

Software Development

JavaScript
Lesson 5

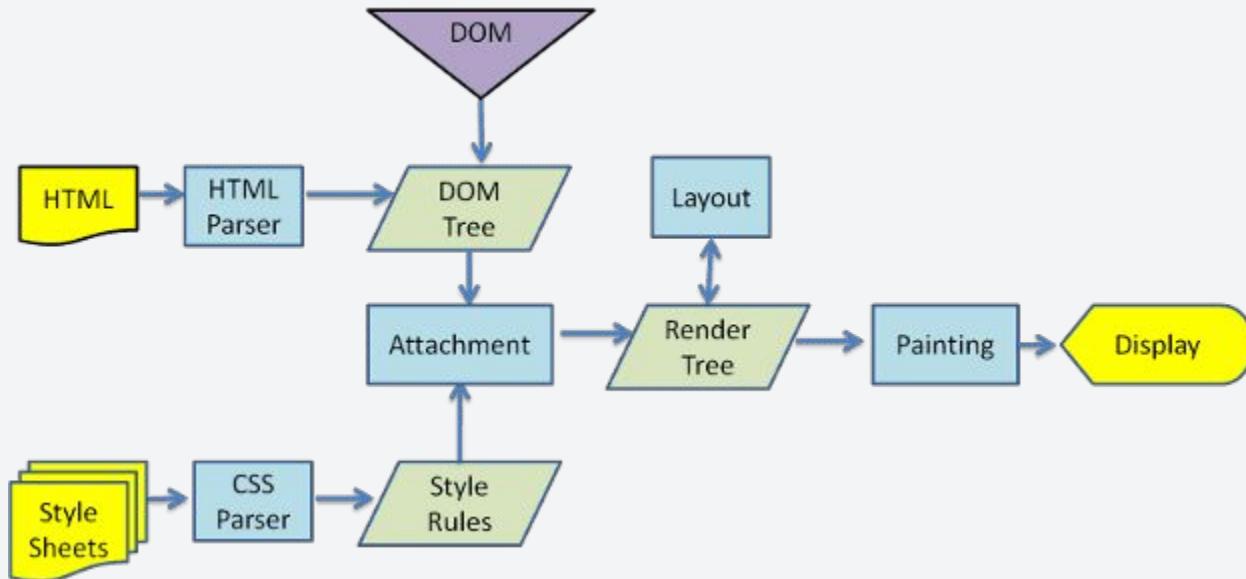
Learning objectives

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

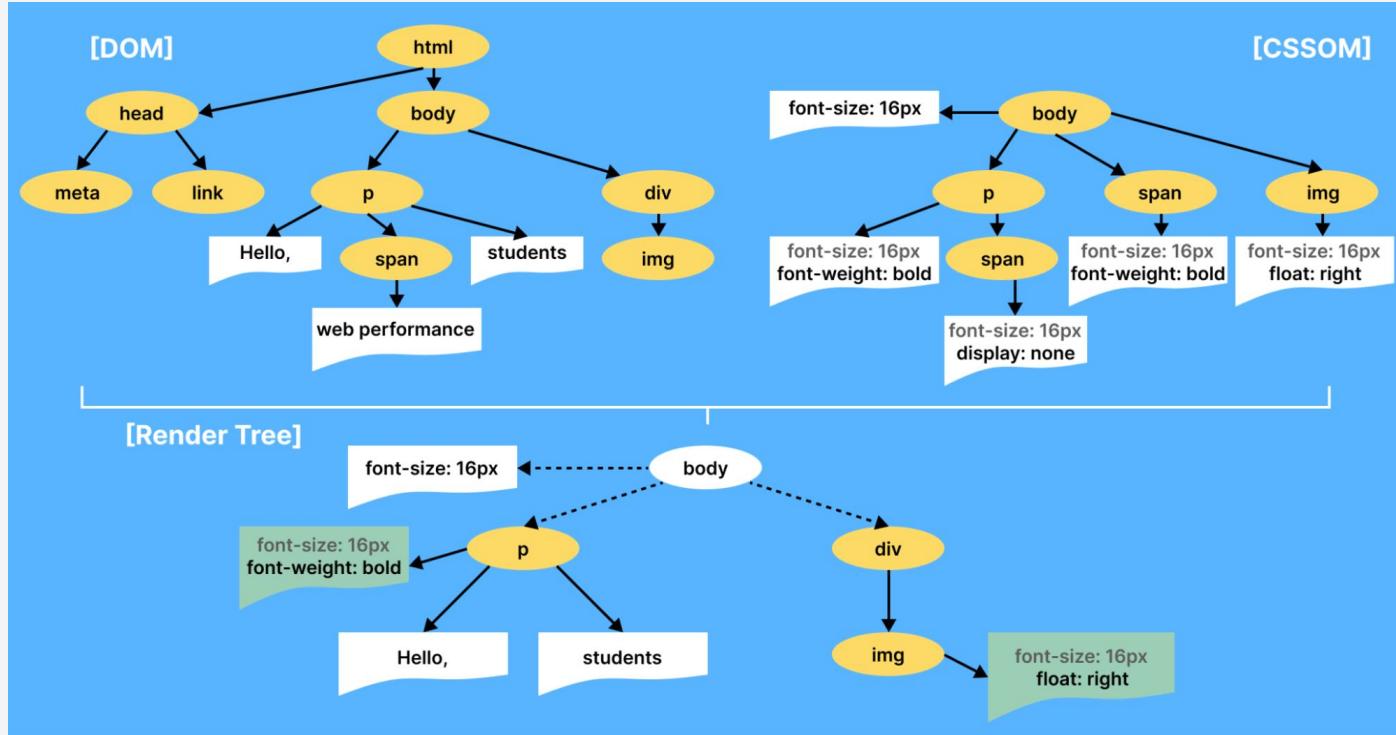
Agenda

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

The Document Object Model (DOM)



The Document Object Model (DOM)



DOM elements CRUD

- 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

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

Exercise(20 mins)

- 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

- Preventing default behaviour
- Event bubbling

Exercise(20 mins)

- 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