

# Software Development

**JavaScript**  
Lesson 5

# Learning objectives

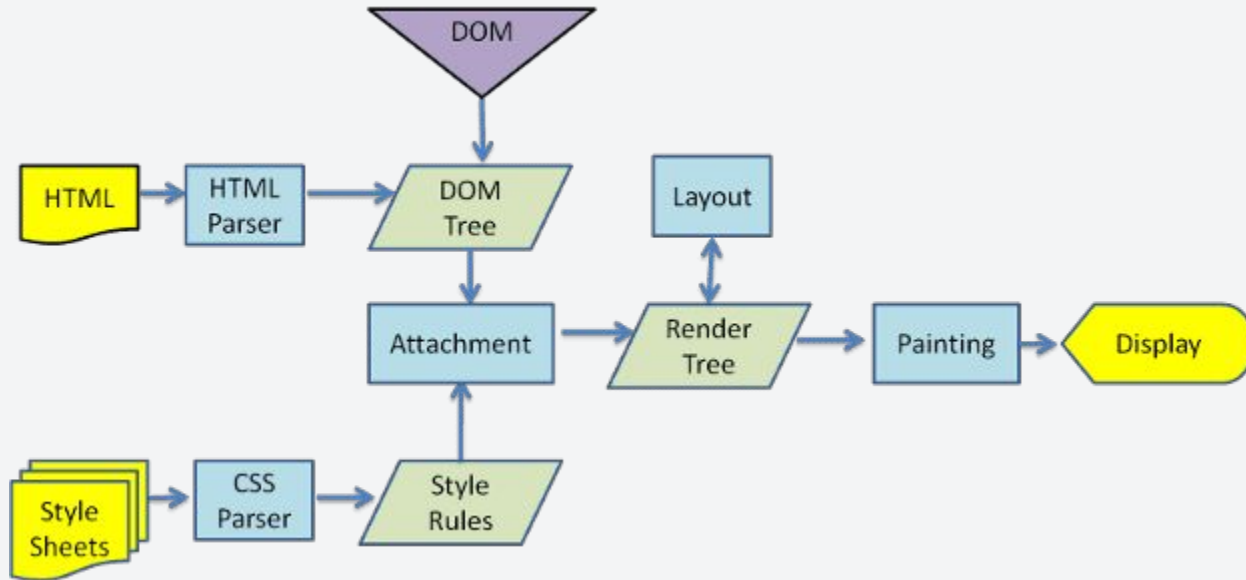
1. Understand the DOM and its importance
2. Use JavaScript to create interactive HTML/CSS

# Agenda

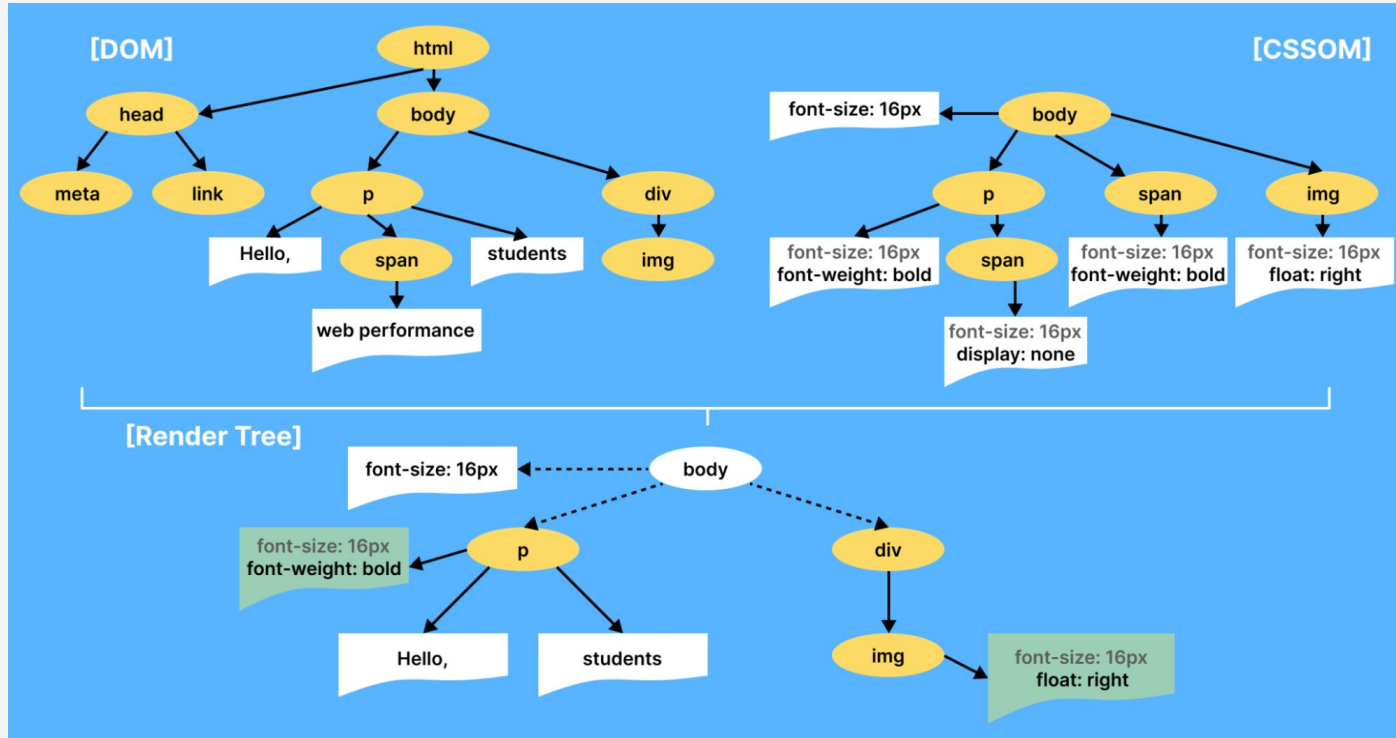
- 01. The DOM
- 02. DOM elements CRUD
- 03. Events
- 04. DOM and CSS
- 05. Rock, paper, scissors

# The Document Object Model (DOM)

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# The Document Object Model (DOM)



# DOM elements CRUD

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- Create, Read, Update, Delete (CRUD)
- **document.createElement()**
- **document.getElementById()**
- **.remove()**

# Break

# Agenda

- 01. ~~The DOM~~
- 02. ~~DOM elements CRUD~~
- 03. Events
- 04. DOM and CSS
- 05. Rock, paper, scissors



# Events

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- What are events?
- Using **addEventListener()**

## Exercise(20 mins)

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- Create some HTML with a button and an empty div(ex: id="resultDiv")
- Add an event listener to the button to listen for clicks
- When the button is clicked generate a random number and add it to the div(In your id="resultDiv")
- **Optional:** Add another button to clear the number (using **.remove()**)
- **Optional:** Generate 6 numbers at a time to create a lottery number generator (use a function to avoid code duplication)

# Events

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- Preventing default behaviour
- Event bubbling

# Exercise(20 mins)

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- Create rock, paper, scissors game in JavaScript
- Make a HTML and CSS version
- **Optional:** Keep a tally of the score

# For next class

1. **Complete the rock, paper, scissors game**