

# CIS 4004: Web Based Information Technology Summer 2014

## Introduction To JavaScript – Part 3 – More On Events

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# JavaScript – Part 3 – More On Events

- To make your web application respond to user actions on the page, you need to do three things:
  - Decide which events should be monitored (listened for).
  - Set up the event handlers that trigger functions when events occur.
  - Write the functions that provide the appropriate responses to the events.
- As you've seen in the previous JavaScript notes, an event is issued as the result of some specific activity – usually user activity, but sometimes browser activity such as a page load – and that you handle the event with an event handler.



# JavaScript – Part 3 – More On Events

- An event handler is always the name of the event preceded by “on”; for example, the event `click` is handled by the `onclick` event handler.
- The event handler causes a function to run, and the function provides the response to the event.
- The tables on the next two pages lists some of the more commonly used event handlers. For a more complete listing see: <http://www.w3.org/TR/DOM-Level-3-Events/>



# JavaScript – Part 3 – More On Events

Event Category	Event Triggered When...	Event Handler
Browser Events	Page completes loading	onload
	Page is removed from browser window	onunload
	JavaScript throws an error	onerror
Mouse Events	User clicks over an element	onclick
	User double-clicks over an element	ondblclick
	The mouse button is pressed down over an element	onmousedown
	The mouse button is released over an element	onmouseup
	The mouse pointer moves onto an element	onmouseover
	The mouse pointer leaves an element	onmouseout



# JavaScript – Part 3 – More On Events

Event Category	Event Triggered When...	Event Handler
Keyboard Events	A key is pressed	onkeydown
	A key is released	onkeyup
	A key is pressed and released	onkeypress
Form Events	The element receives focus	onfocus
	The element loses focus	onblur
	The user selects type in text or text area field	onselect
	User submits a form	onsubmit
	User resets a form	onreset
	Field loses focus and content has changed since receiving focus	onchange



# Inline Event Handlers

- An event handler can be utilized inline by attaching the event handler directly to an element, such as:

```
<input type="text" onblur="doValidate()" />
```

In this case, a form text field has the JavaScript function `doValidate()` associated with its `blur` event – the function will be called when the user moves the cursor out of the field by pressing Tab or clicks elsewhere. The function could then check if the user typed something in the field or not.

- While inline event handlers have been used for a number of years, they are not ideal as they mix the HTML and the JavaScript, and these should be separate. In a modern web application – in the interests of accessibility, maintainability, and reliability – you want to keep JavaScript and CSS out of your HTML markup.



# The Handler As An Object Property

- The example below illustrates the way that we've mostly thus far have utilized the event handlers in our JavaScript examples (see JavaScript – Part 2 notes).

```
var clickableImage = document.getElementById("dog_pic");  
clickableImage.onclick = showLargeImage;
```

- In this example, first the object representing the HTML element with the `id = "dog_pic"` is assigned to the variable `clickableImage`. The event handler `onclick` is assigned as a property of the object, using a function name as the `onclick` property's value. The function `showLargeImage` will run when the user click on the element with the `id = "dog_pic"`.



# The Handler As An Object Property

- The technique shown on the previous page has the desirable property of keeping the JavaScript out of the markup since this would appear only in an external JavaScript file and not in the markup.
- However, there are a couple of rather serious drawbacks to this approach.
- First, only one event at a time can be assigned using this technique, because only one value can exist for a property at any given time. You can't assign another event to the `onclick` property without overwriting this one, and for the same reason, another event that was previously assigned is overridden by this one.





# The Handler As An Object Property

- Second, when the user click on this element and the function is called, the function has to be hard-coded with the name of the object so that it knows which element to work on.

```
function showLargeImage() {  
    thePicture = document.getElementById("dog_pic");  
    //do something with the picture  
}
```

- If you change the object that is the source of the event, you will also need to modify the function.



# The Handler As An Object Property

- For the two reasons just explained, the “handler as an object property” technique is suitable for use only when you just want to assign one event to one object, such as running an initial `onload` function once the page is first loaded.
- This technique does not really provide a robust solution for use throughout a RIA (Rich Interface Application, i.e. web pages with user interaction often incorporating AJAX – later this semester), where events commonly get assigned and removed from objects as the application runs.
- In almost every such case, the best way to manage events is to use event listeners.



# Event Listeners

- Event listeners were introduced with the DOM model and provide comprehensive event registration.
- An event listener does what its name suggests: After being attached to an object (a node in the DOM), it then listens patiently for its event to occur. When it “hears” its event, it then calls its associated function in the same manner as the “handler as an object property” method but with two important distinctions.



# Event Listeners

- First, *an event listener passes an event object containing information about its triggering event to the function it calls.*
- Within the function, you can read this object's properties to determine the target element, the type of event that occurred – such as `click`, `focus`, `mousedown` – and other details about the event.
- This capability can reduce coding considerably, because you can write very flexible functions for key tasks, such as handling clicks, that provide variations in the response depending on the calling object and triggering event. Otherwise, you would have to write a separate, and probably very similar, function for every type of event you need to handle.



# Event Listeners

- Second, *you can attach multiple event listeners to a single object.*
- As a result, you don't have to worry when adding one listener that you are overwriting another that was added earlier, as you would when assigning an event as an object property.
- Both W3C-compliant browsers and Microsoft browsers enable event handlers, they differ in how those handlers are attached to element and in the way they provide access to the event object.
- We'll focus on the W3C approach, which will be the de facto standard in the future. I'll show you both techniques as well as a work around that will enable the JavaScript to determine which browser the user is using.



# Event Listeners – W3C Technique

- The W3C technique for adding/registering an event handler is the method `addEventListener()` which takes three arguments:
  - The first is the name of the event for which you are registering the handler.
  - The second is the function that will be called to handle the event.
  - The third is either “true” or “false”. Typically, this will be false. When true is used this relates to event bubbling (covered later).
- An example is shown on the next page.



# Event Listeners – W3C Technique

- Example:

```
emailField=document.getElementById("email");
```

Get the object

```
emailField.addEventListener('focus', doHighlight, false);
```

Add a focus listener

```
emailField.addEventListener('blur', doValidate, false);
```

Add a blur listener

- The function `doHighlight` would be called when the cursor moves into the field, and the function `doValidate` would be called when the cursor moves out of the field.
- As many event listeners as you would like can be attached to an object in this fashion.
- The next two pages illustrate simple event handler registration.



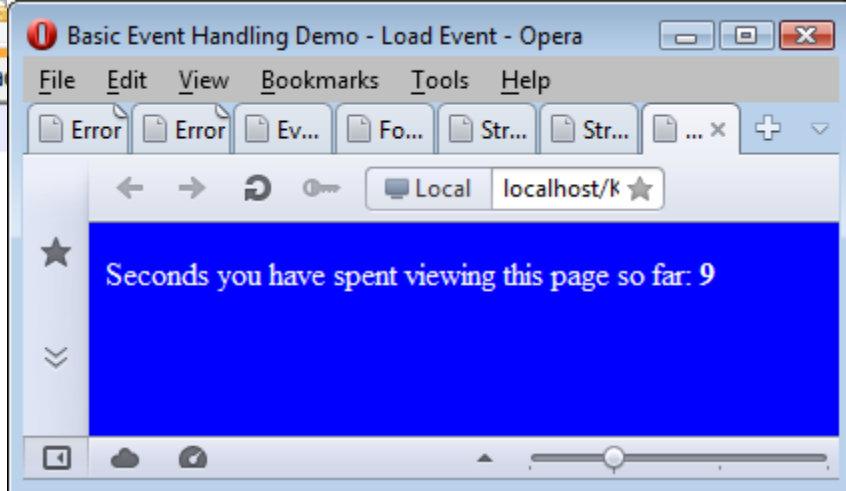


# The HTML5 markup

```

1  <!DOCTYPE html>
2  <!-- Demonstrating the load event. -->
3  <html lang="en">
4  <head>
5      <meta charset = "utf-8">
6      <title>Basic Event Handling Demo -
7      <style>
8      <!--
9          body {background-color:blue; color:white; }
10         span { font-weight: bold; }
11         -->
12     </style>
13 </head>
14 <body>
15     <p>Seconds you have spent viewing this page so far:
16     <span id = "soFar">0</span></p>
17     <script src = "loadDemoJS.js"></script>
18 </body>
19 </html>
20

```





The JavaScript

File Edit Search View Encoding Language Settings Macro Run Plugins Window

codelayoutscript2.js | codelayoutscript3.js | codelayoutscript4.js | loadDemo.html | loadDemoJS.js

```

1 // load.js
2 // Script to demonstrate the load event.
3 window.addEventListener( "load", startTimer, false );
4
5 var seconds = 0;
6
7 // called when the page loads to begin the timer
8 function startTimer() {
9     window.setInterval( "updateTime()", 1000 );
10 } // end function startTimer
11
12 // called every 1000 ms to update the timer
13 function updateTime() {
14     ++seconds;
15     document.getElementById( "soFar" ).innerHTML = seconds;
16 } // end function updateTime
17
18
19
20

```

JavaScript length: 484 lines: 20 Ln: 1 Col: 1 Sel: 0|0 Dos\Windows ANSI as UTF-8 INS



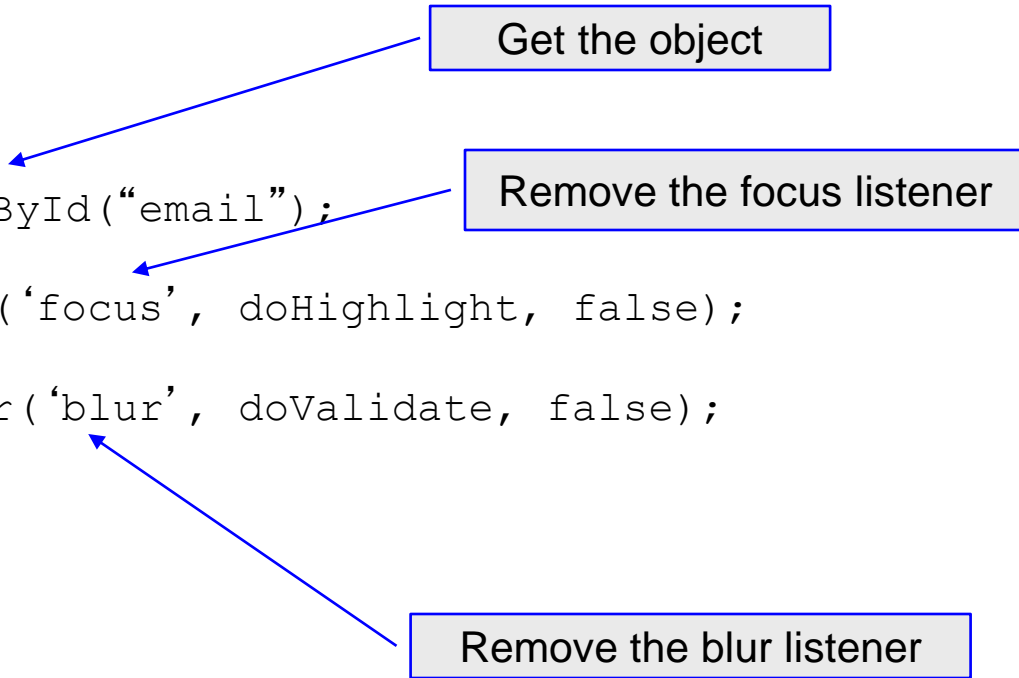
# Event Listeners – W3C Technique

- Event listeners can be removed (unregistered) in a similar manner by using the `removeEventListener` method.

- **Example:**

```
emailField=document.getElementById("email");  
emailField.removeEventListener('focus', doHighlight, false);  
emailField.removeEventListener('blur', doValidate, false);
```

Get the object



Remove the focus listener

Remove the blur listener



# Event Listeners – Microsoft Technique

- Microsoft's event registration model is slightly different than the W3C technique.

**W3C:** `emailField.addEventListener('focus', doHighlight, false);`

**Microsoft:** `emailField.attachEvent('onfocus', doHighlight);`

- Similarly, Microsoft's event listener removal is also slightly different than the W3C technique.

**W3C:** `emailField.removeEventListener('focus', doHighlight, false);`

**Microsoft:** `emailField.detachEvent('onfocus', doHighlight);`



# Adding Event Listeners

- For the time being, at least until IE either disappears or becomes W3C-compliant (not likely!), you will need to write your JavaScript to add event listeners in the correct format for the browser being used by your visitor.
- Fortunately, John Resig (the guy who developed jQuery) has written a couple of helper functions that will allow your JavaScript to determine the correct event model to use.
- The next two pages illustrate these two functions and I will also place them on the course web page for you to download and use. From a JavaScript perspective the functions are a little complex, so don't worry if you don't fully understand how they work. Remember that this is the beauty of "black boxing".



# John Resig's addEvent Helper Function

```
function addEvent( obj, type, fn ) {  
    if ( obj.attachEvent ) {  
        obj['e'+type+fn] = fn;  
        obj[type+fn] = function() {obj['e'+type+fn] ( window.event );}  
        obj.attachEvent( 'on'+type, obj[type+fn] );  
    } else  
        obj.addEventListener( type, fn, false );  
}
```



# John Resig's `removeEvent` Helper Function

```
function removeEvent( obj, type, fn ) {  
  if ( obj.detachEvent ) {  
    obj['e'+type+fn] = fn;  
    obj.detachEvent( 'on'+type, obj[type+fn] );  
    obj[type+fn] = null;  
  } else  
    obj.removeListener( type, fn, false );  
}
```



# Using John Resig's Helper Functions

- Black boxing means that you don't need to understand how John Resig's functions work, just know what they do and how to use them.
- If you want to add an event listener to the email field form in the previous example, all you would need to do is call the `addEvent` helper function like this:

```
addEvent(emailField, 'focus', doHighLight);
```

- The three arguments are the element, the event, and the function to call when the element receives that event. Resig's function then takes care of formatting the event registration appropriately for the browser on which it is running. I'll use Resig's functions from this point on.



# The First Event: `load`

- Typically, the first thing you want JavaScript to do is set up the initial state of the page so its ready for use by the visitor.
- A very common part of this initialization process is to attach event listeners to the elements in the DOM that will respond to user actions, and you cannot do that until the DOM has loaded into the browser.
- For example, you might want to attach `blur` events to the text fields of a form so you can detect when the user click or tabs away from them. You can then immediately validate the text the user entered.
- To help you ensure that you are working with a DOM that actually exists, a `load` event is issued when the page is entirely loaded.





