



The web

Web applications are built with HTML, CSS and JavaScript



Structure content

CSS

Visual formatting

JavaScript

Behavior, interaction



Agenda

- HTML
 - Introduction
 - Elements
 - Forms
- Cascading Style Sheets
 - Introduction
 - Selectors and precedence
 - Positioning elements

- JavaScript
 - Introduction
 - Functions
 - DOM operations
 - Arrays
 - Objects
 - Events

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About HTML

- HTML **structures** the content of your webpage
- Based on SGML

<element>Content</element>

<element attribute="attribute value">Content</element>

The World Wide Web Consortium (W3C) maintains HTML



History

- HTML
 - HTML 1.0 (1991)
 - HTML+ (1993)
 - HTML 2.0 (1994)
 - HTML 3.0 (1995)
 - HTML 3.2 (1997)
 - HTML 4.0 (1997)

- XHTML
 - Stricter syntax
 - XHTML 1.0 (1998)
 - XHTML 1.1 (2002)
- Other techniques
 - Tableless web design (2002)
 - AJAX (2005)

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```
Tells the browser what version of HTML to parse

*IDOCTYPE html>

*head>

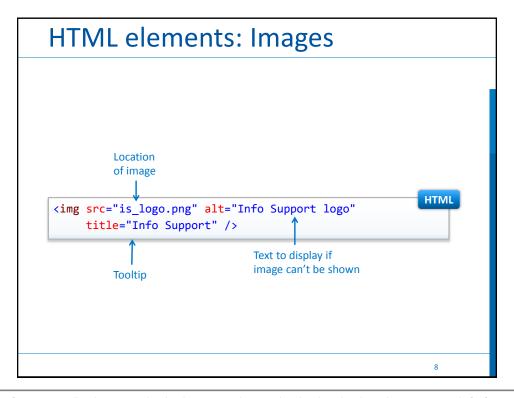
(metadata about the page)

*/head>

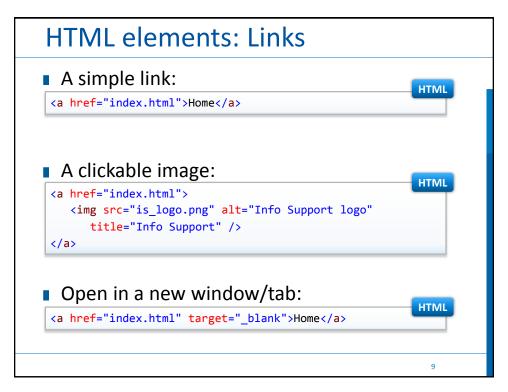
(elements that are visible on the page)

