CSc 337

LECTURE 9: TIMERS AND THE DOM TREE

Exercise: stop watch

Create a page that allows the user to input an amount of time and, when the user clicks a button, counts down one second at a time.

An "all done" message should be displayed when the time is up.

Setting a timer

method	description
setTimeout(*function*, *delayMS*);	arranges to call given function after given delay in ms
setInterval(*function*, *delayMS*);	arranges to call function repeatedly every *delayMS* ms

clearTimeout(*timerID*);
clearInterval(*timerID*);
	stops the given timer

- both `setTimeout` and `setInterval` return an ID representing the timer
  - this ID can be passed to `clearTimeout`/`Interval` later to stop the timer

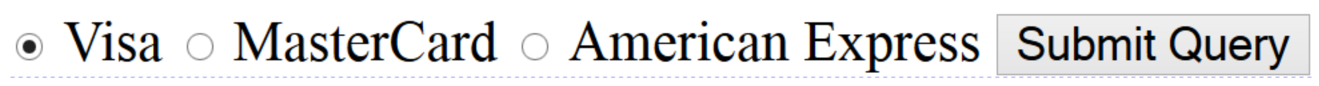
Text labels: <label>

```
 <label><input type="radio" name="cc" value="visa"
checked="checked" /> Visa</label>

 <label><input type="radio" name="cc" value="mastercard" />
MasterCard</label>

 <label><input type="radio" name="cc" value="amex" /> American
Express</label>
```

HTML


◉ Visa ○ MasterCard ○ American Express

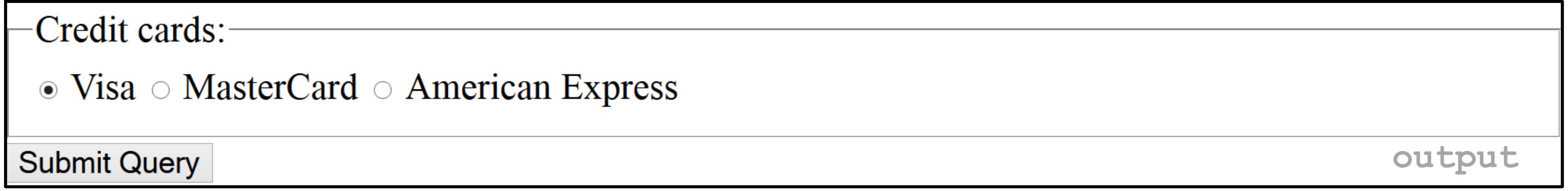
output

- associates nearby text with control, so you can click text to activate control
- can be used with checkboxes or radio buttons
- label element can be targeted by CSS style rules

Grouping input: <fieldset>, <legend>

groups of input fields with optional caption (block)

```html
<fieldset>
  <legend>Credit cards:</legend>
  <input type="radio" name="cc" value="visa" checked="checked" /> Visa
  <input type="radio" name="cc" value="mastercard" /> MasterCard
  <input type="radio" name="cc" value="amex" /> American Express
</fieldset>
```
HTML



output

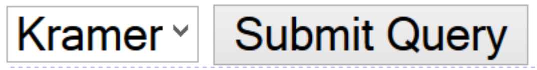
- fieldset groups related input fields, adds a border; legend supplies a caption

Drop-down list: <select>, <option>

menus of choices that collapse and expand (inline)

```html
<select name="favoritecharacter">
  <option>Jerry</option>
  <option>George</option>
  <option selected="selected">Kramer</option>
  <option>Elaine</option>
</select>
```

HTML



output

- option element represents each choice
- select optional attributes: disabled, multiple, size
- optional selected attribute sets which one is initially chosen