# The First Event: `load`

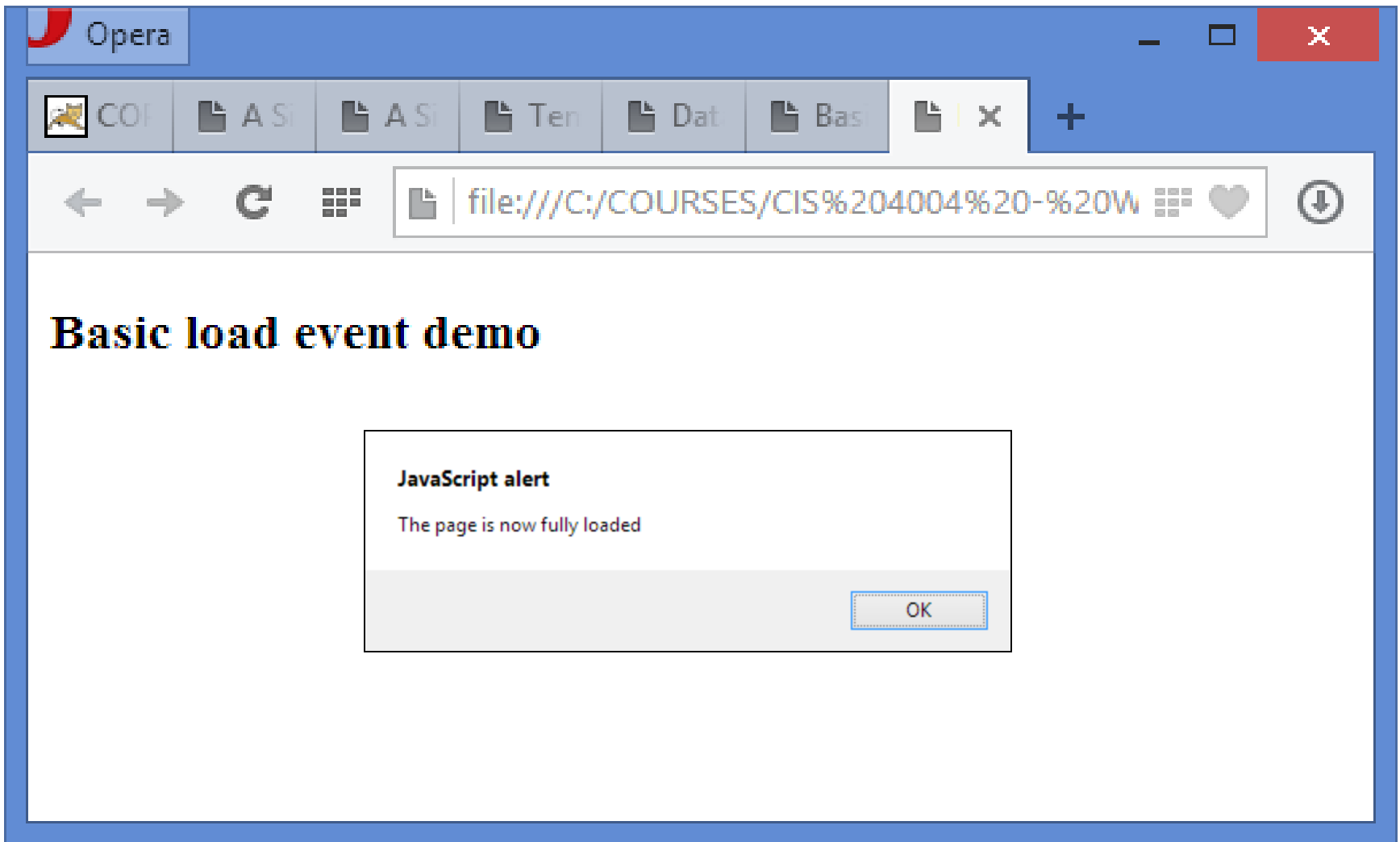
- You can use the `onload` event handler to detect this event and trigger the JavaScript functions that will set up the page state for the user.
- The example on the next page illustrates this technique.
- Notice that in the JavaScript that the first line calls the `init` function; there are no parentheses after the `init` function name. You would normally add parentheses after a function name because you would want the function to run immediately at that point in the code.
- However, because you are setting up an event that will call the function at a later time, you don't do that here.



```
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
codelayoutscript3.js x codelayoutscript4.js x loadDemo.html x loadDemoJS.js x basicloaddemo.html x
1 <!doctype html>
2 <html lang="en">
3 <head>
4   <title>Form Events - Basic</title>
5   <meta charset="utf-8">
6   <script type="text/javascript">
7     window.onload=init;
8
9     function init() {
10      alert ("The page is now fully loaded");
11      //normally, the code to set up the initial page state
12      //such as adding event listeners would be here
13    }
14  </script>
15 </head>
16
17 <body>
18   <h3>Basic load event demo</h3>
19 </body>
20 </html>
21
```

Hyper length: 431 lines: 21 Ln: 1 Col: 1 Sel: 0|0 UNIX ANSI as UTF-8 INS





# The First Event: `load`

- If you wrote `window.onload= init();` the function would run immediately (setting the `onload` property to the result of the function) and not wait for the page load event to be sent.
- By omitting the parentheses when you assign the `init` function to the `onload` property, the function does not run immediately, instead, it runs when the load event occurs after the page is fully loaded.
- Also note that `onload` is a method of the `window` object, so you must always precede it with `window`, for it to work.
- Note too, that any JavaScript statement not enclosed in a function and just “loose” on the page runs as soon as it loads. For this reason, it’s very unusual to place any JavaScript except the `onload` event assignment outside of a function.



# Adding Event Listeners on Page Load

- After all of the previous discussion, we'll now look at a simple example of event listeners that are added to an element when the page loads.
- In this example case, when the `onload` event handler calls the `init` function, it will add event listeners to a text field.
- As a result of the functions called by these event listeners, the text field will highlight (its background will be set to green) when the field receives focus; it will unhighlight (the default white background be restored) when the focus is removed.
- We'll develop this example in a systematic manner which might help you with the techniques you can use in developing your own projects.



# Adding Event Listeners on Page Load

- Step 1 in the development process is to ensure that the load event is triggering the function that will set up the event listeners.
- The markup for this example is shown on the next page, but the only significant element is the form input field.
- Notice that all I did was set up the `onload` event to trigger the function `setUpFieldEvents`. In order to ensure that the function is being called properly, I just used a JavaScript alert box to display. So I now know that the function is being triggered properly by the `onload` event.
- As with some of the other examples, I'm including the JavaScript in the markup file for ease of viewing here...normally it would be external to the markup.



```

1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <title>Form Events - Basic</title>
5      <meta charset="utf-8">
6  <script type="text/javascript">
7      window.onload=setUpFieldEvents;
8
9      function setUpFieldEvents() {
10         alert ("called setUpFieldEvents function");
11     }
12 </script>
13 </head>
14
15 <body>
16     <div id="sign_up">
17         <h3>Sign up for our newsletter</h3>
18         <form id="email_form" action="#" method="get">
19             <label for="email">Email</label>
20             <input id="email" name="email" value="" type="text" size="24" />
21             <input id="submit" type="submit" value="Go!" />
22         </form>
23     </div>
24 </body>
25 </html>

```



The screenshot shows an Opera browser window with a blue title bar. The address bar contains the file path `file:///C:/COURSES/CIS%204004%20-%20W`. The main content area displays the heading "Sign up for our newsletter" and a form with an "Email" label, an input field, and a "Go!" button. A JavaScript alert dialog is overlaid on the form, displaying the text "JavaScript alert" and "called setUpFieldEvents function" with an "OK" button.





# Adding Event Listeners on Page Load

- In step 2 we'll actually add the code to the `setUpFieldEvents` function that will add the event listeners. We'll use Resig's `addEvent` helper function to ensure that our page will render properly in any browser.
- The markup is shown on the next page.



```

4 <title>Form Events - Basic - Step 2</title>
5 <meta charset="utf-8">
6 <script type="text/javascript">
7 //John Resig's helper function
8 function addEvent( obj, type, fn ) {
9     if ( obj.attachEvent ) {
10         obj['e'+type+fn] = fn;
11         obj[type+fn] = function() {obj['e'+type+fn]( window.event );}
12         obj.attachEvent( 'on'+type, obj[type+fn] );
13     } else
14         obj.addEventListener( type, fn, false );
15     }
16 window.onload=setUpFieldEvents;
17
18 function setUpFieldEvents() {
19     var emailField=document.getElementById("email"); // get the field
20     addEvent(emailField, 'focus', addHighlight); // add focus event
21     addEvent(emailField, 'blur', removeHighlight); // add blur event
22     }
23 function addHighlight() {
24     alert("addHighlightCalled");
25     }
26 function removeHighlight() {
27     alert("removeHighlightCalled");
28     }
29 </script>

```



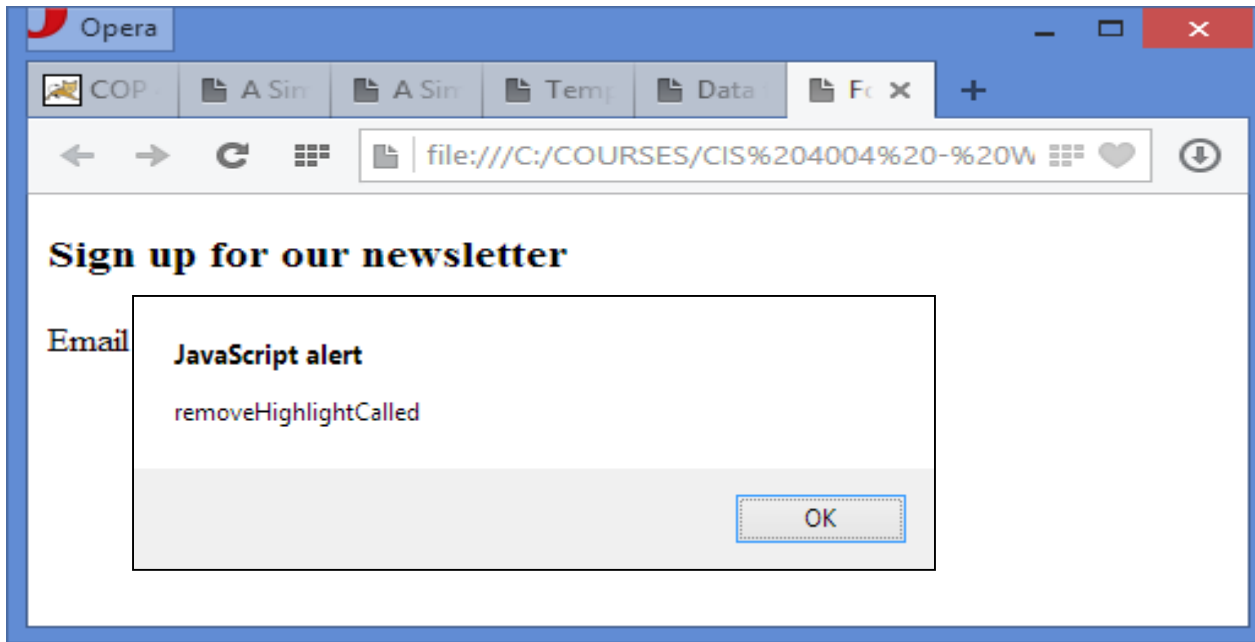


page loads, user clicks in text field

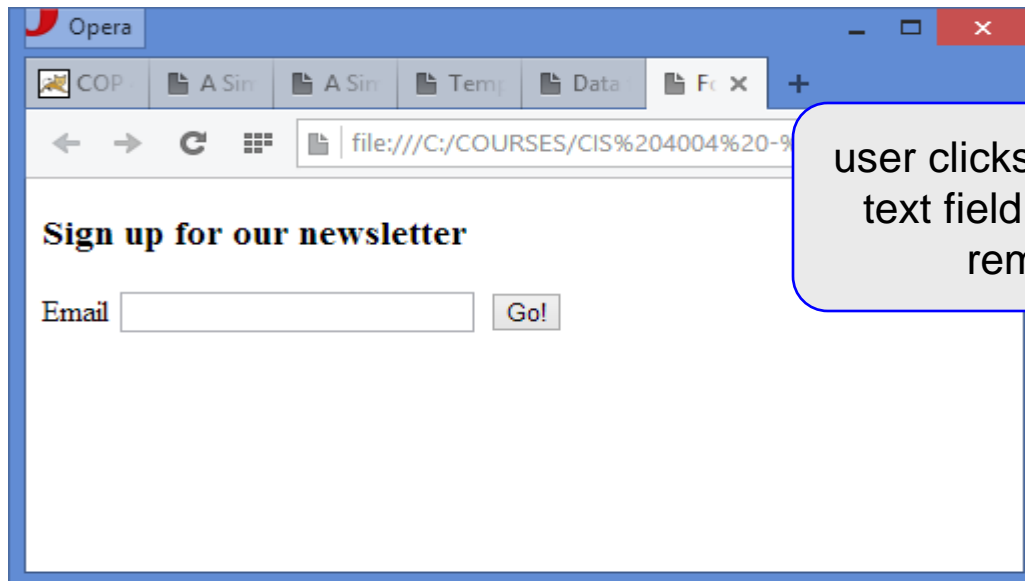


page loads, user clicks in text field, alert has displayed – text field has highlight applied





user clicks outside of text field, alert displays indicating loss of focus.



user clicks ok in alert – text field highlight is removed



# Adding Event Listeners on Page Load

- In step 3 we'll replace the alert code in the functions with the actual highlighting that we originally intended.
- The markup is shown on the next page.