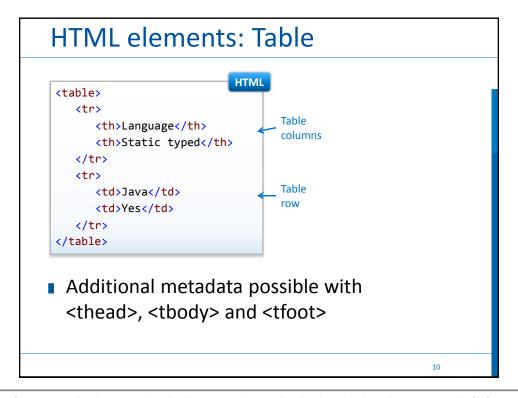
*/body>

*/html>
```

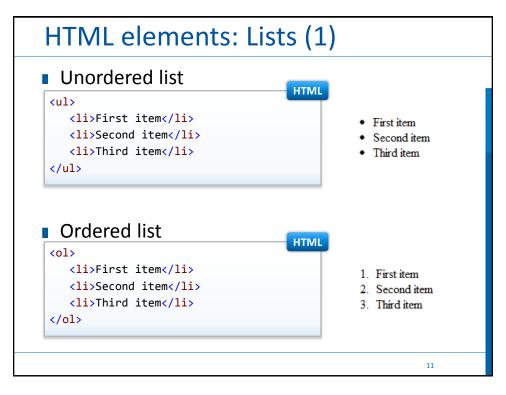


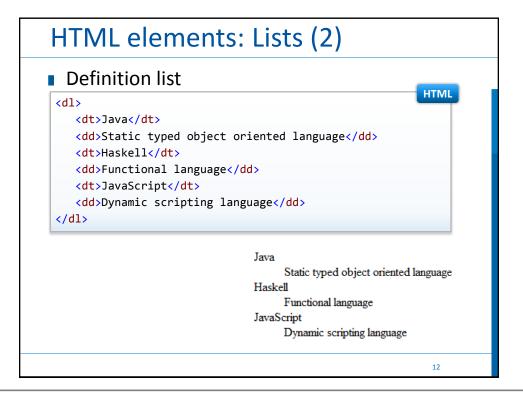














HTML elements: Frames

- Once used to represent a part of a page
- DANGER DO NOT USE
- Come with issues:
 - Broken bookmarks
 - Invisible navigation
 - Printing problems
 - Search engines reference incomplete documents

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HTML elements: Div and Span

- Meaningless elements
- Highly useful for applying styles
- Difference between div and span
 - <div> is a block element
 - is an inline element

<div>(more block elements)</div>
(text or other inline elements)

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HTML



Agenda

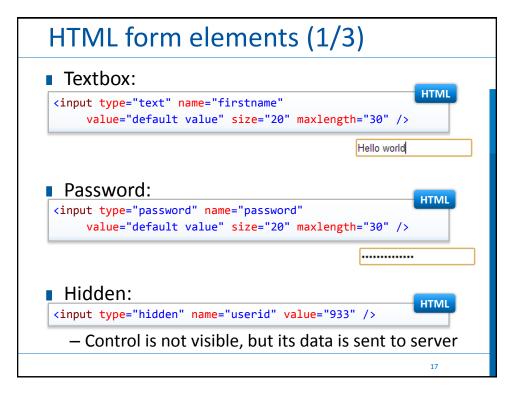
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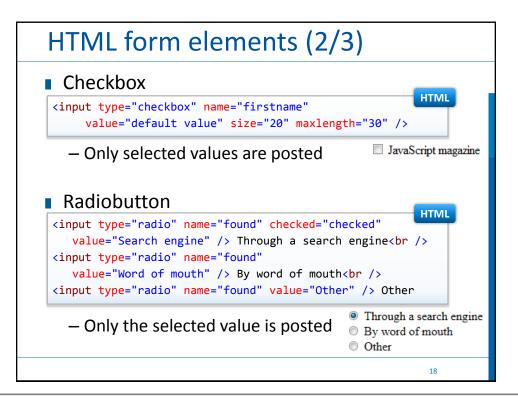
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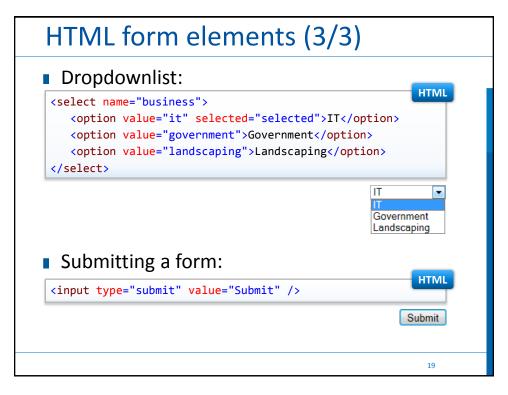
HTML forms Used for submitting data to the server Location to HTTP method should send data to always be POST HTML <form action="/saveContact" method="post"> (form elements) </form> Includes support for uploading files: HTML <form action="/saveContact" method="post"</pre> enctype="multipart/form-data"> (form elements) </form>

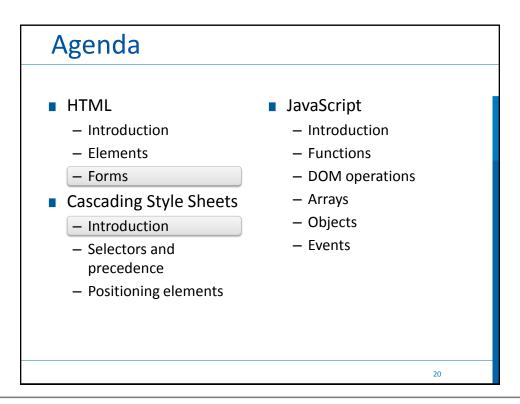








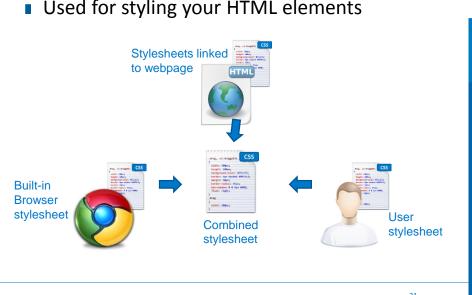






Cascading Style Sheets

Used for styling your HTML elements



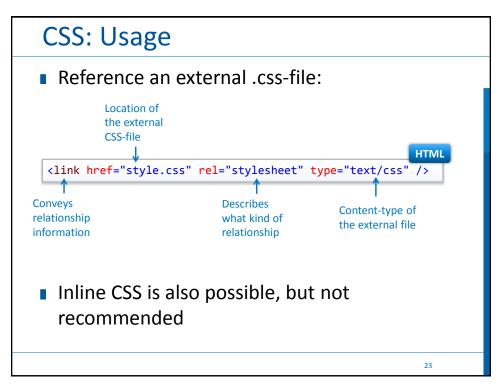
CSS: History

- CSS1 (1996)
 - Basic styling support
- CSS2 (1998)
 - Better positioning support
 - Targeting different media
- CSS2.1 (2011)
 - Contains Fixes for CSS2
 - The current standard

CSS3

- Divided into modules (several already approved)
- Support for:
 - · Transforming text
 - Animations
 - Shadows
 - Rounded corners
 - More





Agenda HTML JavaScript Introduction Introduction - Elements - Functions - Forms - DOM operations Cascading Style Sheets Arrays - Objects Introduction Events Selectors and precedence Positioning elements



CSS: Selectors (1/5)Select HTML elements using element names,

div {
 Type selector
 color: red;
}
.myClass
{
 Class selector
 color: blue;
}
#myId
{
 ID selector
 color: green;

}

classes or IDs

