Document Object Model

Excercises

Translate the phrase

1. Open the translate.html document in any web browser. Then point your mouse at the displayed text. What happened to the text?

2. Open the translate.html in a text editor. Try to analyze the JavaScript program to learn how the change was made to the text in the element h3. You can use the sample program available on the w3schools website:
    https://www.w3schools.com/jsref/tryit.asp?filename=tryjsref_onmouseover

3. Add new program functionality so that after removing the mouse pointer from the text, the original text in English will reappear. See JavaScript Events.

Look for elements

1. **In the findingelements.html, write a program which displays in the console values of the following HTML elements:**

   - h1 element
   - Element with id=„someText"
   - Element with class=„important"
   - All paragraph elements

Alter the DOM

1. **Open the alter.html document.**

2. **Create a JavaScript program in which:**

    - After clicking on the song title, the (**Part 2)** string is to be added at the end of the song title
    - After clicking on the band name, the band description is to be displayed below the lyrics
    - After clicking on the lyrics, the text is to be displayed in italics
    - After double clicking on the page, the page background colour is to be changed to yellow
    - When you try to copy the part of the lyrics, the copyright message is to be displayed in a popup window
    - When you click on the visible band description, the band picture is to be displayed below the description (https://upload.wikimedia.org/wikipedia/en/d/d6/Pink_Floyd_-_all_members.jpg); note: to display the band picture, create a JavaScript code to add an <img> element below the description paragraph (see JavaScript HTML DOM Elements (Nodes), HTML DOM setAttribute() Method)

Do shopping

1. In the shoppinglist.html, write a program to create a shopping list.

2. After clicking on a buton, a new item should be added at the end of a shopping list.

Fill in a form

1. In the form.html document, write e program for filling in HTML input fields.

2. After clicking on the Hint buton, the variables values are should inserted into the input fields.

Do the typing test

1. In the type.html, create a program to do a typing test.

2. Run a timer when you start typing the given text in the text area.

3. After 30 seconds, stop the timer and calculate, how many words and characters you managed to type.

4. Display the results below the text area.

5. To measure the time, use the JavaScript setTimeout() function.

Create DOM elements

1. In the node.html, create a JavaScript program to create the table below.

2. Search the Internet for a JavaScript code on how to add new elements to your webpage.

1	2
3	4

jQuery use

1. **Modify the shopping list program.**

2. **Add a new function so that after double-click on a list item, the item will be deleted.**

3. **Use jQuery in the created program.**