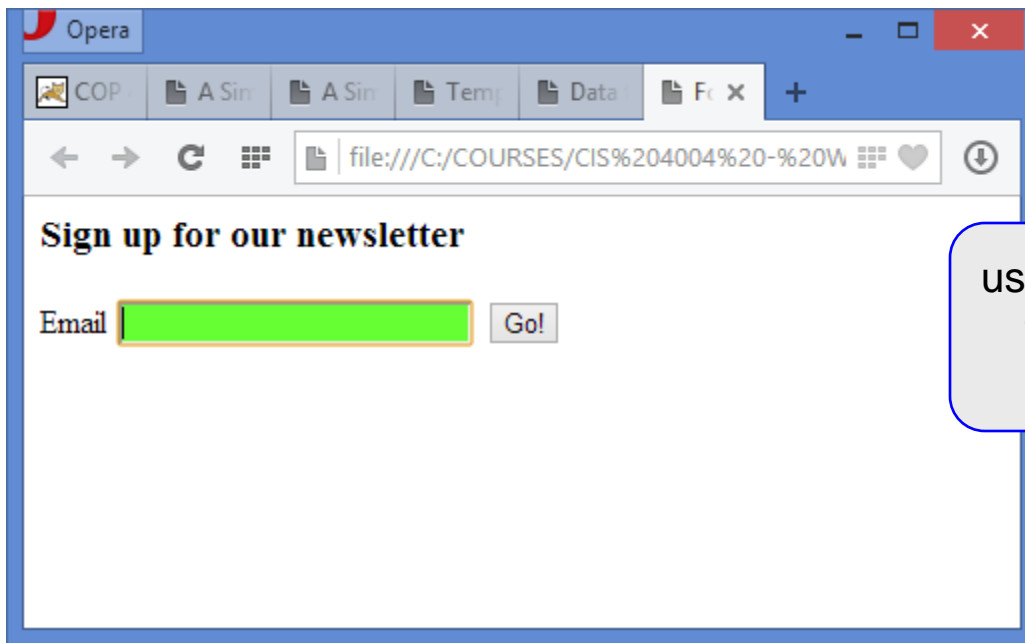


```

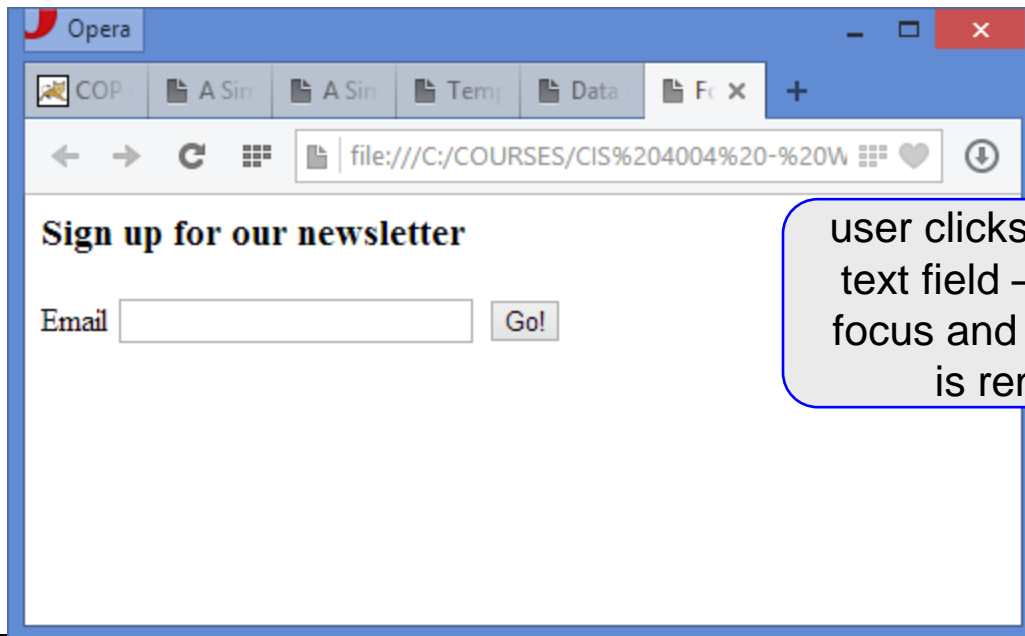
6 <script type="text/javascript">
7   function addEvent( obj, type, fn ) {
8     if ( obj.attachEvent ) {
9       obj['e'+type+fn] = fn;
10      obj[type+fn] = function(){obj['e'+type+fn]( window.event );};
11      obj.attachEvent( 'on'+type, obj[type+fn] );
12    } else
13      obj.addEventListener( type, fn, false );
14  }
15
16  window.onload=setUpFieldEvents;
17
18  function setUpFieldEvents() {
19    var emailField=document.getElementById("email"); // get the field
20    addEvent(emailField, 'focus', addHighlight); // add focus event
21    addEvent(emailField, 'blur', removeHighlight); // add blur event
22  }
23  function addHighlight() {
24    var emailField=document.getElementById("email");
25    emailField.style.backgroundColor="#6F3";
26  }
27  function removeHighlight() {
28    var emailField=document.getElementById("email");
29    emailField.style.backgroundColor=""; // field now goes back to default
30  }
31 </script>
32 </head>

```





user clicks in text field – field is in focus and thus highlighted



user clicks outside the text field – field loses focus and highlighting is removed



# Accessing the Document via the DOM

- The DOM (Document Object Model) models a web document as a set of nodes, including element nodes, text nodes, and attribute nodes. Both elements and their text content are separate nodes. Attribute nodes are the attributes of the elements.
- A web document (HTML document) is accessible via the DOM.
- We actually already did this in some previous examples when our JavaScript contained the `document.write()` statements.
- The `document` is the object that you want to access/alter, and using the `write()` method is one way to do that.





# Accessing the Document via the DOM

- The `document.write()` statement adds a text string to the document and not a set of nodes and attributes, and you cannot separate the JavaScript out into a separate file – `document.write()` works only where you put it in the HTML.
- What you'd really like is a way to reach where you want to change or add content, and this is exactly what the DOM and its methods provide you.
- You can reach elements of the document with three methods:
  - `document.getElementsByTagName('p');`
  - `document.getElementById('id');`
  - `document.getElementsByClassName('cssClass');`



# Accessing the Document via the DOM

- Let's write a small JavaScript example that utilizes these methods.
- We'll use a small, almost generic, HTML document to illustrate the effect these methods have in accessing the DOM.
- The JavaScript that we'll create will simply count the number of list items and paragraphs in our document.
- The HTML document is shown on page 43 and the JavaScript is shown on page 44.



```
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
hilite_field_basic2.html x hilite_field_basic3.html x accessingTheDOM-V1.html x accessingTheDOM.js x
1 <!doctype html>
2 <html>
3 <head>
4   <meta charset="utf-8">
5   <title> Accessing the DOM </title>
6   <style>
7     #eventlist {color:green;}
8     .paraStyle {color:red;}
9   </style>
10  <script src="accessingTheDOM.js"></script>
11 </head>
12 <body>
13   <h1>Heading</h1>
14   <p>Paragraph 1</p>
15   <h2>Sub Heading 1</h2>
16   <ul id="eventlist">
17     <li>List element 1</li>
18     <li>List element 2</li>
19     <li><a href="http://www.goggle.com">Linked list element</a></li>
20     <li>List element 4</li>
21   </ul>
22   <p class="paraStyle">Paragraph 2</p>
23   <p class="paraStyle">Paragraph 3</p>
24 </body>
25 </html>
```



```
1 var listElements=document.getElementsByTagName('li');
2 var paragraphs=document.getElementsByTagName('p');
3
4 var message='This document contains ' +listElements.length+ ' list items ';
5 message+='and '+paragraphs.length+' paragraphs.';
6 alert(message);
```



JavaScript alert

This document contains 0 list items and 0 paragraphs.

OK

Why did we get this result?

It clearly isn't correct.

Answer: Because the document wasn't loaded when the JavaScript was executed so there were no list items and no paragraphs...yet.

Heading

Paragraph 1

Sub Heading 1

- List element 1
- List element 2
- [Linked list element](#)
- List element 4

Paragraph 2

Paragraph 3



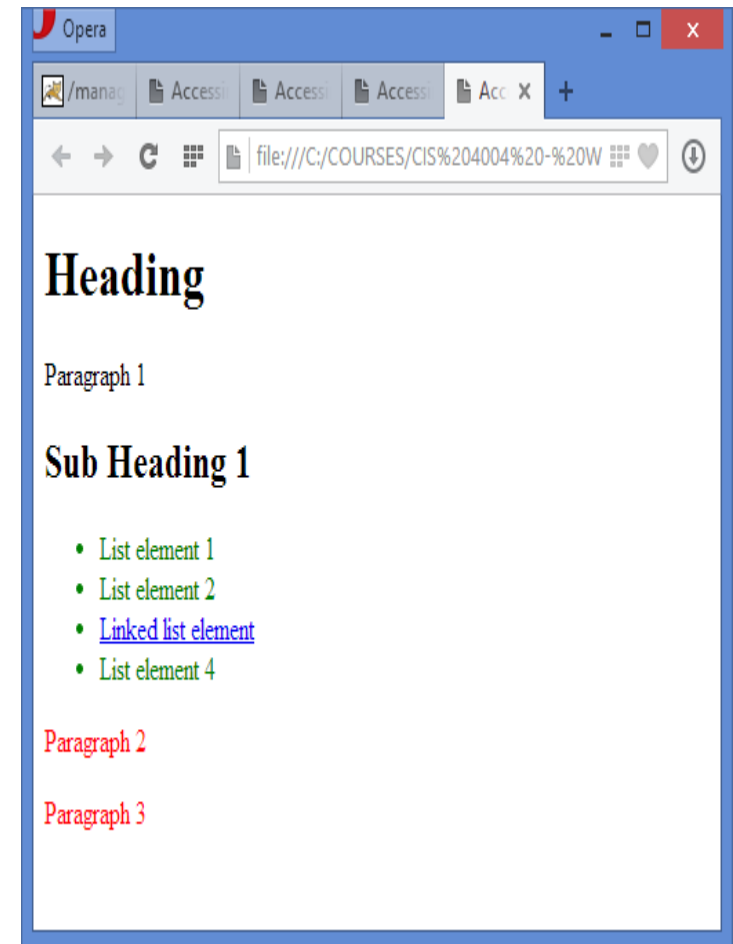
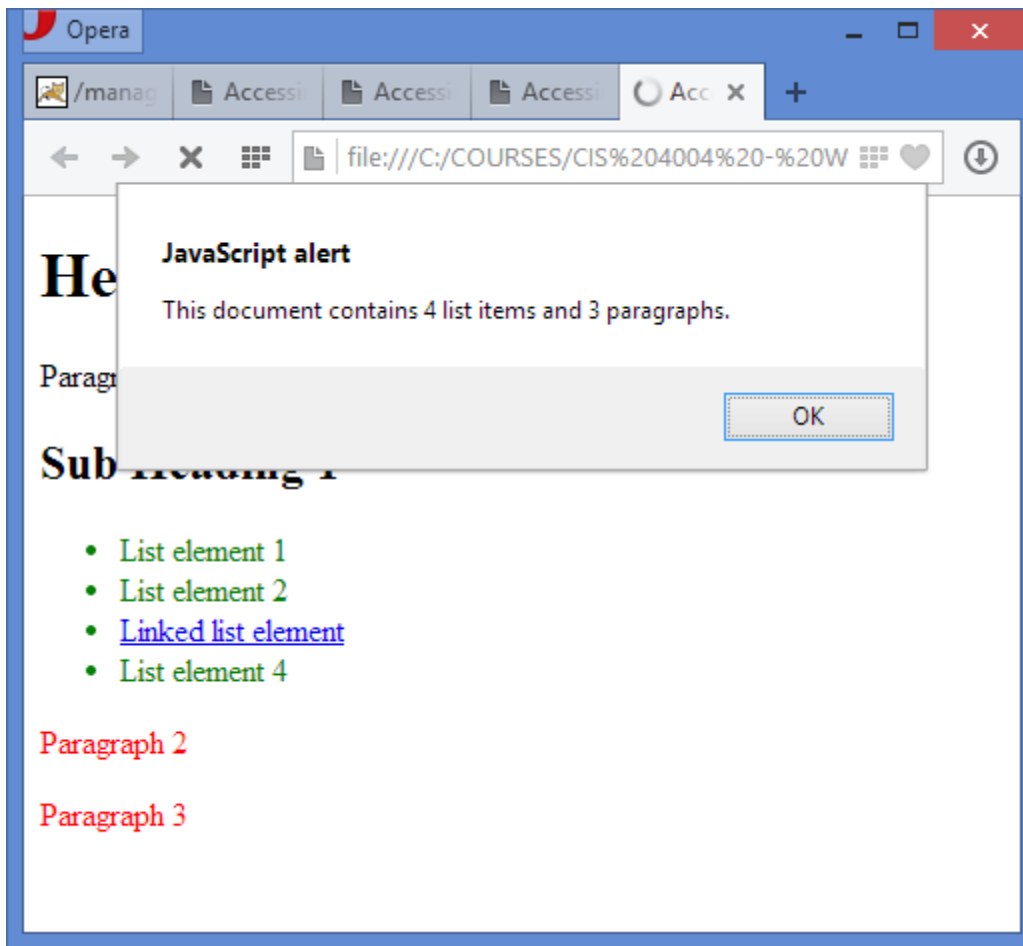
```

1  <!doctype html>
2  <html>
3  <head>
4      <meta charset="utf-8">
5      <title> Accessing the DOM </title>
6      <style>
7          #eventlist {color:green;}
8          .paraStyle {color:red;}
9      </style>
10 </head>
11 <body>
12 <h1>Heading</h1>
13 <p>Paragraph 1</p>
14 <h2>Sub Heading 1</h2>
15 <ul id="eventlist">
16     <li>List element 1</li>
17     <li>List element 2</li>
18     <li><a href="http://www.goggle.com">Linked list element</a></li>
19     <li>List element 4</li>
20 </ul>
21 <p class="paraStyle">Paragraph 2</p>
22 <p class="paraStyle">Paragraph 3</p>
23 <script src="accessingTheDOM.js"></script>
24 </body>
25 </html>

```

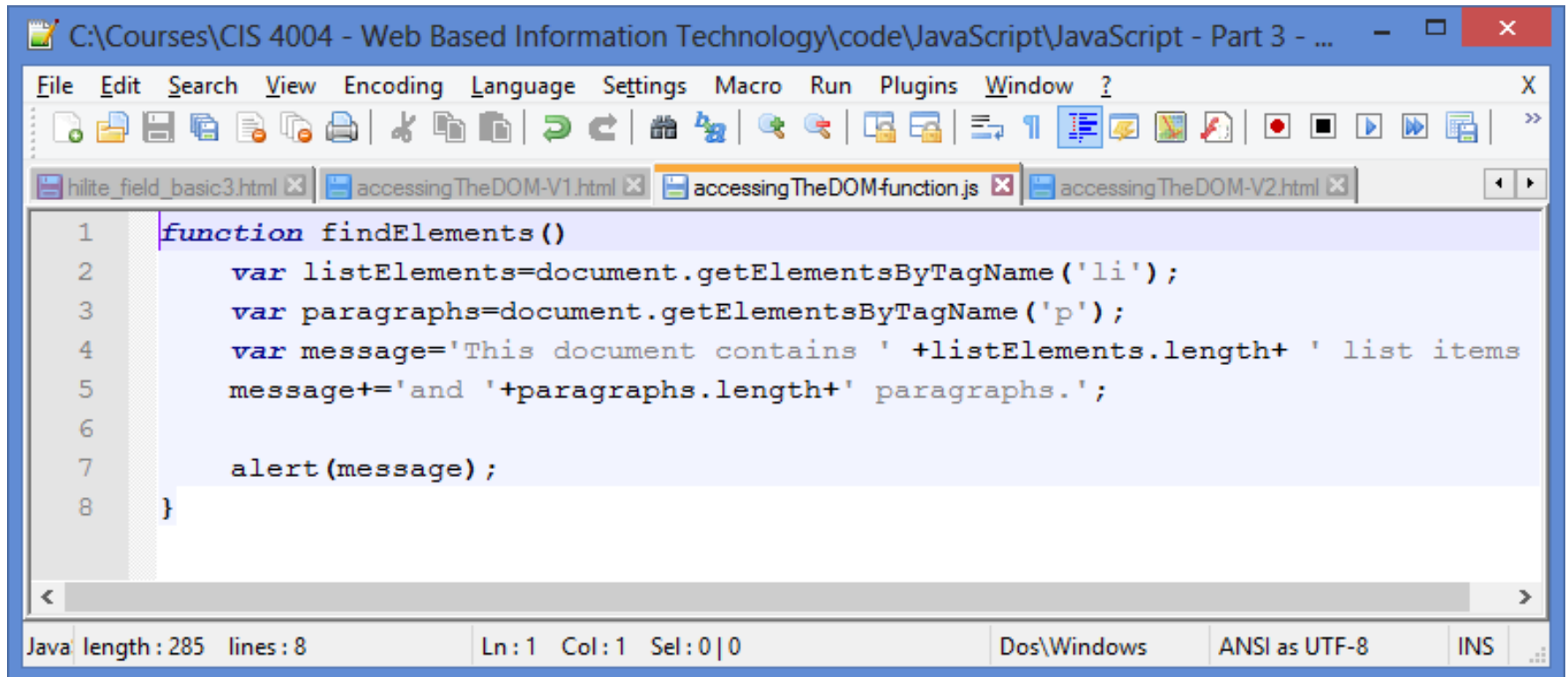
Now we'll get the correct results.