```
<span>Normal text</span>
<div>Red text</div>
<div id="myId">Green text</div>
<div class="myClass">Blue text</div>

Result:

    Normal text
    Red text
    Green text
    Blue text

Blue text
```

CSS: Selectors (2/5)

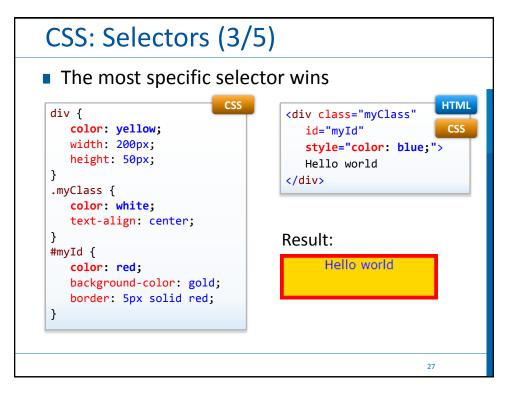
Combine styling with multiple selectors

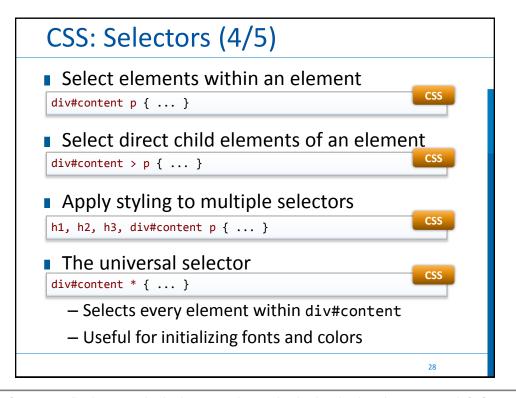
```
div {
    width: 200px;
    height: 50px;
}
.myClass {
    color: White;
    font-weight: bold;
}
#myId {
    background-color: coral;
    text-align: center;
}
```