DOM versus innerHTML hacking

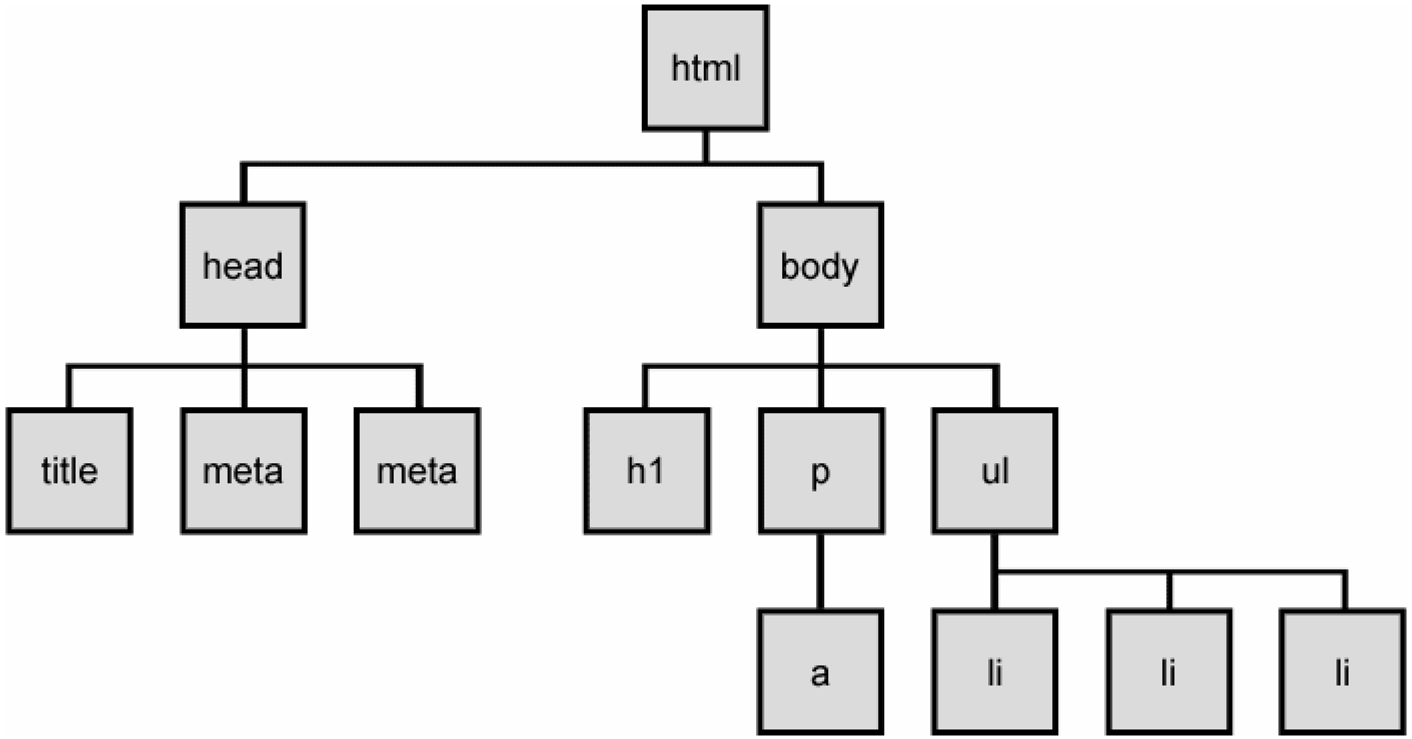
Why not just code this way?

```
function slideClick() {
  document.getElementById("main").innerHTML += "<p>A paragraph!</p>";
}                                                                  JS
```

- Imagine that the new node is more complex:
  - ugly: bad style on many levels (e.g. JS code embedded within HTML)
  - error-prone: must carefully distinguish " and '
  - can only add at beginning or end, not in middle of child list

```
function slideClick() {
  document.getElementById("main").innerHTML += "<p style='color: red; " +
      "margin-left: 50px;' " + "onclick='myOnClick();'>" +
      "A paragraph!</p>";
}                                                                  JS
```

The DOM tree



- The elements of a page are nested into a tree-like structure of objects the DOM has properties and methods for traversing this tree

Creating new nodes

name	**description**
`document.createElement("tag")`	creates and returns a new empty DOM node representing an element of that type
`document.createTextNode("text")`	creates and returns a text node containing given text

```
// create a new <h2> node
var newHeading = document.createElement("h2");
newHeading.innerHTML = "This is a heading";
newHeading.style.color = "green";                    JS
```

- merely creating a element does not add it to the page
- you must add the new element as a child of an existing element on the page...

Modifying the DOM tree

Every DOM element object has these methods:

name	description
appendChild(*node*)	places given node at end of this node's child list
insertBefore(*new, old*)	places the given new node in this node's child list just before old child
removeChild(*node*)	removes given node from this node's child list
replaceChild(*new, old*)	replaces given child with new node

```
var p = document.createElement("p");
p.innerHTML = "A paragraph!";
document.getElementById("main").appendChild(p);                JS
```

A paragraph!

Complex DOM manipulation problems

How would we do each of the following in JavaScript code? Each involves modifying each one of a group of elements ...

- When the Go button is clicked, reposition all the divs of class puzzle to random x/y locations.
- When the user hovers over the maze boundary, turn all maze walls red.
- Change every other item in the ul list with id of TAs to have a gray background.

