





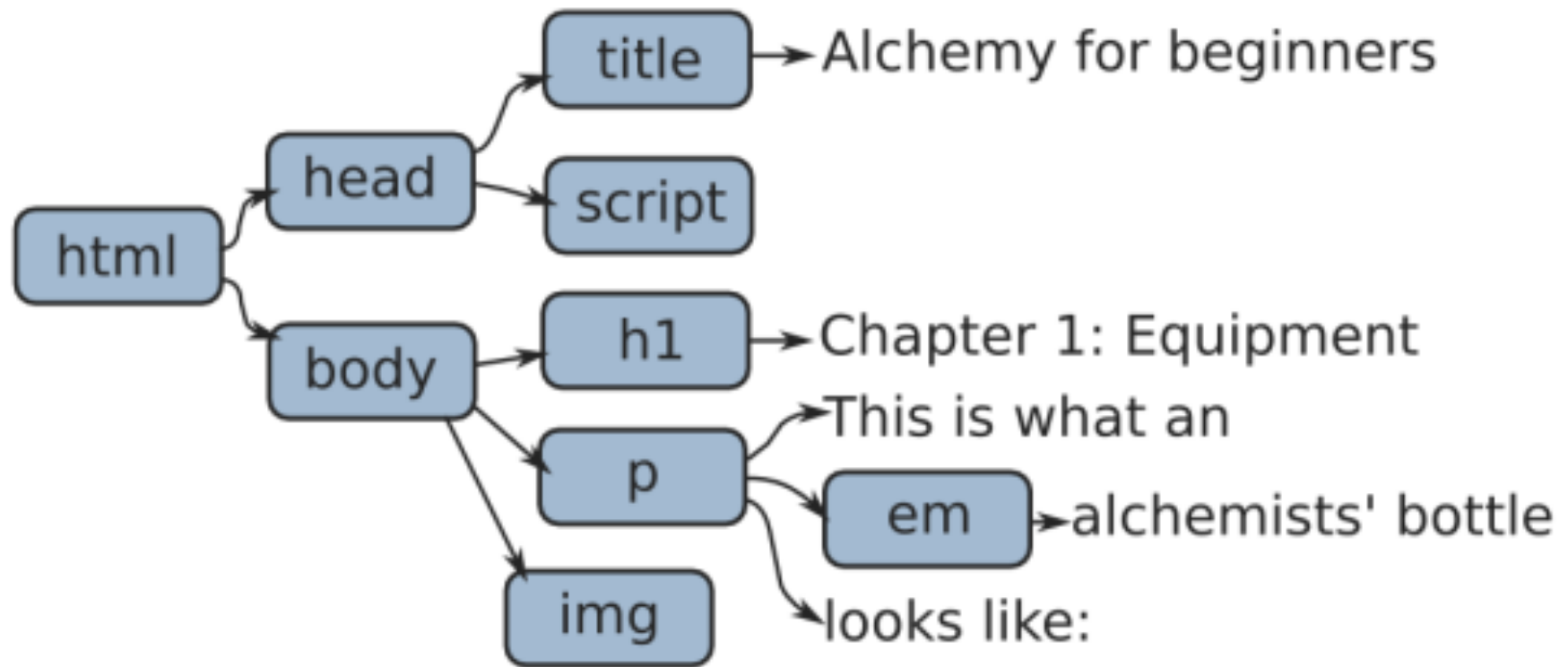
# Web Development

## Introduction to the Document Object Model

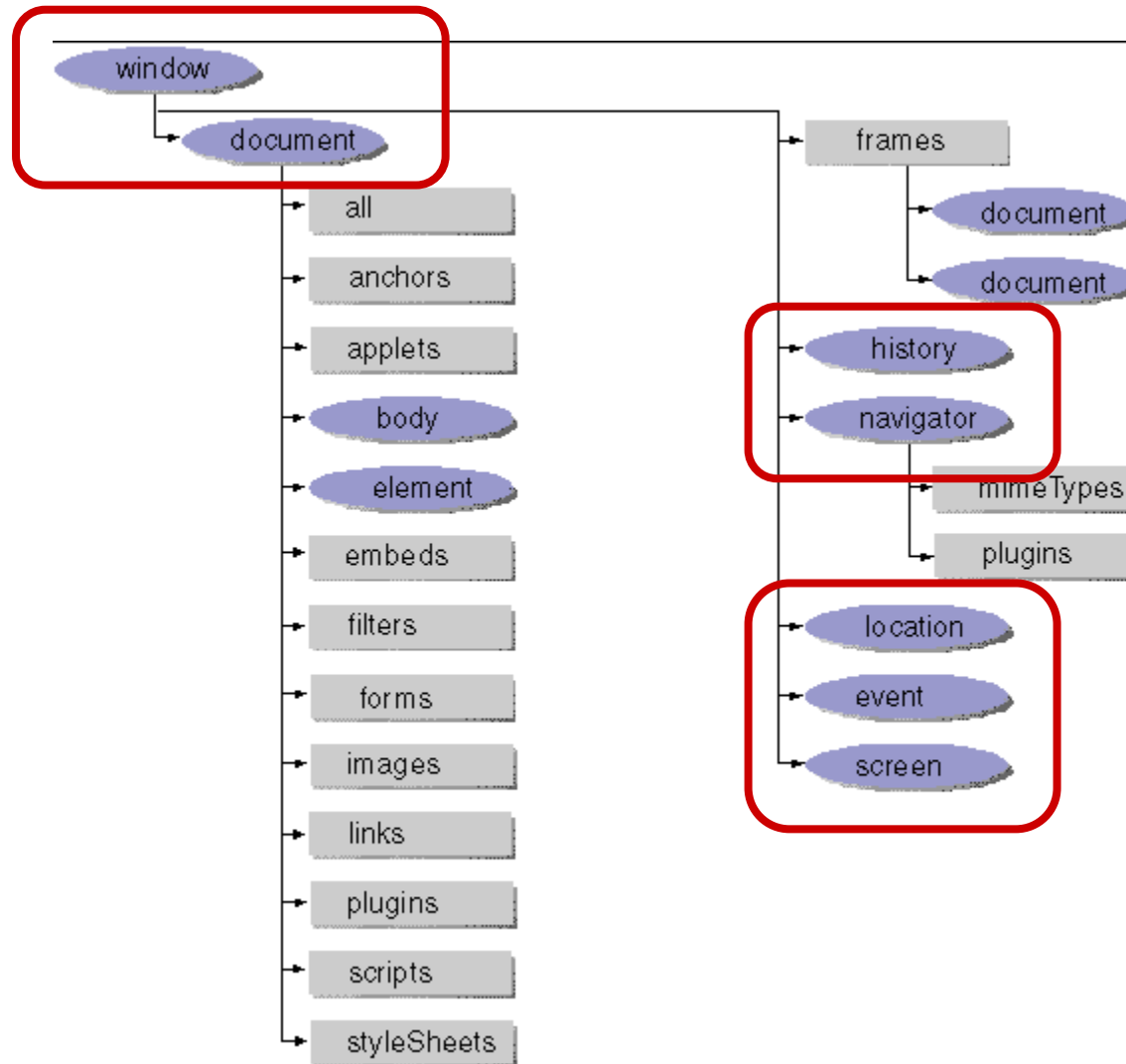
# HTML Document

```
<html>
  <head>
    <title>Alchemy for beginners</title>
    <script type="text/javascript"
      src="src/vendor/jquery.js"></script>
  </head>
  <body>
    <h1>Chapter 1: Equipment</h1>
    <p>
      This is what an
      <em>alchemists' bottle</em> looks
like:
    </p>
    
  </body>
</html>
```