```
<div class="myClass"
   id="myId">
   Text
</div>

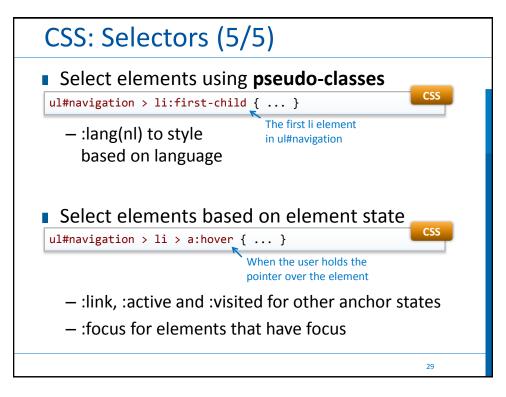
Result:
   Hello world
```











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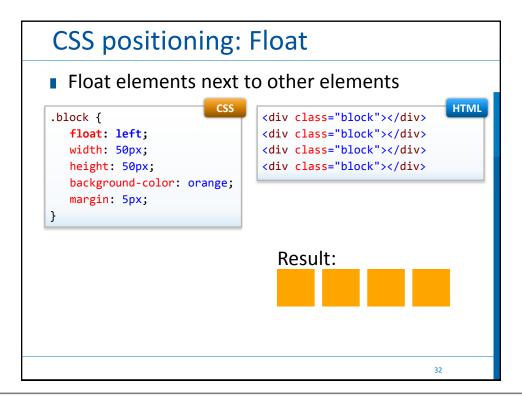


CSS positioning

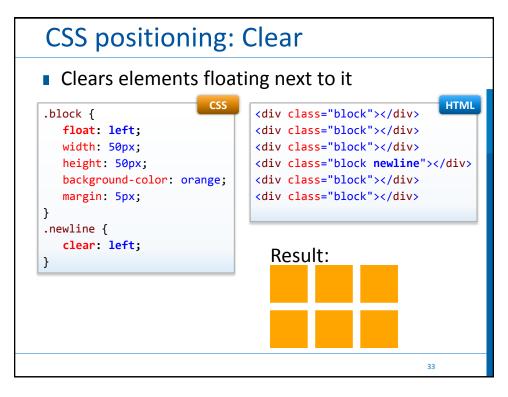
- <div> is commonly used for positioning
- As a block element, by default it takes up all the width

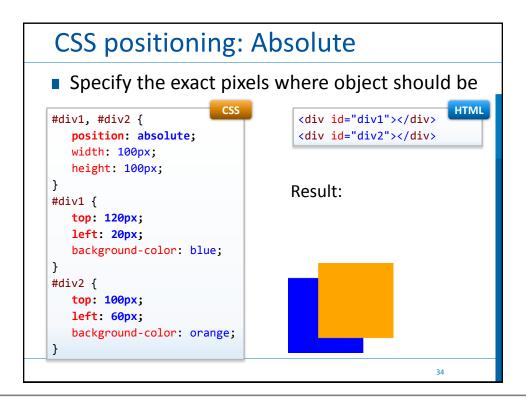
```
<div>Div 1</div>
<div>Div 2</div>
<div>Div 2</div>
Div 2</div>
Div 3
```

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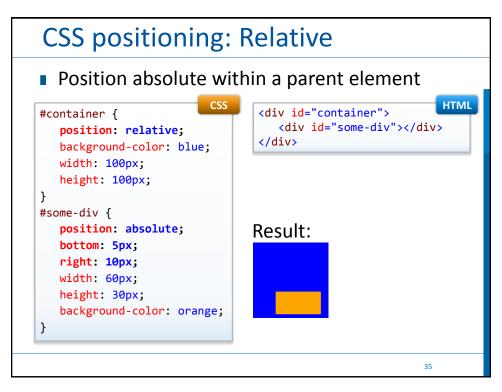


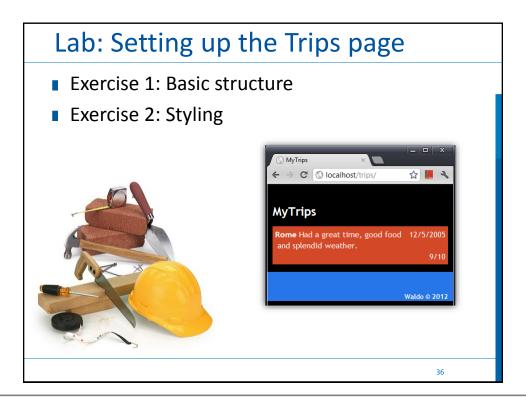














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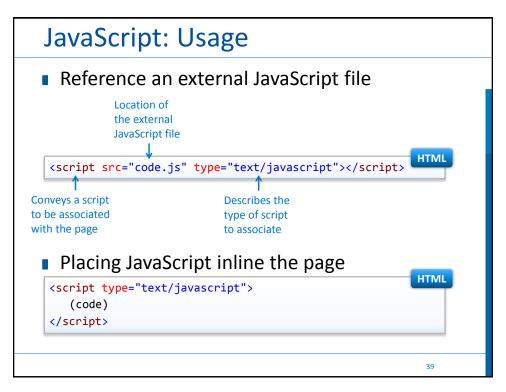
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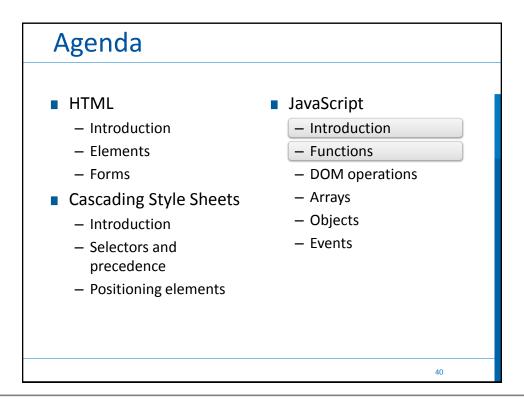
3

JavaScript

- Scripting language rendered by the browser
- Designed to make webpages interactive
- Language
 - Syntax resembles Java/C
 - Flexible and dynamic
- Support
 - All major browsers support it
 - Users can turn it off









