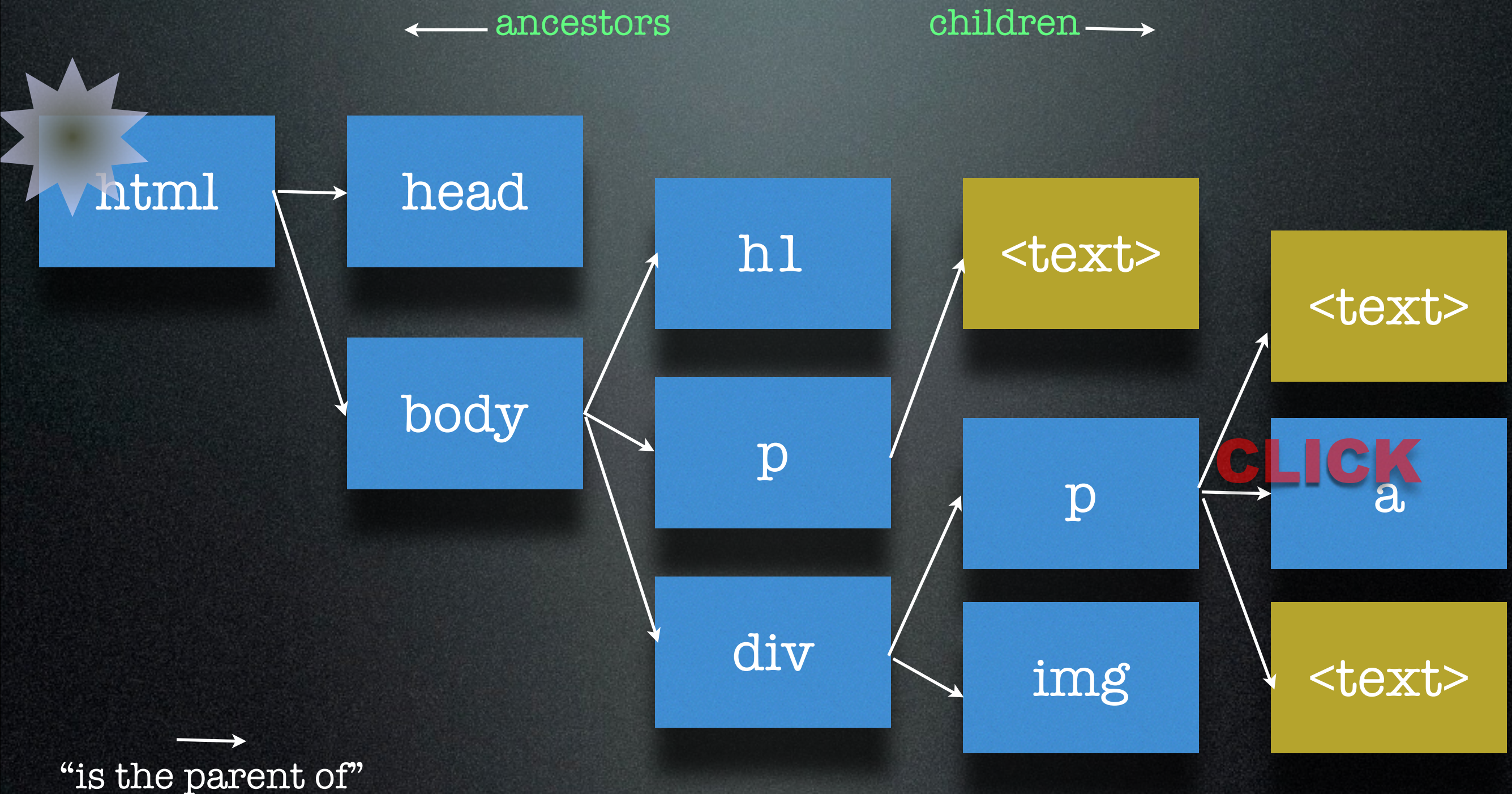
children →



→  
“is the parent of”