# Accessing the Document via the DOM

- Now let's modify this code a bit.
- Let's re-write the JavaScript as a function rather than just straight-line code.



The screenshot shows a code editor window with the following content:

```
1  function findElements ()
2      var listElements=document.getElementsByTagName ('li');
3      var paragraphs=document.getElementsByTagName ('p');
4      var message='This document contains ' +listElements.length+ ' list items
5      message+='and '+paragraphs.length+' paragraphs.';
6
7      alert (message);
8  }
```

The editor's status bar at the bottom indicates: Java length : 285 lines : 8 Ln : 1 Col : 1 Sel : 0 | 0 Dos\Windows ANSI as UTF-8 INS



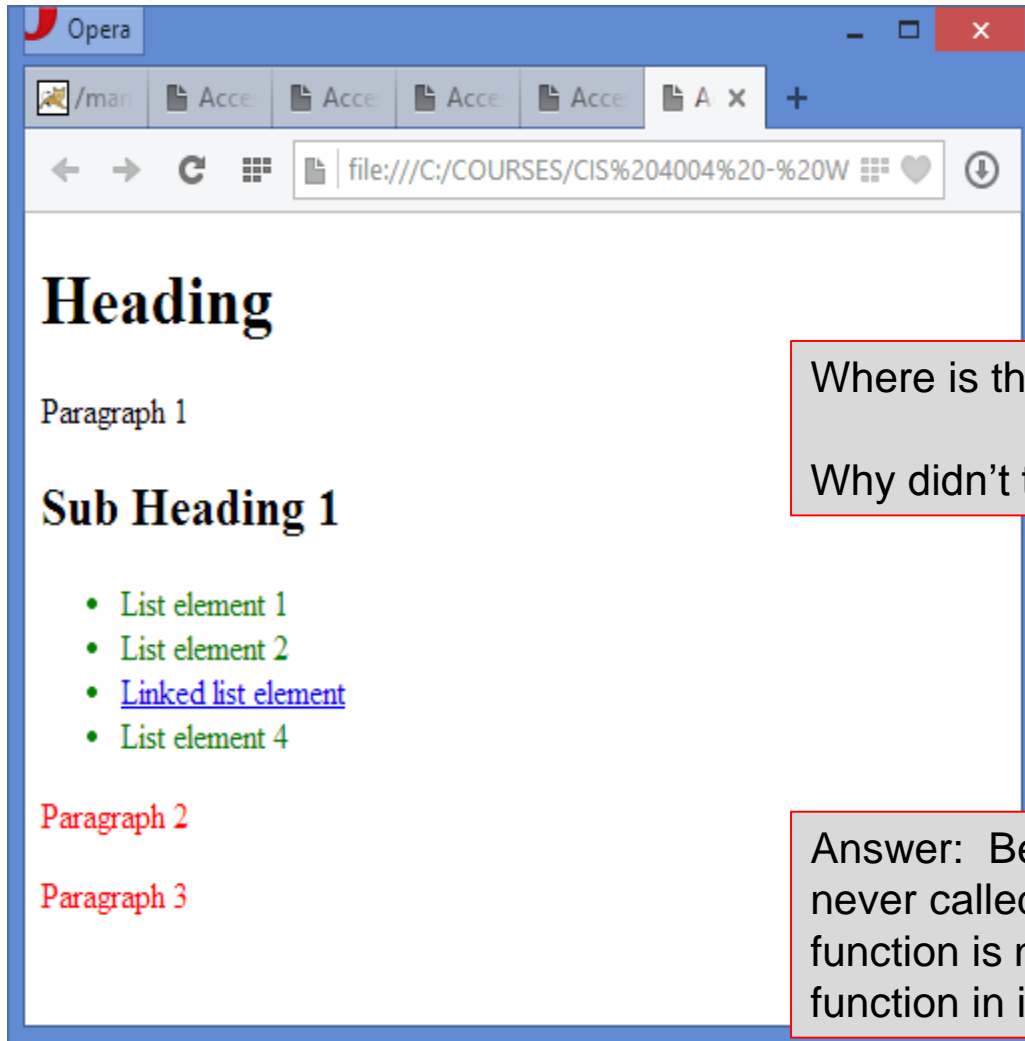


```

File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
hilite_field_basic3.html accessingTheDOM-V1.html accessingTheDOM-function.js accessingTheDOM-function.html
1 <!doctype html>
2 <html>
3 <head>
4   <meta charset="utf-8">
5   <title> Accessing the DOM </title>
6   <style>
7     #eventlist {color:green;}
8     .paraStyle {color:red;}
9   </style>
10 </head>
11 <body>
12   <h1>Heading</h1>
13   <p>Paragraph 1</p>
14   <h2>Sub Heading 1</h2>
15   <ul id="eventlist">
16     <li>List element 1</li>
17     <li>List element 2</li>
18     <li><a href="http://www.goggle.com">Linked list element</a></li>
19     <li>List element 4</li>
20   </ul>
21   <p class="paraStyle">Paragraph 2</p>
22   <p class="paraStyle">Paragraph 3</p>
23   <script src="accessingTheDOM-function.js"></script>
24 </body>
25 </html>

```





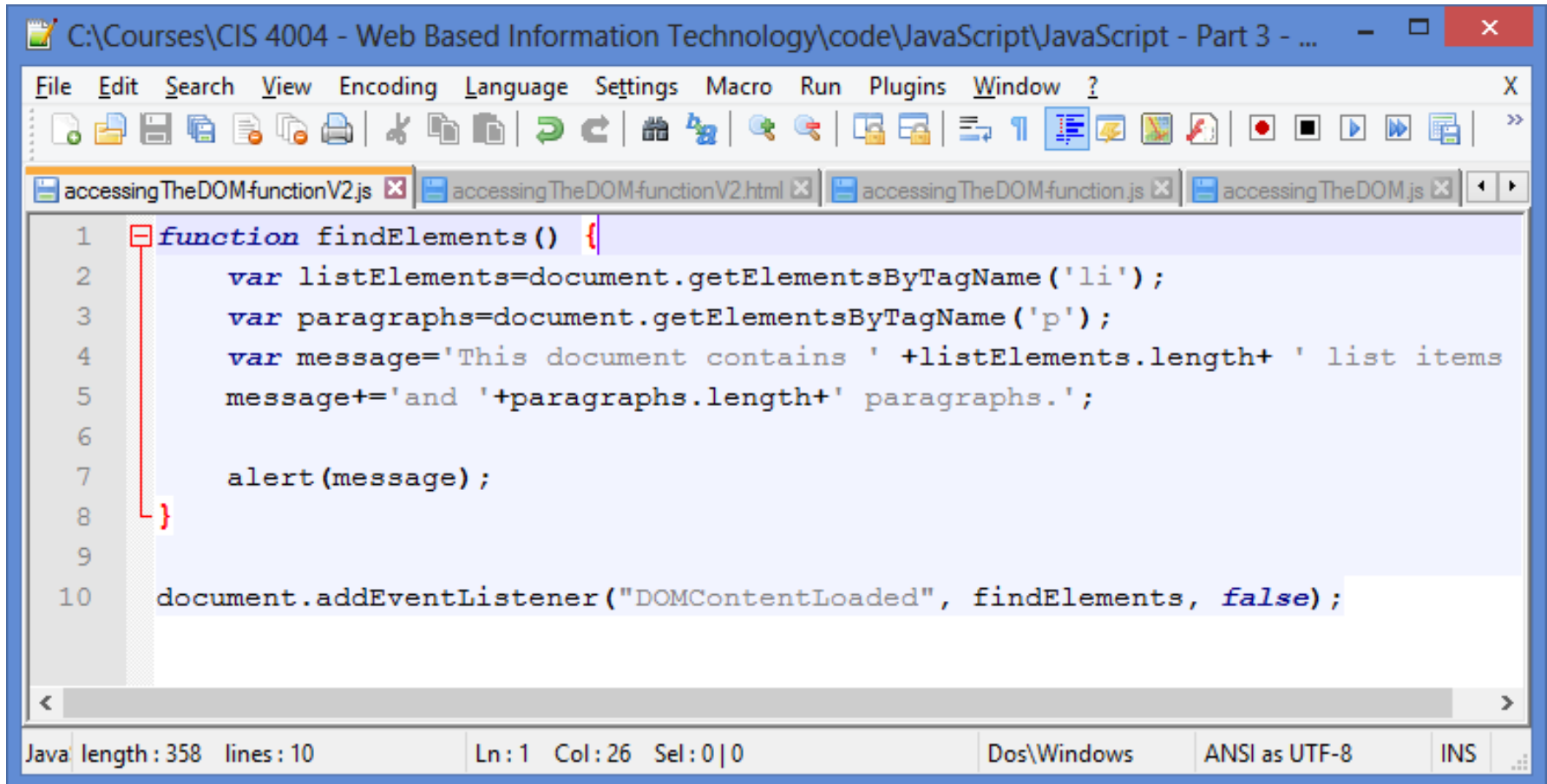
Where is the alert?  
Why didn't the function execute?

Answer: Because the function was never called. JavaScript inside a function is not executed unless the function is invoked (called).



# Accessing the Document via the DOM

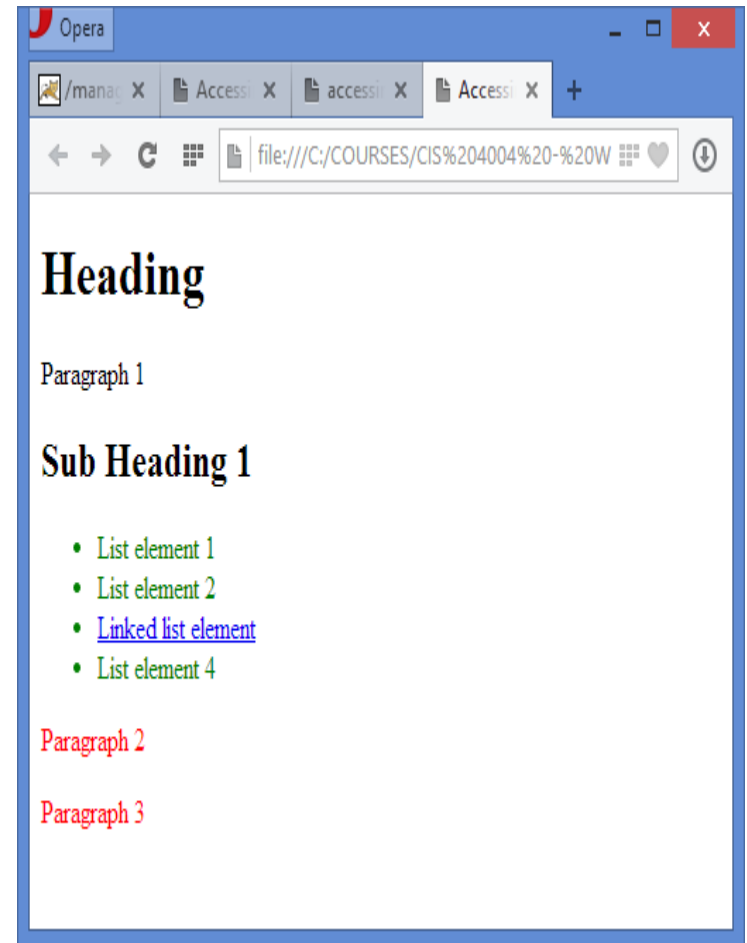
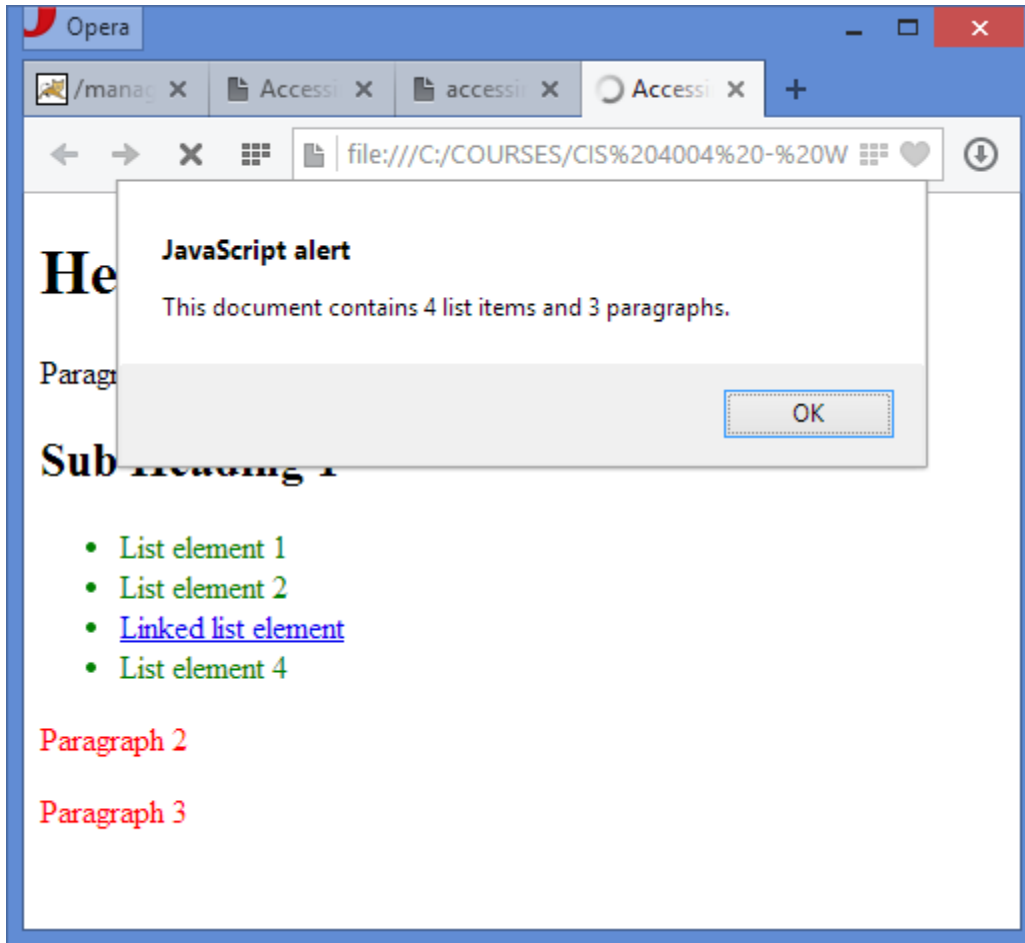
- We need to modify the JavaScript so that we call our function. This is shown below:



```
1 function findElements () {
2     var listElements=document.getElementsByTagName ('li');
3     var paragraphs=document.getElementsByTagName ('p');
4     var message='This document contains ' +listElements.length+ ' list items
5     message+='and '+paragraphs.length+' paragraphs.';
6
7     alert (message) ;
8 }
9
10 document.addEventListener ("DOMContentLoaded", findElements, false);
```

