# Unobtrusive JavaScript

## Separation of Web

- •Content (HTML) what is it?
- •Presentation (CSS) how does it look?
- •Behavior (JavaScript) how does it respond to user interaction?

```
<button id="ok" onclick="okayClick();">OK</button
// called when OK button is clicked
function okayClick() {
  alert("booyah");
}</pre>
```

## This is Bad

#### When does JS Code runs

Your file's JS code runs the moment the browser loads the script tag

- Any variables are declared immediately
- Any functions are declared but not called, unless your global code explicitly calls them

## //global code

#### Problem

Problem: global JS code runs the moment the script is loaded

Script in head is processed before page's body has loaded

- No elements are available yet or can be accessed yet via the DOM
- •We need a way to attach the handler after the page has loaded...

## Will not work // page is not ready

```
<script>
   function myfunc(){
        console.log("btn clicked");
document.getElementById("myBtn").onclick = myfunc;
 </script>
 <button id="myBtn">Click me</button>
```

```
// this will run once the page has finished loading
function functionName() {
   element.event = functionName;
   element.event = functionName;
}
window.onload = functionName; // global code
Js
```

## window.onload event

#### This will work

```
<script>
        function myfunc(){
            console.log("btn clicked");
        function doBindings(){
            document.getElementById("myBtn").onclick = myfunc;
        window.onload = doBindings;
    </script>
<button id="myBtn">Click me</button>
```

### Anonymous Functions

JavaScript allows you to declare anonymous functions

Quickly creates a function without giving it a name

Can be stored as a variable, attached as an event handler, etc.

```
function(parameters) {
    statements;
}
```

## Why it worked

Delayed Execution of code.

Binding Code is run right after the DOM is ready

#### Make Code Short

```
<script>
function myfunc(){
  console.log("btn clicked");
window.onload = function(){
 document.getElementById("myBtn").onclick = myfunc;
</script>
```

### More Compact

```
<script>
 window.onload = function () {
document.getElementById("myBtn").onclick =
function () {
           console.log("btn clicked");
     </script>
```

```
window.onload = function() {
  var okButton = document.getElementById("ok");
 okButton.onclick = okayClick;
function okayClick() {
  alert("booyah");
                                                    output
```

## Anonymous Function Example

#### Common Mistakes

```
window.onLoad = pageLoad;
window.onload = pageLoad;
starts
```

```
window.onload = pageLoad();
window.onload = pageLoad;

okButton.onclick = okayClick();
okButton.onclick = okayClick;
ss
```