# Event Bubbling

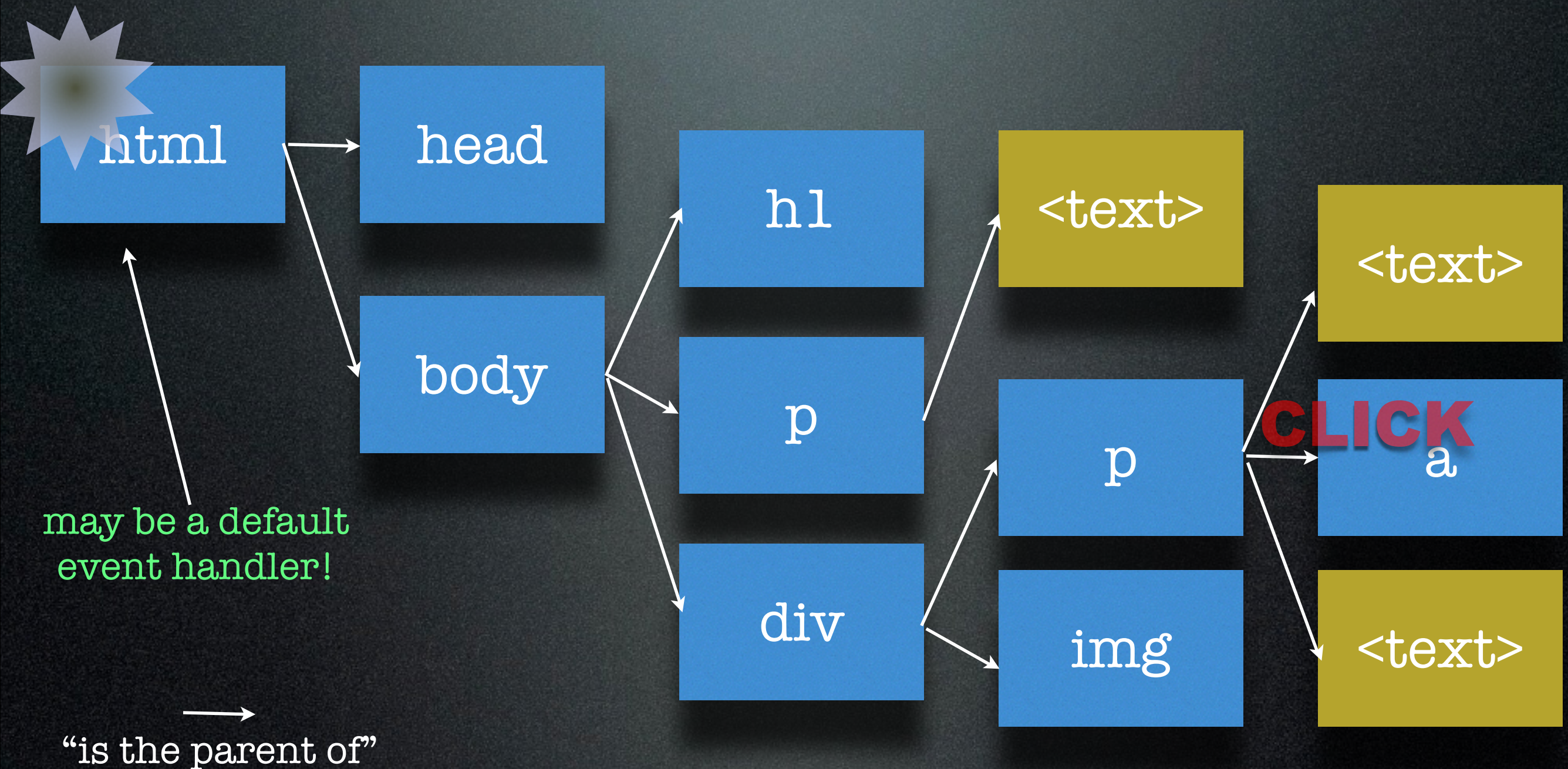




# Event Bubbling

← ancestors

children →





# Events: default handler


- some events have default handlers
- anchor tags have a default handler which changes the browser location (URL)
- in jQuery you can **return false** from event handlers to stop **the event from propagating**



# jQuery

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="#">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery('#container').css('background', 'green');  
  });  
</script>
```



the browser will load “#” after the event bubbles up to the document



# jQuery

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="http://google.com">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery('#container').css('background', 'green');  
  });  
</script>
```




the browser will load google.com after the event bubbles up to the document



# jQuery

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="http://google.com">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery('#container').css('background', 'green');  
    return false;  
  });  
</script>
```



now it won't. the event stopped propagating so the default handler could not fire.



# JS/jQuery: “this”

- in Javascript, the **this** keyword refers to the **context** in which a function is running
- for now it's enough to know that **this** in a jQuery event handler refers to **the element on which an event was triggered**




# JS/jQuery: “this”

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="#">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery('#container').css('background', 'green');  
    return false;  
  });  
</script>
```

can be simplified. we know we're "inside"  
the anchor tag when this is running, so ...





# JS/jQuery: “this”

```
<div id="container" style="background:red; height:400px;">  
  <a id="change-bg" href="#">Change My Color</a>  
</div>
```

```
<script>  
  jQuery('#change-bg').on('click', function() {  
    jQuery(this).parent().css('background', 'green');  
    return false;  
  });  
</script>
```



# jQuery exercise

- make an accordion

```
<ul id="accordion">
  <li>
    <h2>Heading 1</h2>
    <div class="content">Content 1</div>
  </li>
  <li class="visible-on-load">
    <h2>Heading 2</h2>
    <div class="content">Content 2</div>
  </li>
  <!-- etc, etc... -->
</div>
```