Selecting groups of DOM objects

- methods in document and other DOM objects (* = HTML5):

name	**description**
getElementsByTagName	returns array of descendents with the given tag, such as "div"
getElementsByName	returns array of descendents with the given name attribute (mostly useful for accessing form controls)
querySelector *	returns the first element that would be matched by the given CSS selector string
querySelectorAll *	returns an array of all elements that would be matched by the given CSS selector string

Getting all elements of a certain type

highlight all paragraphs in the document:

```
var allParas = document.querySelectorAll("p");
for (var i = 0; i < allParas.length; i++) {
  allParas[i].style.backgroundColor = "yellow";
}                                                         JS
```

```
<body>
  <p>This is the first paragraph</p>
  <p>This is the second paragraph</p>
  <p>You get the idea...</p>
</body>                                                 HTML
```

Complex selectors

highlight all paragraphs inside of the section with ID "address":

```
// document.getElementById("address").getElementsByTagName("p")
var addrParas = document.querySelectorAll("#address p");
for (var i = 0; i < addrParas.length; i++) {
  addrParas[i].style.backgroundColor = "yellow";
}                                                                  JS
```

```
<p>This won't be returned!</p>
<div id="address">
  <p>1234 Street</p>
  <p>Atlanta, GA</p>
</div>                                                             HTML
```

Common querySelectorAll issues

- many students forget to write . or # in front of a class or id

```
// get all buttons with a class of "control"
~~var gameButtons = document.querySelectorAll("control");~~
var gameButtons = document.querySelectorAll(".control");                JS
```

- querySelectorAll returns an array, not a single element; must loop over the results (document.querySelector returns just the first element that matches, if that's what you want)

```
// set all buttons with a class of "control" to have red text
~~document.querySelectorAll(".gamebutton").style.color = "red";~~
var gameButtons = document.querySelector(".gamebutton");
for (var i = 0; i < gameButtons.length; i++) {
  gameButtons[i].style.color = "red";
}
```

Q: Can I still select a group of elements using querySelectorAll even if my CSS file doesn't have any style rule for that same group? (A: Yes!)

Problems with reading/changing styles

```html
<button id="clickme">Click Me</button>
```
HTML

```js
window.onload = function() {
  document.getElementById("clickme").onclick = biggerFont;
};
function biggerFont() {
  var button = document.getElementById("clickme");
  var size = parseInt(button.style.fontSize);
  button.style.fontSize = (size + 4) + "pt";
}
```
JS

```
Click Me
```
output

- style property lets you set any CSS style for an element
- problem: you cannot read existing styles with it
  (you can read ones you set using the DOM .style, but not ones that are set in the CSS file)

Accessing elements' existing styles

```
window.getComputedStyle(element).propertyName
```
JS

```
function biggerFont() {
  // turn text yellow and make it bigger
  var clickMe = document.getElementById("clickme");
  var size = parseInt(window.getComputedStyle(clickMe).fontSize);
  clickMe.style.fontSize = (size + 4) + "pt";
}
```
JS

Click Me

output

- getComputedStyle method of global window object accesses existing styles

Common bug: incorrect usage of existing styles

- the following example computes e.g. "200px" + 100 + "px" , which would evaluate to "200px100px"

```
var main = document.getElementById("main");
~~main.style.top = window.getComputedStyle(main).top + 100 + "px";~~
                 // bad!                                              JS
```

- a corrected version:

```
main.style.top = parseInt(window.getComputedStyle(main).top) +
                       100 + "px";   // correct                       JS
```

Getting/setting CSS classes

```
function highlightField() {
  // turn text yellow and make it bigger
  var text = document.getElementById("text");
  if (!text.className) {
    text.className = "highlight";
  } else if (text.className.indexOf("invalid") < 0) {
    text.className += " highlight";   // awkward
  }
}                                                          JS
```

- JS DOM's className property corresponds to HTML class attribute
- somewhat clunky when dealing with multiple space-separated classes as one big string

Getting/setting CSS classes with classList

```
function highlightField() {
  // turn text yellow and make it bigger
  var text = document.getElementById("text");
  if (!text.classList.contains("invalid")) {
    text.classList.add("highlight");
  }
}                                                      JS
```

- classList collection has methods add, remove, contains, toggle to manipulate CSS classes
- similar to existing className DOM property, but don't have to manually split by spaces

The keyword this

```
this.fieldName                    // access field
this.fieldName = value;           // modify field
this.methodName(parameters);      // call method           JS
```

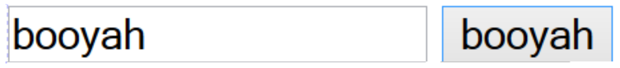
- all JavaScript code actually runs inside of an object
- by default, code runs in the global window object (so `this === window`)
  - all global variables and functions you declare become part of window
- the this keyword refers to the current object

Event handler binding

```
window.onload = function() {
  document.getElementById("textbox").onmouseout = booyah;
  document.getElementById("submit").onclick = booyah;
};                                // bound to submit button here

function booyah() { // booyah knows what object it was called on
  this.value = "booyah";
}
```