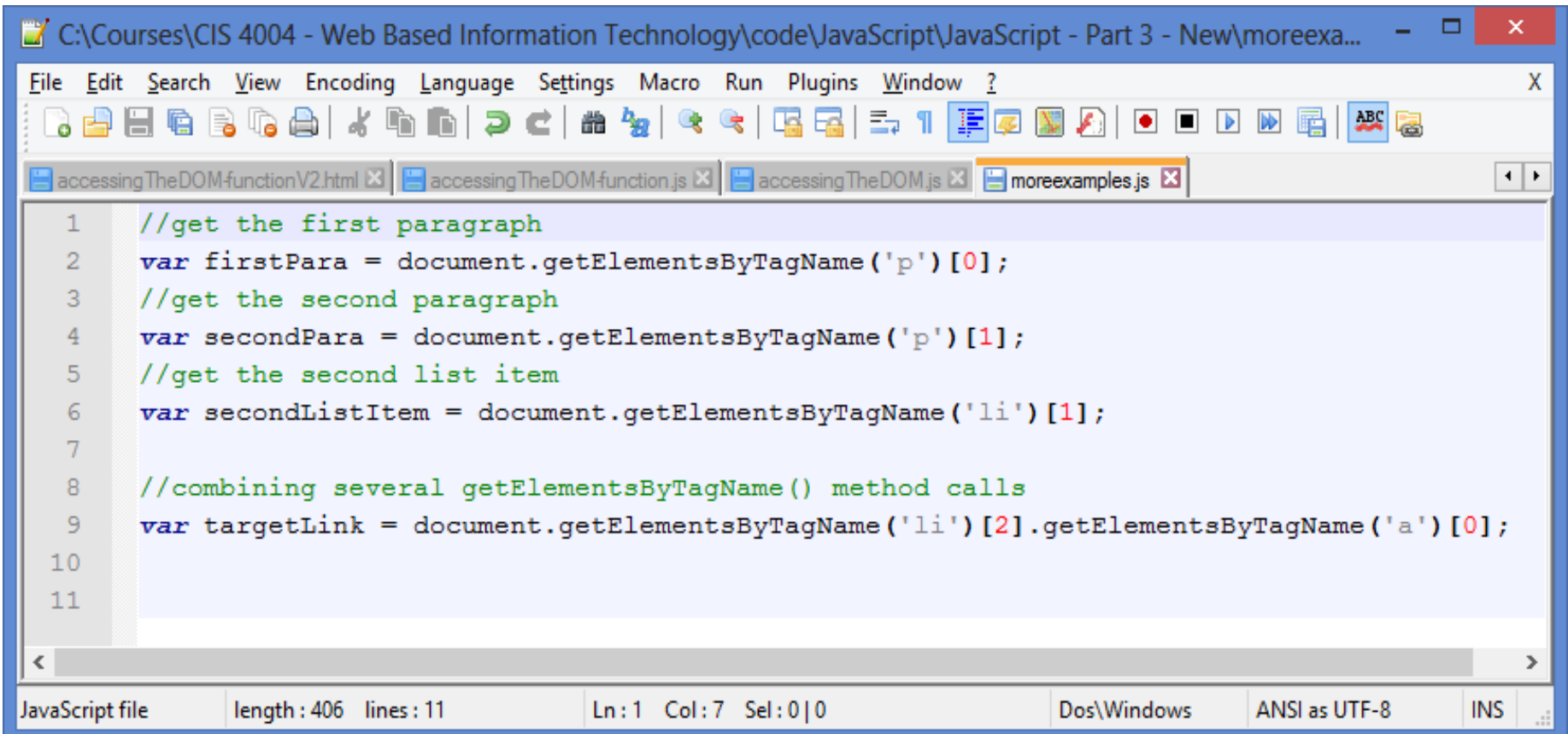
Java length : 358 lines : 10 Ln : 1 Col : 26 Sel : 0 | 0 Dos\Windows ANSI as UTF-8 INS





# Accessing the Document via the DOM

- You can also access each of the elements of a certain name just like you would access an array. Keep in mind though that JavaScript array counters begin a 0 and not at 1.



The screenshot shows a code editor window with the following code:

```
1 //get the first paragraph
2 var firstPara = document.getElementsByTagName('p')[0];
3 //get the second paragraph
4 var secondPara = document.getElementsByTagName('p')[1];
5 //get the second list item
6 var secondListItem = document.getElementsByTagName('li')[1];
7
8 //combining several getElementsByTagName() method calls
9 var targetLink = document.getElementsByTagName('li')[2].getElementsByTagName('a')[0];
10
11
```

The editor interface includes a menu bar (File, Edit, Search, View, Encoding, Language, Settings, Macro, Run, Plugins, Window), a toolbar with various icons, and a tab bar with four open files: `accessingTheDOM-functionV2.html`, `accessingTheDOM-function.js`, `accessingTheDOM.js`, and `moreexamples.js`. The status bar at the bottom indicates the current file is a JavaScript file, 406 characters long, 11 lines, with the cursor at line 1, column 7.



# Accessing the Document via the DOM

- The `getElementsByClassName()` and `getElementById()`, work in much the same way as we've just illustrated with `getElementsByTagName()`.
- The following example, illustrates the `getElementsByClassName()` method.



```
1 <!doctype html>
2 <html>
3 <head>
4     <meta charset="utf-8">
5     <title> Accessing the DOM </title>
6     <style>
7         #eventlist {color:green;}
8         .paraStyle {color:red;}
9     </style>
10 </head>
11 <body>
12     <h1>Heading</h1>
13     <p>Paragraph 1</p>
14     <h2>Sub Heading 1</h2>
15     <ul id="eventlist">
16         <li>List element 1</li>
17         <li>List element 2</li>
18         <li><a href="http://www.goggle.com">Linked list element</a></li>
19         <li>List element 4</li>
20     </ul>
21     <p class="paraStyle">Paragraph 2</p>
22     <p class="paraStyle">Paragraph 3</p>
23     <script src="accessingTheDOM-class.js"></script>
24 </body>
25 </html>
```



```

File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
accessingTheDOM-class.js x accessingTheDOM-function.html x
1 var elements=document.getElementsByClassName('paraStyle');
2
3 var message='This document contains ' +elements.length+ ' items ';
4 message+='that belong to the paraStyle class.';
5 alert(message);
JavaScript file length : 194 lines : 5 Ln : 4 Col : 45 Sel : 0 | 0 Dos\Windows ANSI as UTF-8 INS

```

Opera

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**JavaScript alert**  
This document contains 2 items that belong to the paraStyle class.

OK

He

Parag

Sub

- List element 1
- List element 2
- Linked list element
- List element 4

Paragraph 2

Paragraph 3





# Accessing the Document via the DOM

- Examine the HTML document that we've been using for our recent examples.
- All of the `<p>`, `<h1>`, `<h2>`, and `<ul>` elements are children of the `<body>` element and they are all siblings.
- The `<li>` elements are all children of the `<ul>` element and are siblings to one another. The `<a>` element is a child of the third `<li>` element.
- However, there are even more children. The text inside the `<p>`, `<h1>`, `<h2>`, `<li>`, and `<a>` elements also consist of nodes in the DOM, and while they are not elements, they still follow the same relationship rules.



# Accessing the Document via the DOM

- Every node in the document has several valuable properties:
  - The most important property is `nodeType`, which describes what the node is – an element, an attribute, a comment, text, or one of several more types (there are 12 in all – we'll see them all later). Mostly, though the only valuable types are `nodeType` 1 and `nodeType` 3, where 1 is a element node and 3 is a text node.
  - Another important property is `nodeName`, which is the name of the element or `#text` if it is a text node. Depending on the type of document and the user agent (browser), `nodeName` can be either uppercase or lowercase, which is why it is a good idea to convert it to lowercase before testing for a certain name. Use the `toLowerCase()` method of the `string` object for that, such as: `if(obj.nodeName.toLowerCase()=='li'){}`; . For element nodes, you can use the `tagName` property.
  - `nodeValue` is the value of the node; `null` if it is an element, and the text content if it is a text node. In the case of text nodes, `nodeValue` can be read and set, which allows you to alter the text content of the element.

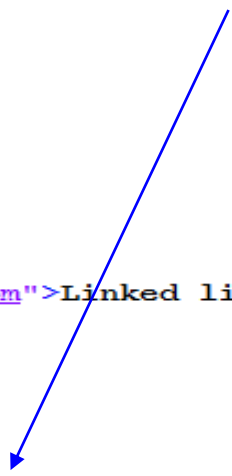


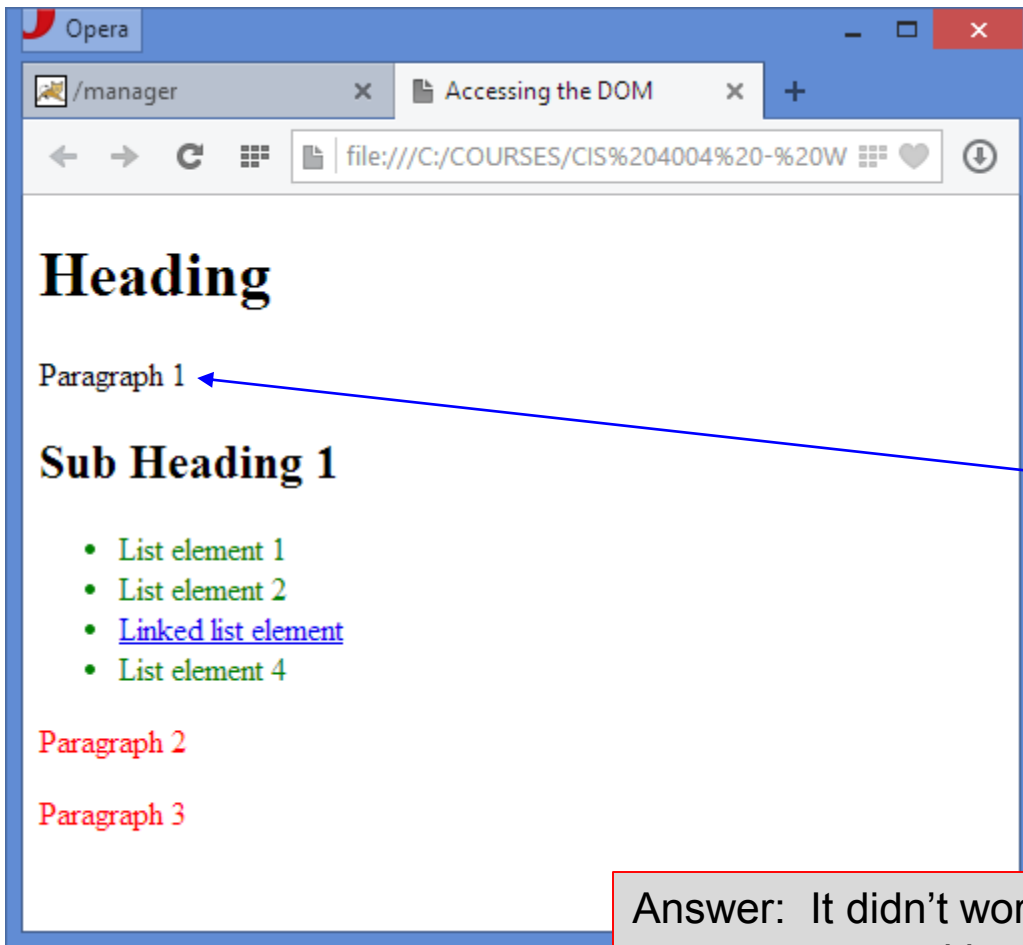
```

1  <!doctype html>
2  <html>
3  <head>
4      <meta charset="utf-8">
5      <title> Accessing the DOM </title>
6      <style>
7          #eventlist {color:green;}
8          .paraStyle {color:red;}
9      </style>
10 </head>
11 <body>
12     <h1>Heading</h1>
13     <p>Paragraph 1</p>
14     <h2>Sub Heading 1</h2>
15     <ul id="eventlist">
16         <li>List element 1</li>
17         <li>List element 2</li>
18         <li><a href="http://www.goggle.com">Linked list element</a></li>
19         <li>List element 4</li>
20     </ul>
21     <p class="paraStyle">Paragraph 2</p>
22     <p class="paraStyle">Paragraph 3</p>
23     <script>
24         document.getElementsByTagName('p')[0].nodeValue="Hello From The DOM";
25     </script>
26 </body>
27 </html>

```

This should change the text of the first paragraph from "Paragraph 1" to "Hello From The DOM".





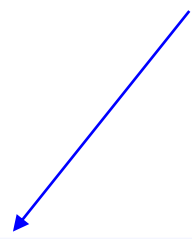
It didn't work! Why not?