```
JavaScript: Functions (1/5)

Declaring a function doSomething(x) {
    var y = 10;
    var z = y * x;
    console.log("z: " + z);
    x = "x is now a string";
    console.log("x: " + x);
}
doSomething(5);

Calling a function

Calling a function
```

JavaScript: Functions (2/5)

Function overloading is not supported

Result: Second method. A: 5. B: undefined.

Second method. A: 5. B: 8. Second method. A: 5. B: test.

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JavaScript: Functions (3/5)

Functions can be stored in variables

```
function sayHello() {
   console.log("Hello!");
}
var hello = sayHello;
hello();
```

A name is not necessary for a function

```
var sayHello = function () {
  console.log("Hello!");
}
sayHello();
This is an "anonymous
function"
```

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JavaScript: Functions (4/5)

Functions can be passed as arguments

```
function forEach(array, toDo) {
   for (i in array) {
     toDo(array[i]);
   }
}
function sayHello(name) {
   console.log("Hello from " + name);
}
var names = ["Bob", "Piet", "Klaas"];
forEach(names, sayHello);
```

- Used often with frameworks (e.g., jQuery)

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JavaScript: Functions (5/5)

Anonymous functions as function arguments

```
function forEach(array, toDo) {
   for (i in array) {
     toDo(array[i]);
   }
}
var names = ["Bob", "Piet", "Klaas"];
forEach(names, function (name) {
   console.log("Hello from " + name);
});
```

- Also often used with frameworks (e.g., jQuery)

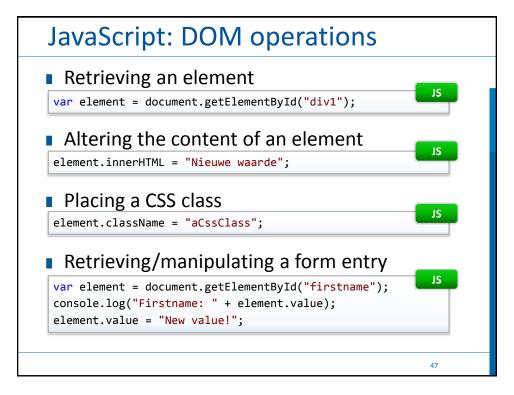