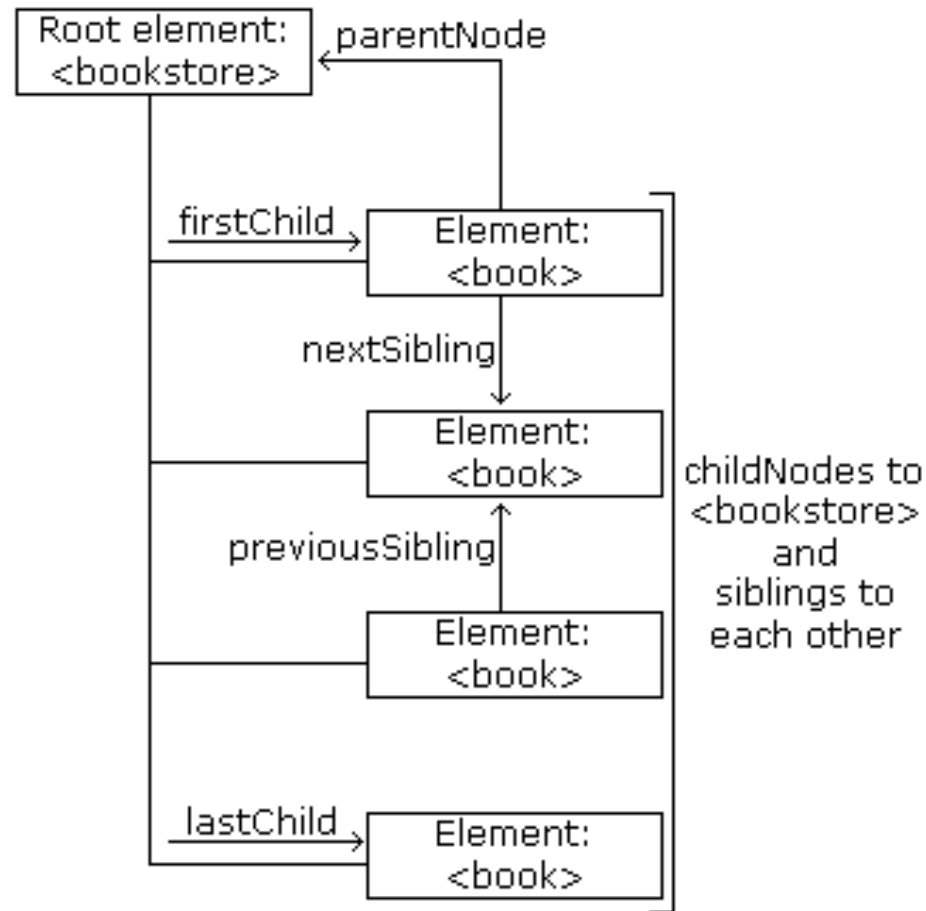
# Document Object Model



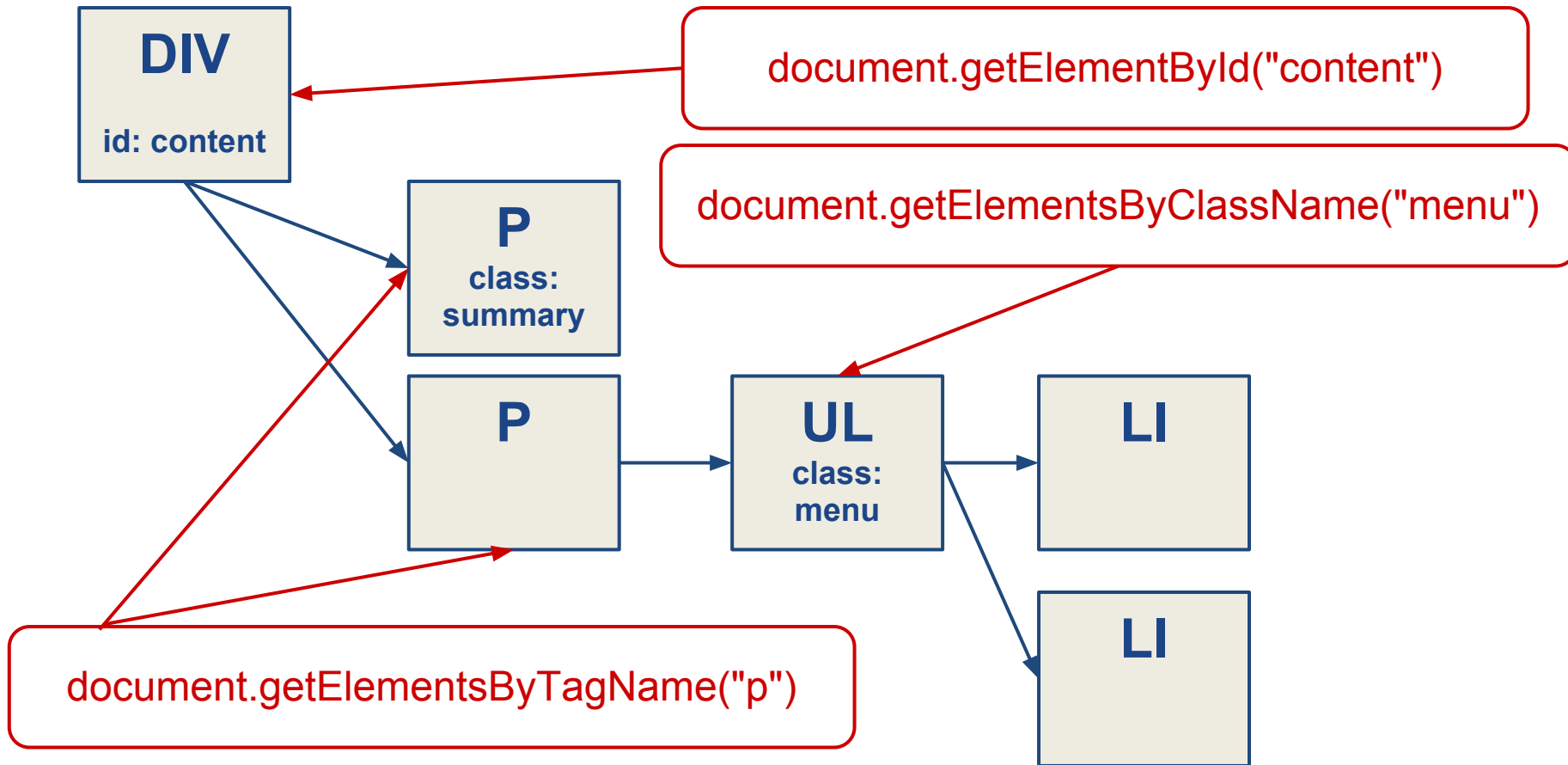
# Global Objects



# Traversing Relationships



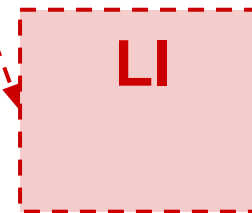
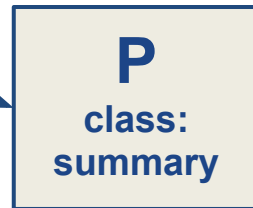
# Searching