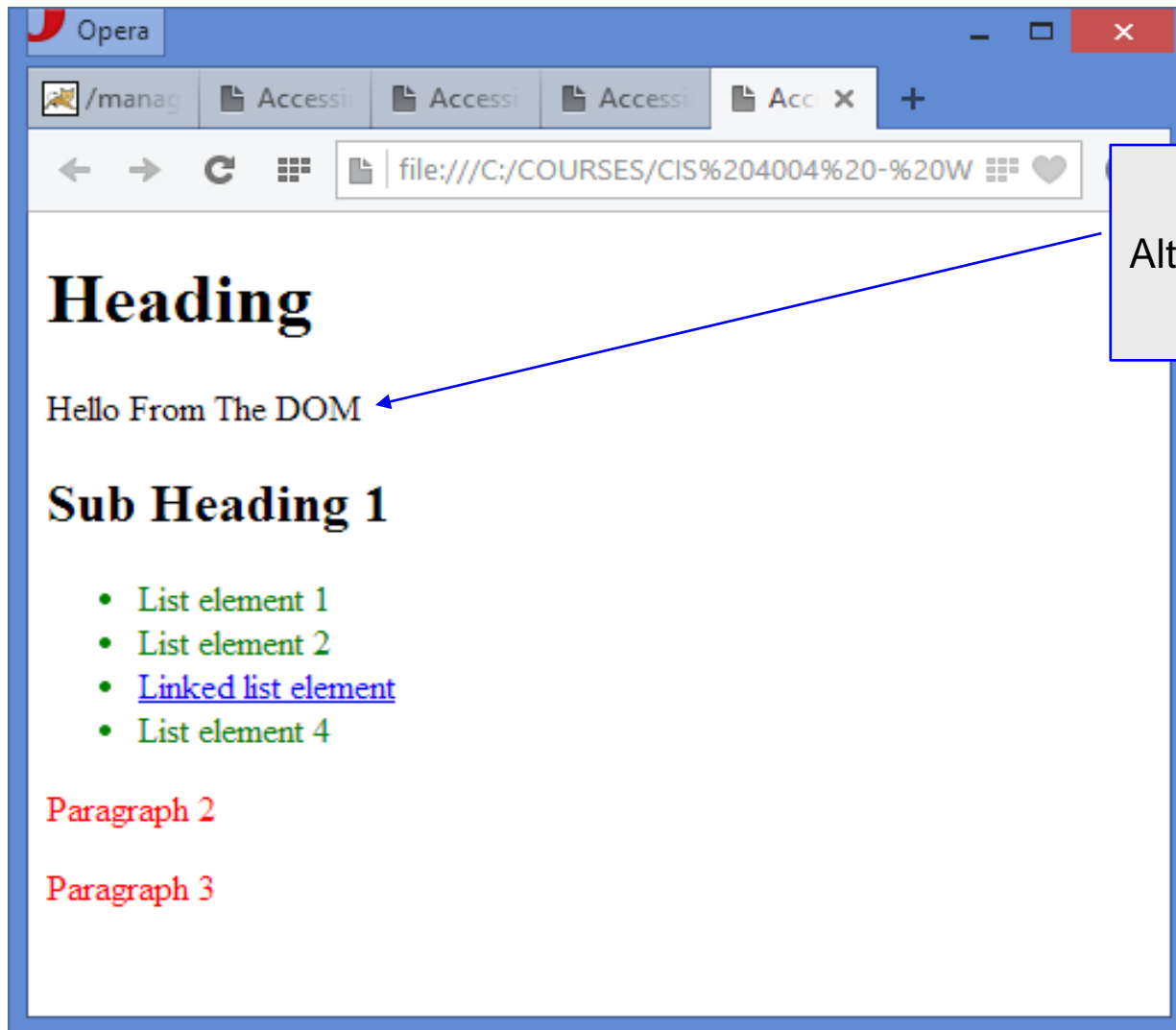
Answer: It didn't work (and strangely enough – it didn't cause an error either), because the first paragraph is an element node. If you want to change the text inside that paragraph, you need to access the text node inside it, or in other words, the first child node of the paragraph. See next page.



```
1 <!doctype html>
2 <html>
3 <head>
4   <meta charset="utf-8">
5   <title> Accessing the DOM </title>
6   <style>
7     #eventlist {color:green;}
8     .paraStyle {color:red;}
9   </style>
10  <script>
11    document.getElementsByTagName('p')[0].firstChild.nodeValue="Hello From The DOM"
12  </script>
13 </head>
14 <body>
15   <h1>Heading</h1>
16   <p>Paragraph 1</p>
17   <h2>Sub Heading 1</h2>
18   <ul id="eventlist">
19     <li>List element 1</li>
20     <li>List element 2</li>
21     <li><a href="http://www.goggle.com">Linked list element</a></li>
22     <li>List element 4</li>
23   </ul>
24   <p class="paraStyle">Paragraph 2</p>
25   <p class="paraStyle">Paragraph 3</p>
26 </body>
27 </html>
```

Now we've targeted the element's text properly.





Altered text.



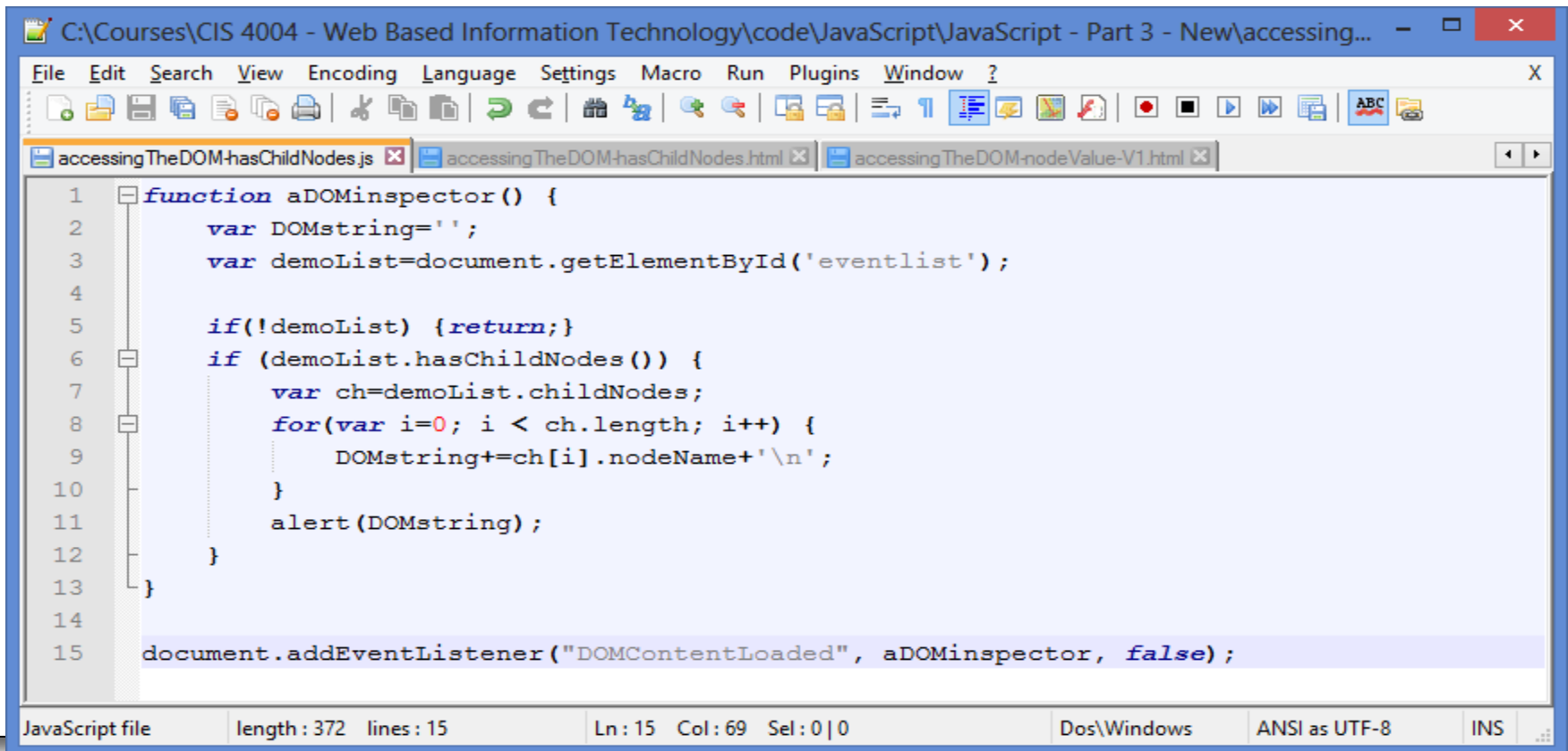
# Accessing the Document via the DOM

- The `firstChild` property that we utilized in the previous example is a shortcut. Every element can have any number of children, listed in a property called `childNodes`.
- Here are a few important aspects about `childNodes`:
  - `childNodes` is a list of all the first-level children of the element. It does not cascade down into deeper levels.
  - You can access a child element of the current element via the array counter or the `item()` method.
  - The shortcut properties `firstChild` and `lastChild` are easier to use versions of `element.childNodes[0]` and `element.childNodes[element.childNodes.length-1]`.
  - You can check if an element has any children by calling the method `hasChildNodes()`, which returns a Boolean value.



# Accessing the Document via the DOM

- Let's modify our running example to access the `<ul>` element and obtain information about its children.
- The JavaScript shown below, utilizes the `childNodes` property and the `hasChildNodes()` method.



The screenshot shows a code editor window with the following JavaScript code:

```
1 function aDOMInspector() {
2     var DOMstring='';
3     var demoList=document.getElementById('eventlist');
4
5     if(!demoList) {return;}
6     if (demoList.hasChildNodes()) {
7         var ch=demoList.childNodes;
8         for(var i=0; i < ch.length; i++) {
9             DOMstring+=ch[i].nodeName+'\n';
10        }
11        alert (DOMstring);
12    }
13 }
14
15 document.addEventListener("DOMContentLoaded", aDOMInspector, false);
```

The editor interface includes a menu bar (File, Edit, Search, View, Encoding, Language, Settings, Macro, Run, Plugins, Window), a toolbar with various icons, and a status bar at the bottom showing file type (JavaScript file), length (372), lines (15), and cursor position (Ln: 15, Col: 69, Sel: 0 | 0).





# Accessing the Document via the DOM

- We created an empty string called DOM string and then check for DOM support and whether the UL element with the right id attribute is defined.
- Then we test whether the element has child nodes and, if it does, store them in a variable named ch.
- Next we loop through the variable, which automatically becomes an array, and add the nodeName of each child to the DOMstring, followed by a line break. Let's modify our running example to access the `<ul>` element and obtain information about its children.
- The JavaScript shown below, utilizes the `childNodes` property and the `hasChildNodes()` method.



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# Heading

Paragraph 1

## Sub Heading

- List element 1
- List element 2
- [Linked list element](#)
- List element 4

Paragraph 2

Paragraph 3

**JavaScript alert**

```
#text  
LI  
#text  
LI  
#text  
LI  
#text  
LI  
#text
```

OK



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# Heading

Elements Network Sources Timeline Profiles Resources Audits Console

```
<!DOCTYPE html>
<html>
  <head>...</head>
  <body>
    <h1>Heading</h1>
    <p>Paragraph 1</p>
    <h2>Sub Heading 1</h2>
    <ul id="eventlist">
      <li>List element 1</li>
      <li>List element 2</li>
      <li>...</li>
      <li>List element 4</li>
    </ul>
    <p class="paraStyle">Paragraph 2</p>
    <p class="paraStyle">Paragraph 3</p>
    <script src="accessingTheDOM-
hasChildNodes.js"></script>
```

Styles Computed Event Listeners DOM Breakpoints

```
li
  accessKey: ""
  attributes: NamedNodeMap
  baseURI: "file:///C:/COURSES/CIS%204004%20-..."
  childElementCount: 0
  childNodes: NodeList[1]
    0: text
      baseURI: "file:///C:/COURSES/CIS%204004..."
      childNodes: NodeList[0]
      data: "List element 1"
      firstChild: null
      lastChild: null
      length: 14
      localName: null
      namespaceURI: null
      nextElementSibling: null
      nextSibling: null
      nodeName: "#text"
```

html body ul#eventlist li



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# Heading

Elements Network Sources Timeline Profiles Resources Audits Console

```

<!DOCTYPE html>
<html>
  <head>...</head>
  <body>
    <h1>Heading</h1>
    <p>Paragraph 1</p>
    <h2>Sub Heading 1</h2>
    <ul id="eventlist">
      <li>List element 1</li>
      <li>List element 2</li>
      <li>...</li>
      <li>List element 4</li>
    </ul>
    <p class="paraStyle">Paragraph 2</p>
    <p class="paraStyle">Paragraph 3</p>
    <script src="accessingTheDOM-hasChildNodes.js"></script>
  </body>

```

Styles Computed

```

clientWidth: 626
contentEditable: "inheri...
dataset: DOMStringMap
dir: ""
draggable: false
firstChild: text
firstElementChild: null
hidden: false
id: ""
innerHTML: "List element...
innerText: "List element...
isContentEditable: false
lang: ""
lastChild: text
lastElementChild: null
localName: "li"
namespaceURI: "http://ww...
nextElementSibling: li

```

html body ul#eventlist li



# Traversing And Modifying A DOM Tree

- The DOM enables you to programmatically access a document's elements, allowing you to modify its contents dynamically using JavaScript.
- The HTML5/CSS/JavaScript example we'll use is available on the course website, I did not include all of the markup in these notes. The example will allow you to traverse the DOM tree, modify nodes and create or delete content dynamically.
- The CSS class `highlighted` is applied dynamically to elements in the document as they are selected, added, or deleted using the form at the bottom of the document.
- As you play around with this example, be sure to do it in the developer tool so that you can see the DOM tree as well.



# Traversing And Modifying A DOM Tree

- The HTML5 document is manipulated dynamically by modifying its DOM tree.
- Each element has an `id` attribute, which is also displayed in square brackets at the beginning of the element (so you can see which element is which). (See next page for snippet of markup.)
- The `click` event listeners are registered in the JavaScript (available on the course website) for the six buttons that call corresponding functions to perform the actions described by the button's values.



```
C:\Courses\CIS 4004 - Web Based Information Technology\code\JavaScript\JavaScript - Part 3 - New\dom.html - N...
File Edit Search View Encoding Language Settings Macro Run Plugins Window ?
index.html atlantic.css accommodations.html activities.html reservations.html notes.html dom.html dom.js
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset = "utf-8">
5   <title>Basic DOM Functionality</title>
6   <link rel = "stylesheet" href = "stylesforDOMexample.css" />
7
8 </head>
9 <body>
10  <h1 id = "bigheading" class = "highlighted">
11    [bigheading] HTML5 DOM Tree Demo Page</h1>
12  <h3 id = "smallheading">[smallheading] Element Functionality</h3>
13  <p id = "para1">[para1] The Document Object Model (DOM) allows for
14    quick, dynamic access to all elements in an HTML5 document for
15    manipulation with JavaScript.</p>
16  <p id = "para2">[para2] For more information, check out the
17    "JavaScript lecture notes on the course web site
18  <a id = "link" href = "http://www.cs.ucf.edu/courses/cis4004/sum2014">
19    [link] JavaScript - Part 1, 2, and 3.</a></p>
20  <p id = "para3">[para3] The buttons below demonstrate: (list)</p>
21  <ul id = "list">
22    <li id = "item1">[item1] getElementById and parentNode</li>
23    <li id = "item2">[item2] insertBefore and appendChild</li>
24    <li id = "item3">[item3] replaceChild and removeChild</li>
25  </ul>
26  <div id = "nav" class = "nav">
```

Hyper Text Markup Language length : 2157 lines : 49 Ln : 6 Col : 37 Sel : 0 | 0 Dos\Windows ANSI as UTF-8 INS



# Traversing And Modifying A DOM Tree

- The JavaScript begins by declaring two variables.
- Variable `currentNode` keeps track of the currently highlighted node (the initially highlighted node is the `[bigheading]`), the functionality of each button depends on which node in the document (DOM tree) is currently selected.
- The function `start` registers the event handlers for the buttons, then initializes the `currentNode` to the `<h1>` element, the element with `id = bigheading`.
- Note that the function `start` is called when the window's load event occurs.





```
C:\Courses\CIS 4004 - Web Based Information Technology\code\JavaScript\JavaScript - Part 3 - New\dom.js - Note... X
File Edit Search View Encoding Language Settings Macro Run Plugins Window ? X
index.html atlantic.css accommodations.html activities.html reservations.html notes.html dom.html dom.js
1 // Script to demonstrate basic DOM functionality.
2 // Goes with dom.html
3 var currentNode; // stores the currently highlighted node
4 var idcount = 0; // used to assign a unique id to new elements
5
6 // register event handlers and initialize currentNode
7 function start()
8 {
9     document.getElementById( "byIdButton" ).addEventListener(
10         "click", byId, false );
11     document.getElementById( "insertButton" ).addEventListener(
12         "click", insert, false );
13     document.getElementById( "appendButton" ).addEventListener(
14         "click", appendNode, false );
15     document.getElementById( "replaceButton" ).addEventListener(
16         "click", replaceCurrent, false );
17     document.getElementById( "removeButton" ).addEventListener(
18         "click", remove, false );
19     document.getElementById( "parentButton" ).addEventListener(
20         "click", parent, false );
21
22     // initialize currentNode
23     currentNode = document.getElementById( "bigheading" );
24 } // end function start
25
26 // call start after the window loads
```

JavaScript file length: 3647 lines: 113 Ln: 1 Col: 1 Sel: 0|0 Dos\Windows ANSI as UTF-8 INS



# Traversing And Modifying A DOM Tree

- The JavaScript variable `idcount` is used to assign a unique id to any new elements that are dynamically created by the user.
- The remainder of the JavaScript contains the event handling functions for the buttons and two helper functions (`switchTo` and `createNewNode`) that are called by the event handlers.
- Over the next few pages, I'll explain how each of the buttons and its corresponding event handler works. Before reading on, you should download the markup, the style sheet, and the JavaScript files and play around with the page a bit to get a feel for what's happening with the page as the user manipulates the page.