JS


booyah

output

- event handlers attached unobtrusively are bound to the element
- inside the handler, that element becomes this

Removing a node from the page

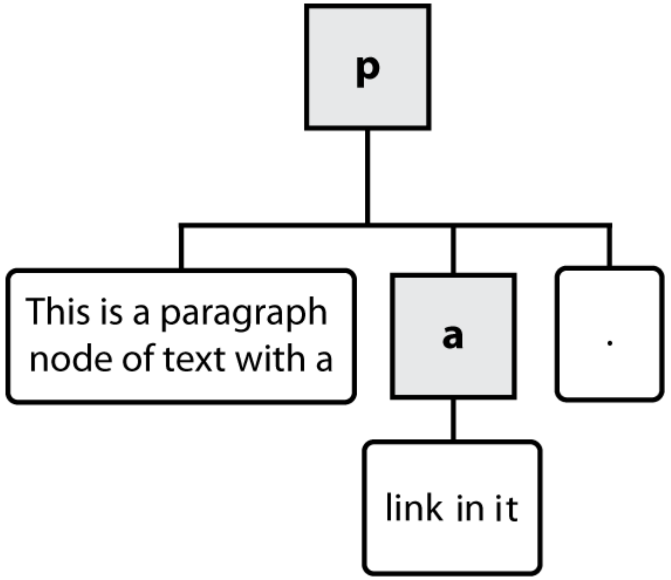
```
function slideClick() {
  var bullet = document.getElementById("removeme");
  bullet.parentNode.removeChild(bullet);
}                                                                    JS
```

- odd idiom: *obj*.parentNode.remove(*obj*);

Types of DOM nodes

```
<p>
  This is a paragraph of text with a
  <a href="/path/page.html">link in it</a>.
</p>                                                        HTML
```

- **element nodes** (HTML tag) ▨
  - can have children and/or attributes
- **text nodes** (text in a block element) ☐
- **attribute nodes** (attribute/value pair) ●
  - text/attributes are children in an element node
  - cannot have children or attributes
  - not usually shown when drawing the DOM tree



Traversing the DOM tree manually

every node's DOM object has the following properties:

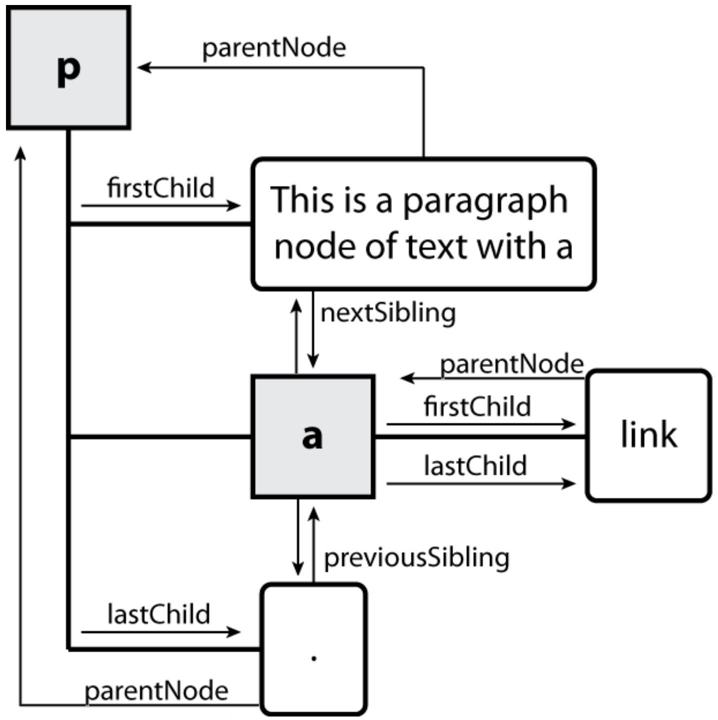
name(s)	description
firstChild, lastChild	start/end of this node's list of children
childNodes	array of all this node's children
nextSibling, previousSibling	neighboring nodes with the same parent
parentNode	the element that contains this node

- complete list of DOM node properties
- browser incompatiblity information (IE6 sucks)

DOM tree traversal example

```html
<p id="foo">This is a paragraph of text with a
  <a href="/path/to/another/page.html">link</a>.</p>
```

HTML



Element vs. text nodes

```html
<div>
  <p>
    This is a paragraph of text with a
    <a href="page.html">link</a>.
  </p>
</div>
```
HTML

- Q: How many children does the div above have?

  A: 3
  - an element node representing the <p>
  - two *text nodes* representing "\n\t" (before/after the paragraph)
- Q: How many children does the paragraph have? The a tag?