The Browser Object Model

In this lesson, we will learn about the Browser Object Model.
Let's begin!

WE'LL COVER THE FOLLOWING

- The window object
- The properties of the window object

In Chapter 7, you learned that the ECMAScript specification defines the Document Object Model (DOM) to provide access to the model of the HTML page. Beside DOM, the specification defines another model, Browser Object Model (BOM) to expose the web browser functionality that is independent of web page content. In this section you'll get a brief overview of BOM.

📜**NOTE:** This section will contain a few code snippets to demonstrate

> the most important aspects and functionality of BOM objects. For more
>
> detailed samples, search the Internet with the name of the BOM object, for example “JavaScript window object”.

The window object

The pivotal object of the Browser Object Model is the window. It represents not only a browser object, but also the global scope. Every variable and function you define in your script globally becomes a property of window, as the following code snippet demonstrates:

```
var name = "Joe";
function sayHello() {
  console.log("Hello " + name);
}

console.log(window.name); // Joe
window.sayHello();        // Hello Joe
```

> 📜**NOTE:** Although global variables become the properties of window, you cannot remove them with the delete operator.

The window object has a few dozen properties and methods. The table below summarizes window properties.

The properties of the window object

Property	Description
`closed`	Indicates whether a window has been closed (`true`) or not (`false`)
`defaultStatus`	Gets or sets the default text in the status bar of a window
`document`	Gets the `document` object of the window
`frames`	Returns an array of all the frames (including the ones defined with `<iframe>` tags) in the current window
`history`	Gets the `history` object for the window
`innerHeight`	Gets or sets the inner height of a window's content area
`innerWidth`	Gets or sets the inner width of a window's content area
`length`	Returns the number of frames (including the ones defined with `<iframe>` tags) in a window
`location`	Gets the `location` object for the window
`name`	Gets or sets the name of the window
`navigator`	Gets the `navigator` object for the window
`opener`	Retrieves a reference to the window that created the window
`outerHeight`	Gets or sets the outer height of a window, including toolbars/scrollbars
`outerWidth`	Gets or sets the outer width of a window, including toolbars/scrollbars
`pageXOffset`	Gets the number of pixels the current document has been scrolled (horizontally) from the upper left corner of the window
`pageYOffset`	Retrieves the number of pixels the current document has been scrolled (vertically) from the upper left corner of the window
`parent`	Retrieves the parent window of the current window
`screen`	Returns the `screen` object for the window
`screenLeft`, `screenX`	Gets the x coordinate of the window relative to the screen
`screenTop`, `screenY`	Gets the y coordinate of the window relative to the screen
`self`	Retrieves the current window
`status`	Gets or sets the text in the status bar of a window
`top`	Returns the topmost browser window

As you can see, you can access a number of important objects such as document, navigator, location, history, and screen.

In the *next lesson*, we'll learn some methods of the window object.

Stay tuned!