## Finding and Highlighting an Element Using `getElementById`, `setAttribute` and `getAttribute`

- The first row of the form allows the user to enter the `id` of an element into the text field and click the `Get By id` button to find and highlight the element.
- The button's click event calls function `byId()`.

```
// get and highlight an element by its id attribute
function byId()
{
    var id = document.getElementById( "gbi" ).value;
    var target = document.getElementById( id );

    if ( target )
        switchTo( target );
} // end function byId
```



## Finding and Highlighting an Element Using

`getElementById`, `setAttribute` and `getAttribute`

- First, the `byId()` function uses `getElementById` to assign the contents of the text field to the variable `id`.
- Next, the `byID()` function uses `getElementById` to find the element whose `id` attribute matches the value of variable `id` and assigns this to the variable `target`.
- If an element is found with the specified `id`, and object is returned; otherwise, `null` is returned.
- Next, the function checks to see whether `target` is an object (any object used as a boolean expression is true, while `null` is false). If `target` evaluates to true, the `switchTo()` helper function is called with `target` as its argument.



## Finding and Highlighting an Element Using

`getElementById`, `setAttribute` and `getAttribute`

- The `switchTo()` helper function is used a lot in this JavaScript to highlight an element in the page. The current element is given a yellow background (via the CSS class `highlighted`).
- The DOM element methods `setAttribute` and `getAttribute` allow you to modify and get an attribute's value, respectively.
- The function `switchTo` function uses the `setAttribute` method to set the current node's class attribute to the empty string. This clears the class attribute to remove the highlighted class from the `currentNode` before the new node is highlighted.



## Finding and Highlighting an Element Using

`getElementById`, `setAttribute` and `getAttribute`

- The last thing the `byID` function does is uses the `getAttribute` method to get the `currentNode`'s `id` and assign it to the input field's `value` property.
- This isn't necessary when this helper function is called by `byID`, but as you'll see later, other functions call `switchTo` as well. In these cases, this line ensures that the text field's `value` contains the currently selected node's `id`.
- Notice that `setAttribute` was not used to change the value of the input field. Methods `setAttribute` and `getAttribute` do not work for user-modifiable content, such as the value displayed in an input field.



Initial Page

# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

[para2] For more information, check out the "JavaScript lecture notes on the course web site [\[link\] JavaScript - Part 1, 2, and 3.](#)

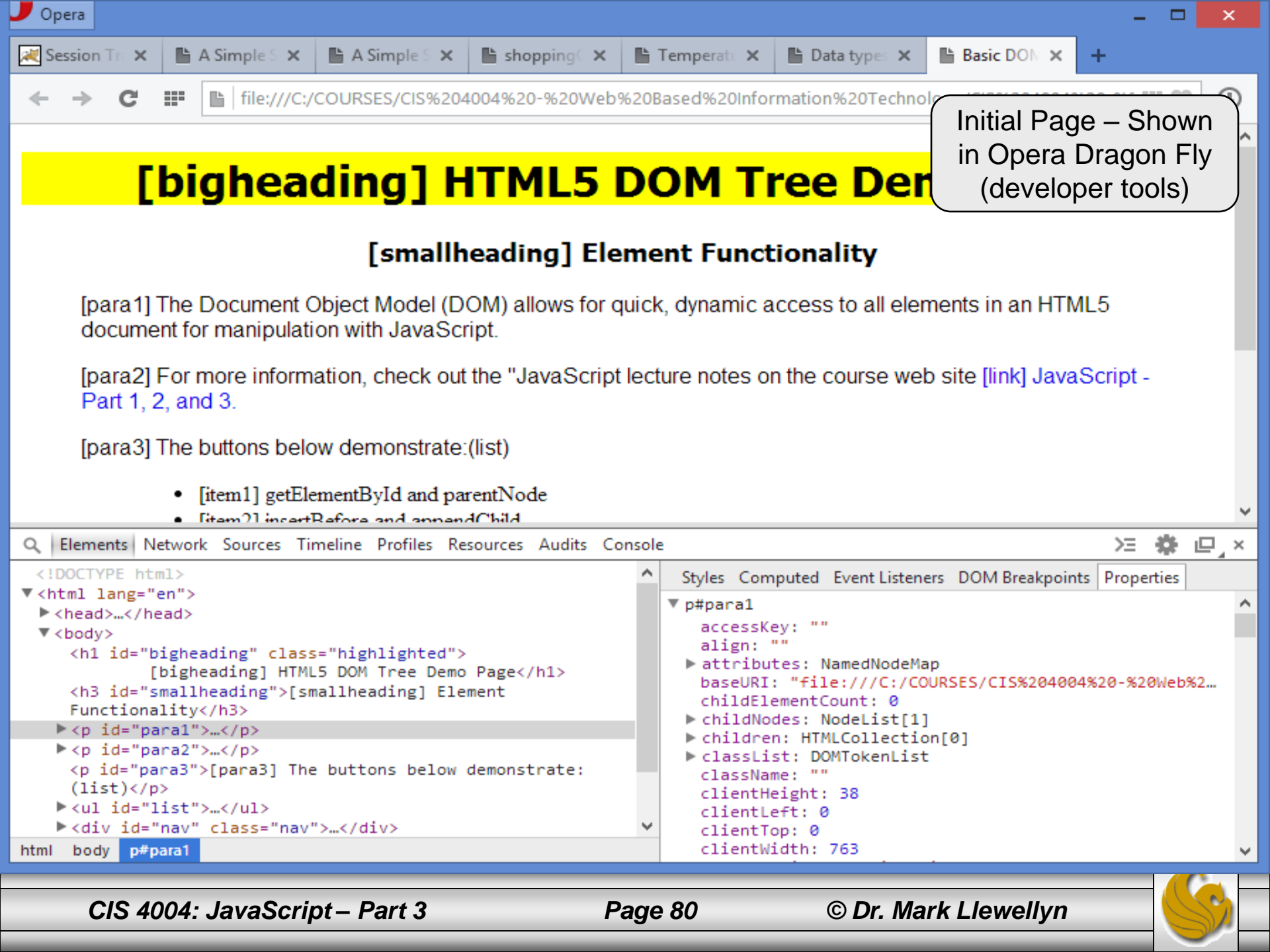
[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild



<input type="text" value="bigheading"/>	<input type="button" value="Get By id"/>
<input type="text"/>	<input type="button" value="Insert Before"/>
<input type="text"/>	<input type="button" value="Append Child"/>
<input type="text"/>	<input type="button" value="Replace Current"/>
<input type="button" value="Remove Current"/>	
<input type="button" value="Get Parent"/>	





Initial Page – Shown in Opera Dragon Fly (developer tools)

# [bigheading] HTML5 DOM Tree Demo

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

[para2] For more information, check out the "JavaScript lecture notes on the course web site [link] JavaScript - Part 1, 2, and 3.

[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild

Elements Network Sources Timeline Profiles Resources Audits Console

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <h1 id="bigheading" class="highlighted">
      [bigheading] HTML5 DOM Tree Demo Page</h1>
    <h3 id="smallheading">[smallheading] Element
      Functionality</h3>
    <p id="para1">...</p>
    <p id="para2">...</p>
    <p id="para3">[para3] The buttons below demonstrate:
      (list)</p>
    <ul id="list">...</ul>
    <div id="nav" class="nav">...</div>
```

Styles Computed Event Listeners DOM Breakpoints Properties

p#para1

- accessKey: ""
- align: ""
- attributes: NamedNodeMap
- baseURI: "file:///C:/COURSES/CIS%204004%20-%20Web%2..."
- childElementCount: 0
- childNodes: NodeList[1]
- children: HTMLCollection[0]
- classList: DOMTokenList
- className: ""
- clientHeight: 38
- clientLeft: 0
- clientTop: 0
- clientWidth: 763





User enters “para3” in the text field for the “Get By Id” button. When they click the button the value the user entered into the text field is extracted and the `byId()` function is triggered.

# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

[para2] For more information, check out the "JavaScript lecture notes on the course web site [\[link\] JavaScript - Part 1, 2, and 3.](#)

[para3] The buttons below demonstrate:(list)

- [item1] `getElementById` and `parentNode`
- [item2] `insertBefore` and `appendChild`
- [item3] `replaceChild` and `removeChild`

---

<input type="text" value="para3"/>	<input type="button" value="Get By id"/>
<input type="text"/>	<input type="button" value="Insert Before"/>
<input type="text"/>	<input type="button" value="Append Child"/>
<input type="text"/>	<input type="button" value="Replace Current"/>
<input type="button" value="Remove Current"/>	
<input type="button" value="Get Parent"/>	



User enters "para3" in the text field for the "Get By Id" button. When they click the button the value the user entered into the text field is extracted and the `byId()` function is triggered.

# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

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[para3] The buttons below demonstrate:(list)

- [item1] `getElementById` and `parentNode`
- [item2] `insertBefore` and `appendChild`

The screenshot shows the Opera browser interface. The top part displays the page content with a yellow highlight on the paragraph [para3]. Below the page content is the browser's developer tools. The left pane shows the DOM tree with the following structure:

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <h1 id="bigheading" class>
      [bigheading] HTML5 DOM Tree Demo Page</h1>
    <h3 id="smallheading">[smallheading] Element
      Functionality</h3>
    <p id="para1">...</p>
    <p id="para2">...</p>
    <p id="para3" class="highlighted">[para3] The buttons
      below demonstrate:(list)</p>
    <ul id="list">...</ul>
    <div id="nav" class="nav">...</div>
```

The right pane shows the 'Properties' tab for the selected element `p#para3.highlighted`. The visible properties include:

- `onvolumechange`: null
- `onwaiting`: null
- `onwebkitfullscreenchange`: null
- `onwebkitfullscreenerror`: null
- `onwheel`: null
- `outerHTML`: "<p id="para3" class="highlighted">[para..."
- `outerText`: "[para3] The buttons below demonstrate:(..."
- `ownerDocument`: document
- `parentElement`: body
- `parentNode`: body
- `prefix`: null
- `previousElementSibling`: p#para2
- `previousSibling`: text
- `scrollHeight`: 19
- `scrollLeft`: 0



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- The second and third rows of the form allow the user to create a new element and insert it before or as a child of the current node, respectively.
- If the user enters text in the second text field and clicks the `Insert Before` button, the text is placed in a new paragraph element, which is inserted into the document before the currently selected element.
- The `Insert Before` button's click event calls function `insert()`.



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- The `insert()` function calls the `createNewNode()` function, passing it the value of the “ins” input field as an argument.
- The helper function `createNewNode()` creates a paragraph node that contains the text passed to it.

```
// insert a paragraph element before the current element
// using the insertBefore method
function insert()
{
    var newNode = createNewNode(
        document.getElementById( "ins" ).value );
    currentNode.parentNode.insertBefore( newNode, currentNode );
    switchTo( newNode );
} // end function insert
```



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- Function `createNewNode()` creates a `<p>` element using the document's `createElement` method, which creates a new DOM node, taking the tag name as an argument.
- The `createElement` method creates an element...it does *not* insert the element on the page.

```
// helper function that returns a new paragraph node containing
// a unique id and the given text
function createNewNode( text )
{
    var newNode = document.createElement( "p" );
    nodeId = "new" + idcount;
    ++idcount;
    newNode.setAttribute( "id", nodeId ); // set newNode's id
    text = "[" + nodeId + " ] " + text;
    newNode.appendChild( document.createTextNode( text ) );
    return newNode;
} // end function createNewNode
```



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- To create the new element, a unique `id` for it is created by concatenating the string “new” with the current value of `idcount`.
- The `setAttribute` function is then called to set the `id` of the new element.
- The value of the text is concatenated with the square brackets used to identify the nodes to the user.
- Then the document’s `createTextNode` method is called to create a node that contains only text. This new node is then used as the argument to the `appendChild` method, which inserts a child node after any existing children of the node on which it is called.



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- After the `<p>` element is created by `createNewNode` that function returns the new node to the `insert` function, where it's assigned to the variable `newNode`.
- The `newNode` is then inserted before the currently selected node.
- The `parentNode` property contains a node's parent. This property is used in the `insert` function to get the current node's parent. Then the `insertBefore` method is invoked on the parent node with `newNode` and `currentNode` as its arguments. This causes `newNode` to be inserted as a child of the parent directly before `currentNode`.



## Creating and Inserting New Elements Using `insertBefore` and `appendChild`

- Finally, the `switchTo` helper function is called to set the highlighted class on the newly created element.
- The input field and button on the third line of the input form allows the user to append a new paragraph node as a child of the current element.
- This is done in a similar manner to the `Insert Before` button's `insert` function. However, in this case the function `appendNode` creates the new node and inserts it as a child of the current node. Examine the JavaScript more closely to see how this mirrors the `insert` function and also how it differs.





# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

[para2] For more information, check out the "JavaScript lecture notes on the course web site [link] [JavaScript - Part 1, 2, and 3](#).

[new0] This text has been dynamically inserted

[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

User selects [para3] then enters new text and clicks Insert Before button. HTML effect shown on next page.

