

## MODULE TWO - THE DOM & BROWSER EVENTS

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# ALL ABOUT THE DOM

# TODAY'S SCHEDULE

1. Recap From Last Week
2. Cool Things
3. Introduction to the DOM
4. Learning Activities
  1. Picture The DOM
  2. Node or Not A Node?
  3. Selecting Elements
  4. Walking The DOM
  5. Master Of DOM Manipulation
5. Recap/Next Week

# IN MODULE ONE WE LEARNED ...

- ▶ an introduction to JavaScript
- ▶ JS syntax
- ▶ best practices & industry standards
- ▶ troubleshooting & debugging



COOL THINGS

## RESOURCES, LINKS TUTORIALS AND OTHER COOL THINGS...

- ▶ <https://javascript30.com/>
- ▶ <https://screeps.com/>
- ▶ <https://hackernoon.com/ultimate-javascript-resources-that-every-programmer-should-know-9889d4fd691>
- ▶ <https://codepen.io/challenges/2020/january/>
- ▶ <http://jsforcats.com/>

## RESOURCES, LINKS TUTORIALS AND OTHER COOL THINGS...

- ▶ <https://www.freecodecamp.org/news/10-tips-to-maximize-your-javascript-debugging-experience-b69a75859329/>
- ▶ <http://whichcatisyourjavascriptframework.com/>
- ▶ <https://www.nextacademy.com/blog/learn-javascript-build-cool-things>
- ▶ <https://theuselessweb.com/>



# INTRODUCTION TO THE DOM

**YOU MAY HAVE  
HEARD OF THE DOM...**



**BUT DO YOU REALLY  
KNOW THE DOM?**

**HTTPS://WWW.YOUTUBE.COM/WATCH?**  
**V=L-ONPNSVBX8&T=199S**

## GETTING TO KNOW THE DOM

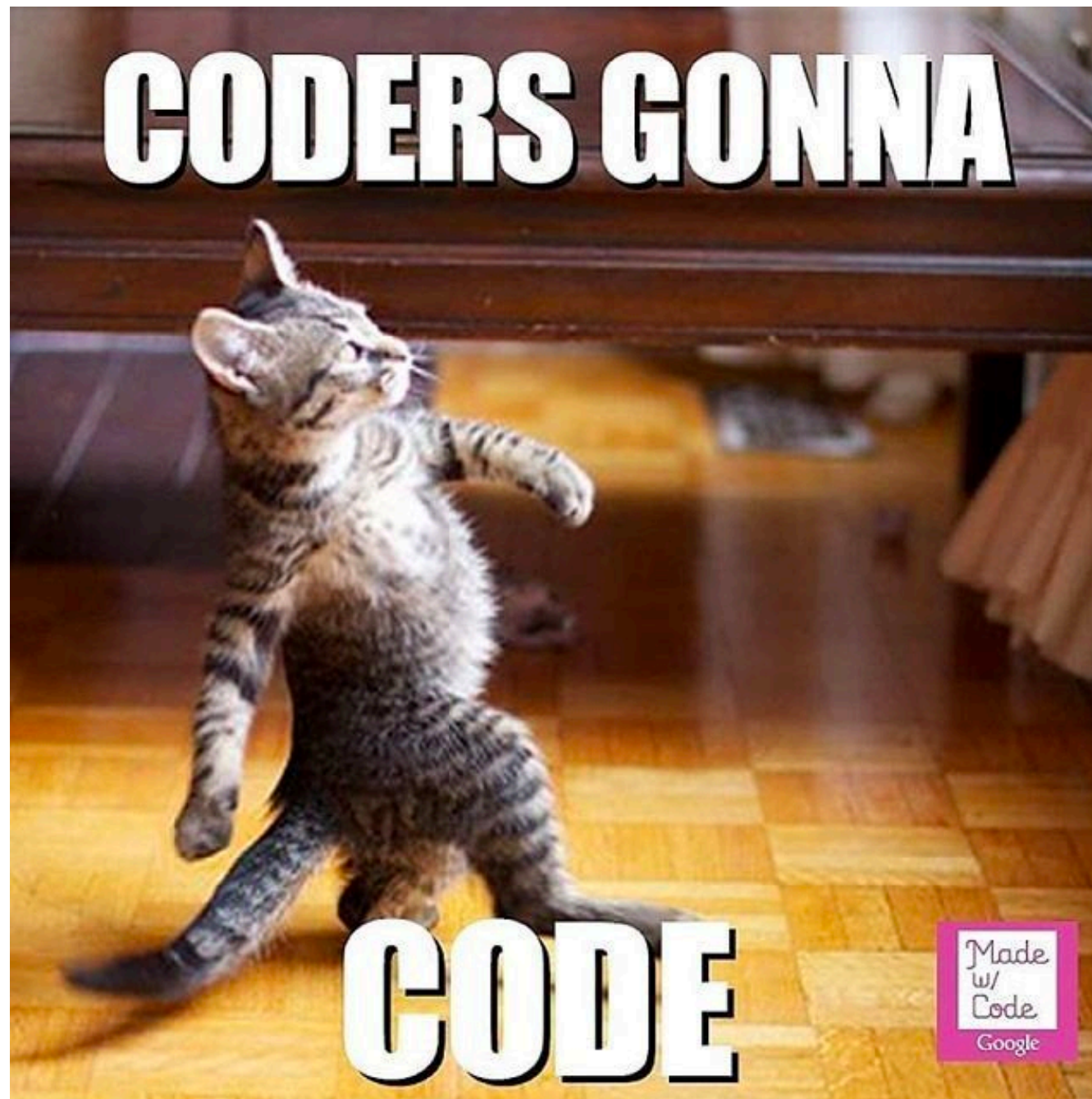
- ▶ the DOM stands for Document Object Model
- ▶ specifies how browser should create a model for the HTML page & how JS can access and update the contents of the page
- ▶ **not part of HTML or JS**
- ▶ called an object model because the DOM tree is made up of objects



## GETTING TO KNOW THE DOM

- ▶ each object represents a different part of the page loaded in the browser window
- ▶ sometimes called an API because the DOM allows JS to interface with the HTML page
- ▶ The DOM also defines methods and properties to access and update each object in this model

## RANDOM CAT MEME



# ALL ABOUT THE DOM CHALLENGE

## ***WEEK FIVE - ALL ABOUT THE DOM***

Your mission, should you choose to accept it, is to complete the following learning challenges. Each challenge has a special code that provides access to the instructions. Enter the access code to receive your directions to complete your task and receive an access code for the next activity. Once you have completed the task, click on the task name to check it off as complete.

***ACTIVITY ONE: PICTURE THE DOM***

***ACTIVITY TWO: NODE OR NOT?***

***ACTIVITY THREE: SELECT THAT ELEMENT***

***ACTIVITY FOUR: WALKING THE DOM***

***ACTIVITY FIVE: MASTER OF (DOM) MANIPULATION***

***ENTER YOUR ACCESS CODE:***

submit



[HTTPS://JESSICAGILFILLAN.GITHUB.IO/COMP1073-WINTER2021/WEEK-5/](https://jessicagilfillan.github.io/comp1073-winter2021/week-5/)



# RECAP TIME

# ALL ABOUT THE DOM

- ▶ The DOM is the **Document Object Model** and is a tree like model consisting of nodes that represents the page displayed in the browser window
- ▶ Nodes in the DOM are **objects with available properties and methods**
- ▶ We can use a **variety of methods** to select DOM elements
- ▶ We can also **traverse the DOM**
- ▶ We can use properties and methods to **manipulate the DOM** (add change, remove)

**NEXT WEEK : BROWSER EVENTS**