# Creating Elements

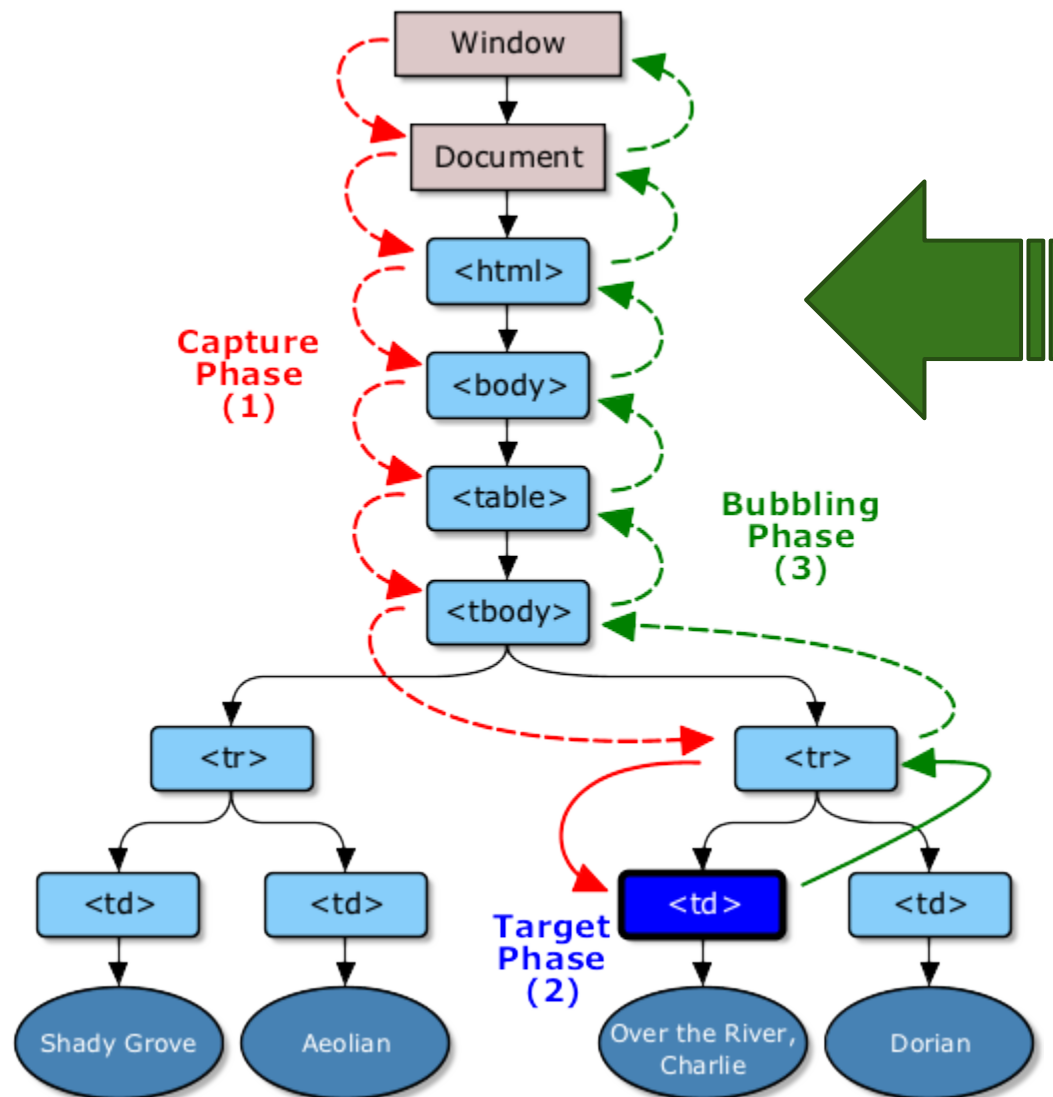


```
var list = document.getElementsByClassName("menu");  
var listItem = document.createElement("li");  
list[0].appendChild(listItem);
```





# Event Model



# Event Types

## User Interface Events

DOMActivate	error
load	select
unload	resize
abort	scroll

## Focus Events

blur  
focus  
focusin  
focusout

## Mouse Events

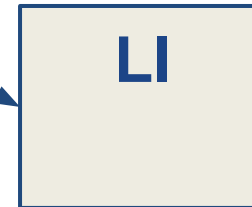
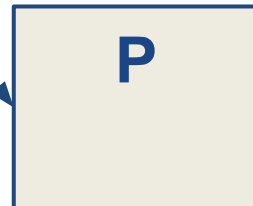
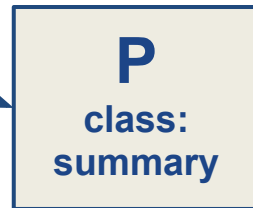
click	mousemove
dblclick	mouseover
mousedown	mouseout
mouseenter	mouseup
mouseleave	

## Keyboard Events

keydown  
keypress  
keyup

# Registering Events

```
var item = document.getElementsByClassName("home");  
item.addEventListener("click", function (event) {  
    alert("Go home!");  
});
```



```
var content = document.getElementById("content");  
content.addEventListener("click", function (event) {  
    alert("Something clicked!");  
});
```

# Thank you!