Document Object Model (DOM)

Mendel Rosenblum

Browser JavaScript interface to HTML document

HTML document exposed as a collection of JavaScript objects and methods
 The Document Object Model (DOM)

- JavaScript can query or modify the HTML document
- Accessible via the JavaScript global scope, aliases:

```
window
this (When not using 'use strict';)
```

DOM hierarchy

- Rooted at window.document (html tag)
- Follows HTML document structure

```
window.document.head
```

window.document.body

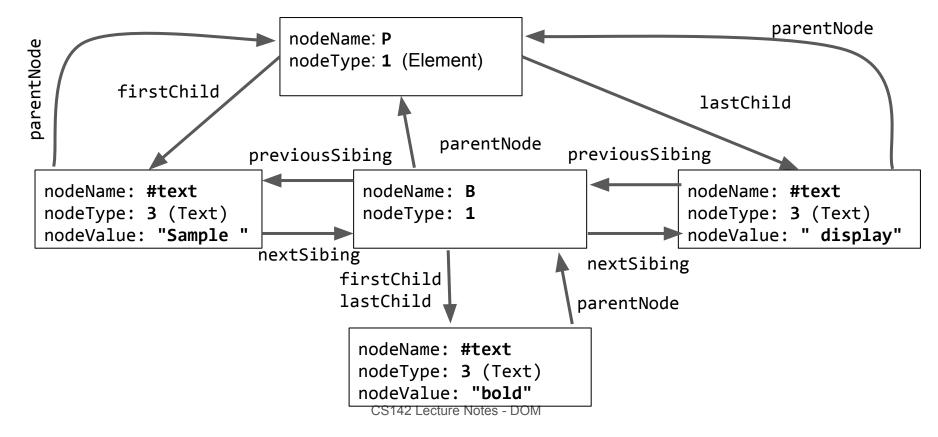
Tree nodes (DOM objects) have tons (~250) of properties, most private

Objects (representing elements, raw text, etc.) have a common set of properties and methods called a DOM "Node"

DOM Node properties and methods

- Identification
 - nodeName property is element type (uppercase: P, DIV, etc.) or #text
- Encode document's hierarchical structure
 - parentNode, nextSibling, previousSibling, firstChild, lastChild.
- Provide accessor and mutator methods
 - E.g. getAttribute, setAttribute methods, etc...

Sample bold display



Accessing DOM Nodes

- Walk DOM hierarchy (not recommended)
 element = document.body.firstChild.nextSibling.firstChild;
 element.setAttribute(...
- Use DOM lookup method. An example using ids:

```
HTML: <div id="div42">....</div>
element = document.getElementById("div42");
element.setAttribute(...
```

- Many: getElementsByClassName(), getElementsByTagName(), ...
 - o Can start lookup at any element: document.body.firstChild.getElementsByTagName()

More commonly used Node properties/methods

- textContent text content of a node and its descendants
 Previous slide example: P Node textContext is "Sample bold display"
- innerHTML HTML syntax describing the element's descendants.
 Previous slide example: P Node innerHTML is "Sample bold display"
- outerHTML similar but includes element "Sample bold display"
- getAttribute()/setAttribute() Get or set the attribute of an element

Common DOM mutating operations

Change the content of an element

```
element.innerHTML = "This text is <i>important</i>;
Replaces content but retains attributes. DOM Node structure updated.
```

- Change an <img tag src attribute (e.g. toggle appearance on click)
 img.src="newImage.jpg";
- Make element visible or invisible (e.g., for expandable sections, modals)

```
Invisible: element.style.display = "none";
Visible: element.style.display = "";
```

DOM and CSS interactions

Can update an element's class

```
element.className = "active";
```

• Can update element's style

```
element.style.color = "#ff0000"; // Not preferred way!
```

Can also query DOM by CSS selector

```
document.querySelector() and document.querySelectorAll()
```

Changing the Node structure

Create a new element (can also cloneNode() an existing one)

Add it to an existing one

```
parent.appendChild(element);
    or
parent.insertBefore(element, sibling);
```

- Can also remove Nodes: node.removeChild(oldNode);
- But, setting innerHTML can be simpler and more efficient.