45

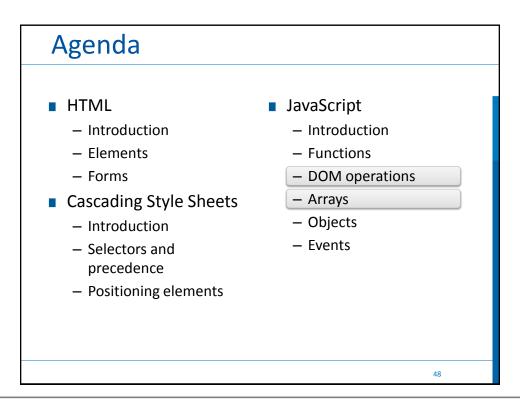
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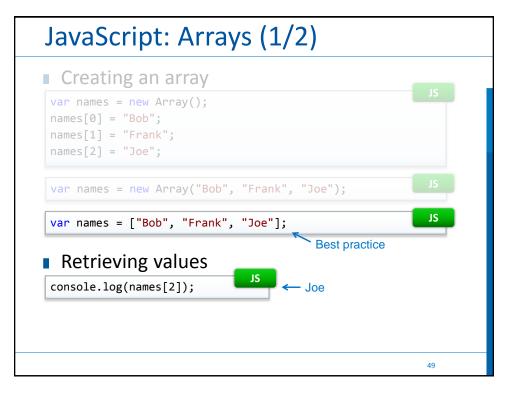
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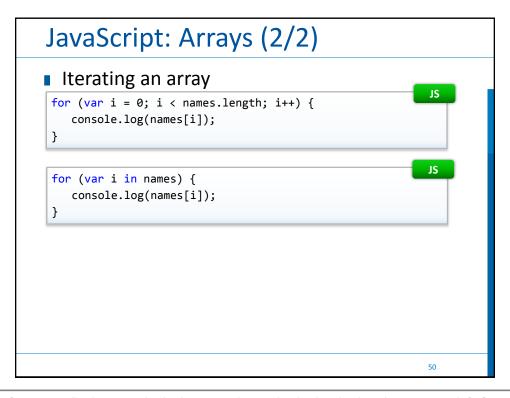






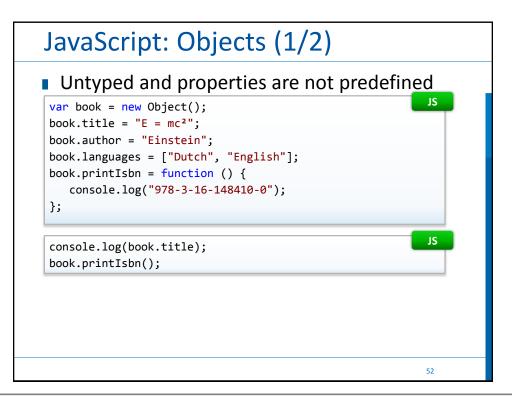








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JavaScript: Objects (2/2) • Objects can be written with a shorthand var book = { title: "E = mc²", author: "Einstein", languages: ["Dutch", "English"], printIsbn: function () { console.log("978-3-16-148410-0"); } }; console.log(book.title); book.printIsbn();

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JavaScript events

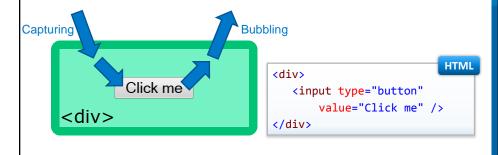
- Interface events
 - Unload
 - Resize
 - Scroll
 - Focus/Blur
- Mouse events
 - Mouseover/mouseout
 - Mouseenter/mouseleave
 - Mousedown/mouseup
 - Mousemove
 - DblClick

- Form events
 - Submit
 - Reset
- Keyboard events
 - Keydown
 - Keyup
 - Keypress
- W3C events
 - DOMSubtreeModified

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JavaScript events: How they work

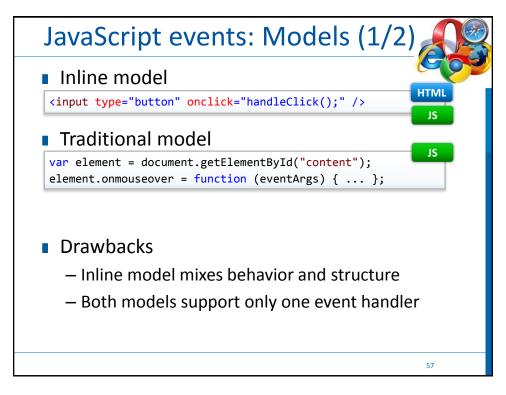
- Vendors thought differently about events
 - Netscape wanted events to capture
 - Microsoft wanted events to bubble

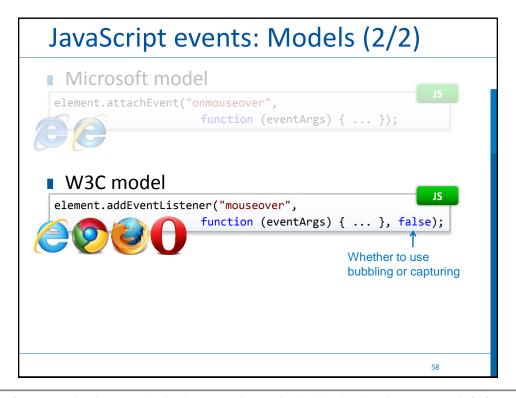


W3C standards implement both

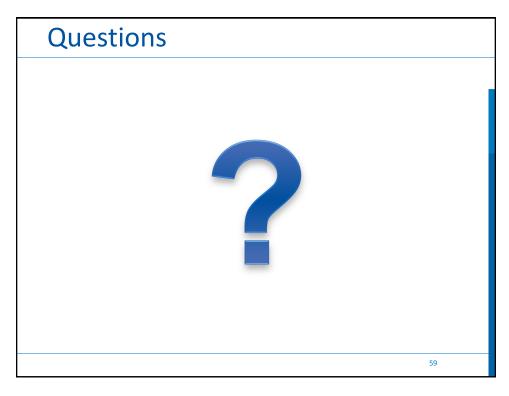
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JavaScript: More functions (1/3)

- Anonymous functions can be called right after declaration
 - Immediately Invoked Function Expression (IIFE)

