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CSD360; Interactive Development with JavaScript

Module 2 Assignment

The InnerHTML property sets or returns the HTML or XML contents of a specified element. It is used to write dynamic HTML on the HTML document specified. It is used mostly in webpages to generate dynamic HTML such as registration forms, comment forms, or links. An advantage to using InnerHTML is that it is the easiest method of manipulating the Document Object Model. Some disadvantages to using InnerHTML are it tends to run a bit slow, the content is replaced throughout the code, and InnerHTML does not have the ability to append, and instead, the whole tag must be re-parsed. Another flaw specific to InnerHTML is there is no proper validation provided, meaning any HTML code can be used, which in turn, can sometimes break the document you are working on.

The Document.Write() method writes data directly to an open HTML stream. The two main distinctions for the Document.Write() method over others is that it deletes all existing HTML when used on a loaded document, and the method cannot be used with XHTML or XML. When using the Document.Write() method, you have the option to use the Document.Write() method or the Document.WriteIn() method. The WriteIn() method is really only used when you are writing data to a text document. The Write() method allows for most data types and even functions, such as the Date() function. Because the Write() function overwrites the entire page, it is sometimes considered bad practice, especially dealing with a large-scale webpage. It also is notorious for drastically increasing blocking time, latency, and overall page loading times due to the rule of loading the web page first before the write() function is triggered.

The Window.Alert() method is extremely common in modern day websites. The Alert() method allows you to create an alert message, encased in a box, with the option of a button to accept the alert. This method is used when you want to alert a user about information based on the actions taken. For example, you can use the Alert() method within your code to throw an alert message when a user clicks the refresh button to let them know that their information will not be saved if the user goes through with the refresh. This can prevent the user from experiencing (avoidable) mistakes while utilizing the webpage. An important aspect to remember about the alert() method is that the user cannot use any other functions on the webpage until the alert has been acknowledged. Overuse of the Alert() method within your code can lead to a bad user experience if they are constantly being hit with alert boxes so it is wise to use these sparingly and when really needed.

The Console.log() method allows you to write a hidden message, otherwise referred to as log, to the users' console. This method is especially useful for testing purposes, as you can open the console and get detailed messages about how your code is functioning when executed. A big benefit to using the Console.log() over the Window.alert(), is that the log() does not halt processes like the alert() does. A disadvantage to using the console.log() is that it forces you to consciously select which information needs to be logged, before debugging, which can cause some unclearness on what is actually going on in the code.

References:

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