More DOM operations

Redirect to a new page

```
window.location.href = "newPage.html";
```

Note: Can result in JavaScript script execution termination

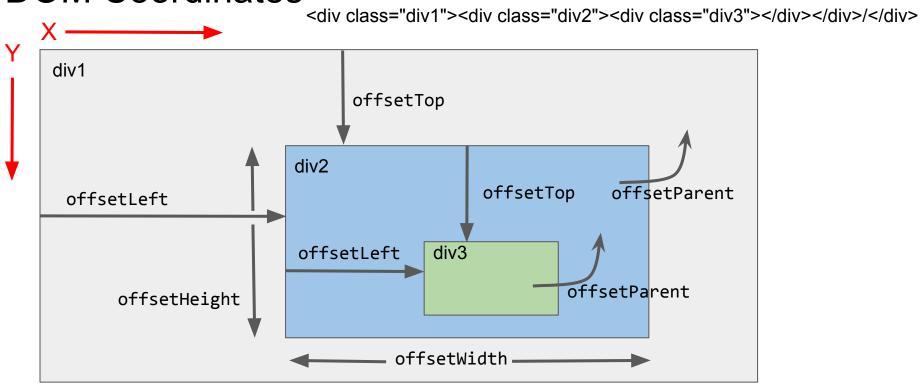
Communicating with the user

```
console.log("Reached point A");  // Message to browser log
alert("Wow!");  confirm("OK?");  // Popup dialog
```

DOM's Coordinate System

- The screen origin is at the upper left; y increases as you go down
- The position of an element is determined by the upper-left outside corner of its margin
- Read location with element.offsetLeft, element.offsetTop
- Coordinates are relative to element.offsetParent, which is not necessarily the same as element.parentNode

DOM Coordinates



Positioning elements

- Normally elements are positioned automatically by the browser as part of the document
- To pull an element out of the document flow and position it explicitly:

```
element.style.position = "absolute"; // anything but "static"
element.style.left = "40px";
element.style.top = "10px";
```

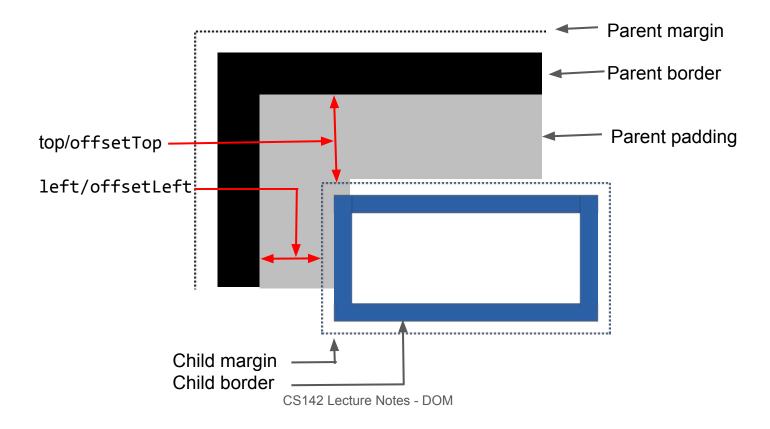
"absolute" - the element no longer occupies space in the document flow.

 The origin inside an offsetParent (for positioning descendants) is just inside the upper-left corner of its border.

Positioning context

- Each element has an offsetParent (some ancestor element).
- When an element is positioned, coordinates such as element.style.left are relative to its offsetParent.
- Default offsetParent is the <body> element.
- Some elements define a new positioning context:
 - position CSS attribute is absolute (element is explicitly positioned)
 - position CSS attribute is relative (element is positioned automatically by the browser in the usual way)
 - This element will become the offsetParent for all its descendents (unless overridden by another positioning context)

Positioning Children



Element dimensions

- Reading dimensions: element.offsetWidth and element.offsetHeight
 Include contents, padding, border, but not margin
- Updating dimensions: element.style.width and element.style.height

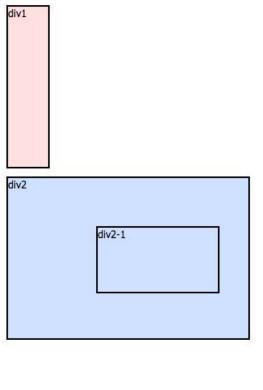
div1

Positioning

```
<body>
    <div id="div1">
        div1
    </div>
#div1 {
  width: 50px;
  height: 200px;
  background: #ffe0e0;
```

Positioning

```
<div id="div2">
        div2
        <div id="div2-1">
           div2-1
        </div>
     </div>
#div2 {width: 300px; height:
200px; position: relative;
   background: #d0e0ff;}
#div2-1 {width: 150px; height:
80px; position: absolute;
  top: 50px; left: 100px;
background: #d0e0ff;}
```



Positioning

```
<div id="div3">
        div3
        <div id="div3-1">
          div3-1
        </div>
     </div>
#div3 {width: 300px; height:
200px; background: #ffffe0;}
#div3-1 {width: 150px; height:
80px; position: absolute; top:
50px; left: 100px; background:
#ffffe0;}
```