<input type="text" value="new0"/>	<input type="button" value="Get By id"/>
<input type="text" value="This text has been dynam"/>	<input type="button" value="Insert Before"/>
<input type="text"/>	<input type="button" value="Append Child"/>
<input type="text"/>	<input type="button" value="Replace Current"/>
<input type="button" value="Remove Current"/>	
<input type="button" value="Get Parent"/>	



# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

[para2] For more information, check out the "JavaScript lecture notes on the course web site [\[link\] JavaScript - Part 1, 2, and 3.](#)

[new0] dynamically inserted <p> element

[para3] The buttons below demonstrate:(list)

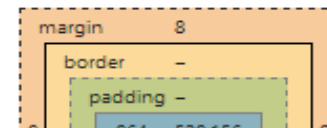
- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

Elements Network Sources Timeline Profiles Resources Audits Console

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <h1 id="bigheading" class>
      [bigheading] HTML5 DOM Tree Demo Page</h1>
    <h3 id="smallheading">[smallheading] Element
      Functionality</h3>
    <p id="para1">...</p>
    <p id="para2">...</p>
    <p id="new0" class="highlighted">[new0] dynamically
      inserted <p> element</p>
    <p id="para3" class>[para3] The buttons below demonstrate:
      (list)</p>
```

Styles Computed Event Listeners DOM Breakpoints Properties

```
element.style {
}
body {
  display: block;
  margin: 8px;
}
user agent stylesheet
```



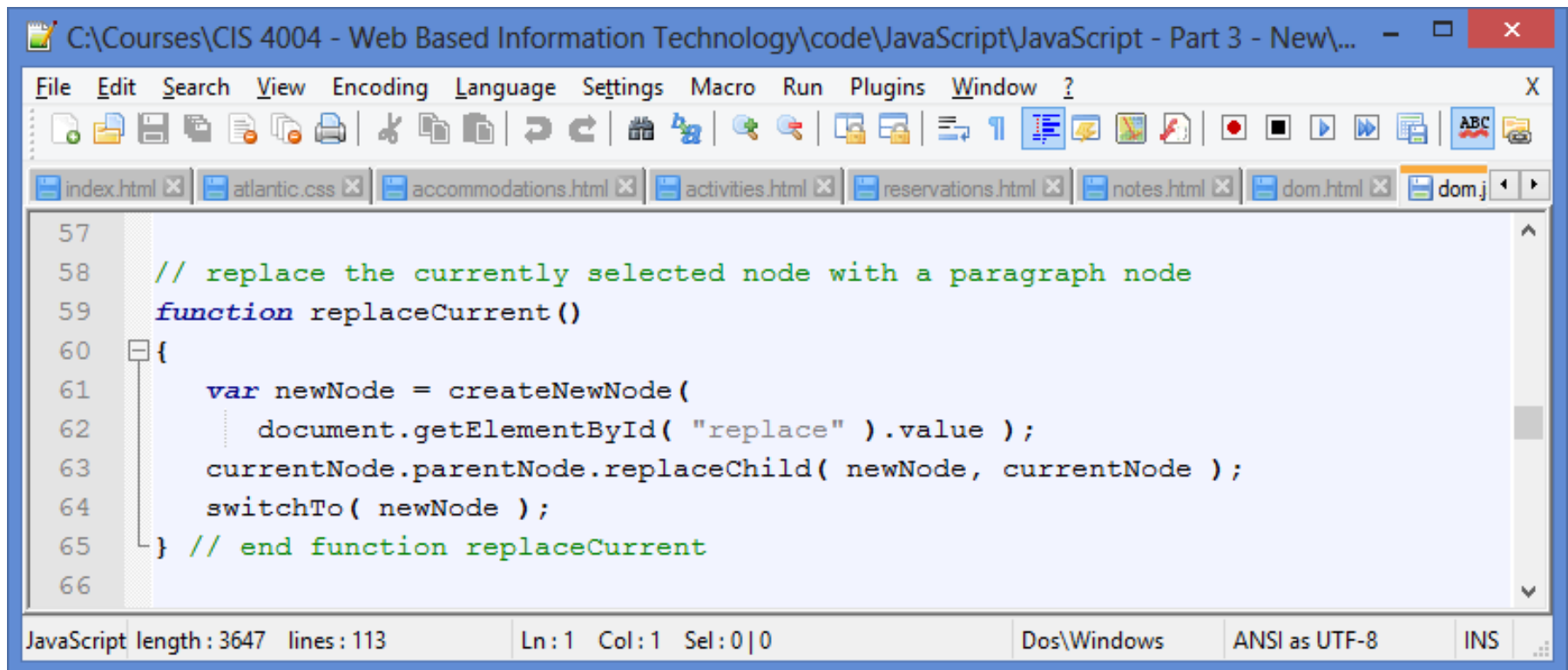
## Replacing and Removing Elements Using `replaceChild` and `removeChild`

- The next two buttons on the input form provide the user with the ability to replace the current element with a new `<p>` element or simply to remove the element entirely.
- When the user clicks the `Replace Current` button, the function `replaceCurrent` is called.
- In function `replaceCurrent`, the `createNewNode` helper function is called in much the same manner as it was when the `InsertBefore` or `AppendChild` buttons were clicked.
- The user's text is retrieved from the input field in the form and the parent of the current node is determined, then the `replaceChild` method is invoked on the parent.



# Replacing and Removing Elements Using `replaceChild` and `removeChild`

- The `replaceChild` method takes two arguments, the first of which is the new node to be inserted, and the second is the node to be replaced.



The screenshot shows a code editor window with the following content:

```
57
58 // replace the currently selected node with a paragraph node
59 function replaceCurrent()
60 {
61     var newNode = createNewNode(
62         document.getElementById( "replace" ).value );
63     currentNode.parentNode.replaceChild( newNode, currentNode );
64     switchTo( newNode );
65 } // end function replaceCurrent
66
```

The status bar at the bottom of the editor displays: JavaScript length: 3647 lines: 113 Ln: 1 Col: 1 Sel: 0|0 Dos\Windows ANSI as UTF-8 INS



# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[para1] The Document Object Model (DOM) allows for quick, dynamic access to all elements in an HTML5 document for manipulation with JavaScript.

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[new0] dynamically inserted <p> element

[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

para1	Get By id
dynamically inserted <p>	← Insert Before
	Append Child
New text for paragraph 1	Replace Current
Remove Current	
Get Parent	

User selects [para1] then enters new text and clicks Replace Current button. HTML effect shown on next page.



# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[new1] New text for paragraph 1

[para2] For more information, check out the "JavaScript lecture notes on the course web site [\[link\] JavaScript - Part 1, 2, and 3.](#)

[new0] dynamically inserted <p> element

[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

new1

Get By id

dynamically inserted <p>

Insert Before

Append Child

New text for paragraph 1

Replace Current

Remove Current

Get Parent



# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

h3#smallheading 864px x 25px paragraph 1

[para2] For more information, check out the "JavaScript lecture notes on the course web site [\[link\] JavaScript - Part 1, 2, and 3.](#)

[new0] dynamically inserted <p> element

[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

Elements Network Sources Timeline Profiles Resources Audits Console

```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    <h1 id="bigheading" class>
      [bigheading] HTML5 DOM Tree Demo Page</h1>
    <h3 id="smallheading">[smallheading] Element
      Functionality</h3>
    <p id="new1" class="highlighted">[new1] New text for
      paragraph 1</p>
    <p id="para2">...</p>
    <p id="new0" class>[new0] dynamically inserted <p>
      element</p>
    <p id="para3" class>[para3] The buttons below demonstrate:
```

```
Styles Computed Event Listeners DOM Breakpoints Properties
element.style {
}
.highlighted {
  background-color: yellow;
}
p {
  margin-left: 5%;
  margin-right: 5%;
  font-family: arial, helvetica, sans-serif;
}
p {
  display: block;
}
```



## Replacing and Removing Elements Using `replaceChild` and `removeChild`

- Clicking the Remove Current button calls the remove function in the JavaScript which removes the currently selected element entirely and highlights the parent.
- If the node's parent is the body element, an error message is displayed to indicate that a top level element cannot be deleted.
- The next page illustrates this error condition.





# [bigheading] HTML5 DOM Tree Demo Page

## [smallheading] Element Functionality

[new1] New text for paragraph 1

[para2] For more information, check out the "JavaScript lecture notes on the course web site [link] JavaScript - Part 1, 2, and 3.

[new0] dynamically inserted <p>

[para3] The buttons below demonstrate

- [item1] getElementById
- [item2] insertBefore
- [item3] replaceChild

**JavaScript alert**

Can't remove a top-level element.

OK

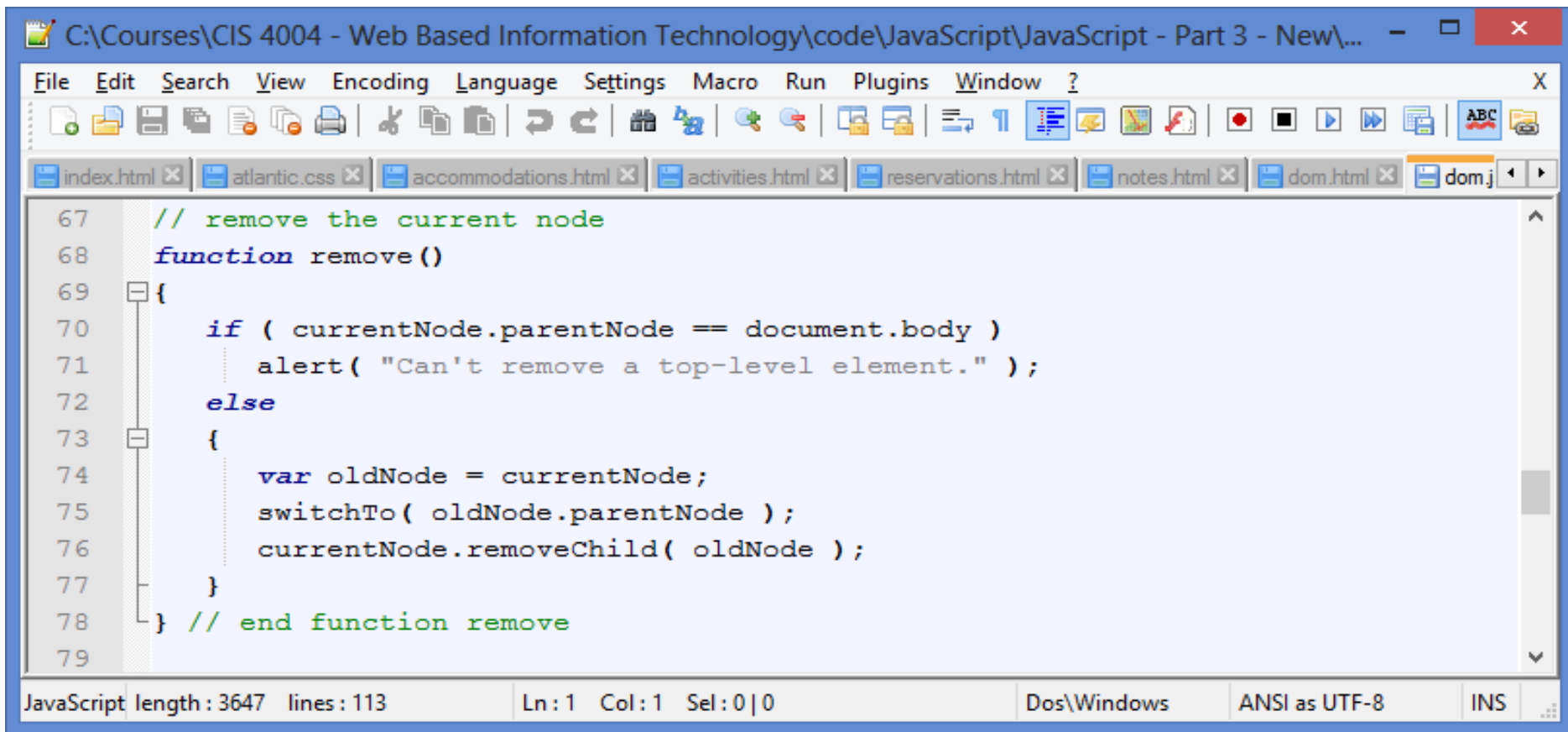
new1	Get By id
dynamically inserted <p>	Insert Before
	Append Child
New text for paragraph 1	Replace Current
Remove Current	
Get Parent	

User selects [para1] then clicks Remove Current button. JavaScript pops up the alert that a top-level element cannot be deleted.



# Replacing and Removing Elements Using `replaceChild` and `removeChild`

- In general, `parent.removeChild( child )` looks in a parent's list of children for `child` and removes it.



The screenshot shows a code editor window with the following code:

```
67 // remove the current node
68 function remove ()
69 {
70     if ( currentNode.parentNode == document.body )
71         alert( "Can't remove a top-level element." );
72     else
73     {
74         var oldNode = currentNode;
75         switchTo( oldNode.parentNode );
76         currentNode.removeChild( oldNode );
77     }
78 } // end function remove
79
```

The editor's status bar at the bottom indicates: JavaScript length : 3647 lines : 113 Ln : 1 Col : 1 Sel : 0 | 0 Dos\Windows ANSI as UTF-8 INS



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## [smallheading] Element Functionality

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[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

---

item2	Get By id
	Insert Before
	Append Child
	Replace Current
Remove Current	
Get Parent	

User selects item2 then clicks Remove Current button. HTML effect shown on next page.



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## [smallheading] Element Functionality

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[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item3] replaceChild and removeChild

---

<input type="text" value="list"/>	<input type="button" value="Get By id"/>
<input type="text"/>	<input type="button" value="Insert Before"/>
<input type="text"/>	<input type="button" value="Append Child"/>
<input type="text"/>	<input type="button" value="Replace Current"/>
<input type="button" value="Remove Current"/>	
<input type="button" value="Get Parent"/>	



## Determining the Parent Element

- The final piece of functionality in this DOM demo is the button that allows the user to identify the parent of the selected element.
- This is done by calling the `parent` function. This function simply gets the parent node, again making sure its not the body element since we will not allow selecting the entire body element.
- When the parent node is determined, the `switchTo` function is called to highlight the parent node.
- This sequence is illustrated by the next two slides.



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## [smallheading] Element Functionality

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[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

---

item2	Get By id
	Insert Before
	Append Child
	Replace Current
Remove Current	
Get Parent	

User selects [item2] then clicks Get By id. The item2 element is highlighted. Then the user clicks the Get Parent button. HTML effect shown on next page.



# [bigheading] HTML5 DOM Tree Demo Page

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[para3] The buttons below demonstrate:(list)

- [item1] getElementById and parentNode
- [item2] insertBefore and appendChild
- [item3] replaceChild and removeChild

list	Get By id
	Insert Before
	Append Child
	Replace Current
Remove Current	
Get Parent	

The parent of [item2] is now highlighted and identified in the get By Id text field.