```
(function() {
   var myVariable = 37;
   console.log(myVariable);
}());

Prints "37" to the
   browser console
   when the script is
   loaded
```

JavaScript: More functions (2/3)

Namespace pattern for building large-scale
 JavaScript applications

```
var com;

(function(namespace) {

   var privateVar = 37;
   function privateFunction() { ... }
   ...
   namespace.publicVar = 3.141592;
   namespace.publicFunction = function() { ... };

}((com = com || {},
   com.infoSupport = com.infoSupport || {})));
```



JavaScript: More functions (3/3)

Ensure undefined is really undefined

```
- The undefined constant used to be mutable
var com;

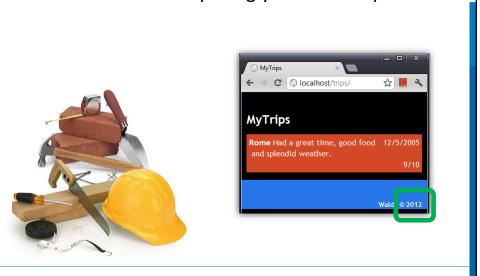
(function(namespace, undefined) {
   var privateVar = 37;
   function privateFunction() { ... }

   namespace.publicVar = 3.141592;
   namespace.publicFunction = function() { ... };

}((com = com || {},
   com.infoSupport = com.infoSupport || {})));
```

Lab: Setting up the Trips page

Exercise 4: Namespacing your JavaScript





Resources

- http://validator.w3.org/
 - Service for validating your HTML
- http://addyosmani.com/resources/essentialjs designpatterns/book/
 - Great book about design patterns for JavaScript
- http://jslint.com/
 - Service for validating your JavaScript code
- http://www.alistapart.com/
 - Great articles and insights in the use of HTML, CSS and JavaScript