JavaScript:
DOM and Events

Lecture 23
Objects are Everywhere

- Global variables in JavaScript are a lie
- Implicitly part of some global object, provided by execution environment
  
  - See FF Developer Tools: Console
Window Object

- For JavaScript running in a browser, implicit global object is the window
- Many properties, including
  - `location` (url of displayed document)
  - `status` (text in status bar of browser)
  - `history`
  - `innerHeight`, `innerWidth`
  - `alert()`, `prompt()`
  - `document` (tree of displayed document)
DOM: "Document Object Model"

- DOM is a language-neutral API for working with HTML (and XML) documents
  - Different programming languages have different bindings to this API
  - But very closely linked to JavaScript

- In JavaScript, tree nodes → objects
  - A tree node (i.e., an element with attributes)
    `<input type="text" name="address">`
  - A JavaScript object with many properties
    ```javascript
    {
      tagName: "INPUT",
      type: "text",
      name: "address", /*lots more*/
    }
    ```
DOM History

- Ad hoc DOM existed from the beginning of JavaScript
  - Core purpose of client-side execution: enable user interaction with the document
  - Need a connection between programming language (JavaScript) and the document
- DOM 1 specification (W3C) in '98
  - Standardized mapping tree objects and functions for modifying the tree
- DOM 2 ('00): added styles and event handling
- DOM 3 ('04): fancier tree traversal & indexing schemes
Simplest Mapping

[] window

[] document

- write(): output text to document body
- forms: array of forms in a page
  - elements[]: array of widgets in a form
- anchors: all anchors in document
- links: all links in document
- getElementById(string): find a node
- etc...
Document is a Tree

```
<html lang="en">
  <head>
    <title>Something Short and Sweet</title>
    <meta charset="utf-8"/>
  </head>
  <body>
    <p>Hello</p>
    <a href="planet.html">Something Short and Sweet</a>
    <br>
    World
    <img src="pic.png" alt="a globe"/>
  </body>
</html>
```
Node is a JavaScript Object

- **Properties**
  - `parentNode, childNodes, firstChild, lastChild, nextSibling, previousSibling`
  - `innerHTML`
  - `tagName`
    - XML lower case ("a"), HTML upper case ("A")
  - `attributes, name, id, class`
  - `style`
    - Hyphenated property in CSS (e.g., “font-size”) becomes camelCase in JavaScript (e.g., “fontSize”)

- **Methods**
  - `appendChild(node), removeChild(node), insertBefore(node)`
  - `hasAttribute(attr), removeAttribute(attr), getAttribute(attr), setAttribute(attr)`
  - `getElementsByTagName(name)`
How to Find a Node in Tree

1. Hard coding with "flat" techniques
   - Array of children
     `document.forms[0].elements[0]`
   - Downside: too brittle
   - If the document structure changes a little, everything breaks

2. Using an element's name attribute
   - In HTML:
     `<form name="address"> ... <input name="zip"... /> </form>`
   - In JavaScript:
     `document.address.zip`
   - Downside: direct path still hard coded
How to Find a Node in Tree

3. To get a unique element: document method `getElementById`
   - In HTML
     `<td id="shipping">...</td>`
   - In JavaScript
     `document.getElementById("shipping")`
   - Downside: every element you want to find needs unique ID

4. Combination: element ID for form, arrays for options in selection element
Example

```html
<form id="wheels">
  <input type="checkbox" name="vehicles" value="car" /> Car
  <input type="checkbox" name="vehicles" value="truck" /> Truck
  <input type="checkbox" name="vehicles" value="bike" /> Bike
</form>

var numChecked = 0;
var elt = document.getElementById("wheels");
for (i = 0; i < elt.vehicles.length; i++) {
  if (elt.vehicles[i].checked)
    numChecked++;
}
```
Interactive Documents

- To make a document interactive, you need:
  - Widgets (i.e., HTML elements)
    - Buttons, windows, menus, etc.
  - Events
    - Mouse clicked, window closed, button clicked, etc.
  - Event listeners
    - Listen (i.e., wait) for events to be triggered, and then perform actions to handle them
Events Drive the Flow of Control

- This style is *event driven* programming
- Event handling occurs as a loop:
  - Program is idle
  - User performs an action
    - E.g., moves the mouse, clicks a button, types in a text box, selects an item from menu, ...
  - This action generates an event (object)
  - That event is sent to the program, which responds
    - Code executes, could update document
  - Program returns to being idle
Handling Events Mechanism

- Three parts of the event-handling mechanism
  - *Event source*: the widget with which the user interacts
  - *Event object*: encapsulated information about the occurred event
  - *Event listener*: a function that is called when an event occurs, and responds to the event
Programmer Tasks

- Define an event handler
  - Any function can be an event handler
  - Often need information about the triggering event in order to know what response is needed

- Register handler with source element

- Detect event and invoke handler
  - Ha! Just kidding, you do NOT do this
Simple Example: Color Swaps

<p>This page illustrates changing colors</p>
<form>
  <p>
    <label> background:
      <input type="text" name="back" size="10"
            onchange="foo('bg', this.value)" />
    </label>  
    <br />
    <label> foreground:
      <input type="text" name="fore" size="10"
             onchange="foo('fg', this.value)" />
    </label>
  </p>
</form>
Color Swaps (JavaScript)

function foo(place, color) {
    if (place === "bg")
        document.body.style.backgroundColor = color;
    else
        document.body.style.color = color;
}
Event Propagation

- Elements are nested in a tree.
- When an event occurs, which element's handler(s) is(are) notified?
- First, *propagation path* is calculated: from root to smallest element.
- Then event dispatch occurs in 3 phases:
  1. Capture (going down the path)
  2. Target (smallest element)
  3. Bubble (going up the path, reverse of 1)
http://www.w3.org/TR/DOM-Level-3-Events/
Bubbling Up

- Usually, handling is done in phase 2 and 3

- Example: mouse click on hyperlink
  - Handler for `<a>` element displays a pop-up ("Are you sure you want to leave?")
  - Once that is dismissed, event flows up to enclosing `<p>` element, then `<div>` then... etc. until it arrives at root element of DOM
  - This root element (i.e., `window`) has a handler that loads the new document in the current window
Programmer Tasks

- Define a handler
  - Easy, any function will do
- Register handler
  - Multiple ways to link (HTML) tree elements with (JavaScript) functions
- Be triggered by the event
  - Ha! Still kidding
- Get information about triggering event
  - Multiple (incompatible) ways for handler to get the event object
Registering an Event Handler

- Three techniques, ordered from:
  - Oldest (most brittle, most universal) to
  - Newest (most general, least standard)

1. Inline (link in HTML itself)
   `<a href="page.html" onclick="foo()">…

2. Direct (link in JavaScript)
   `var e = ... //find source element in tree
e.onclick = foo;

3. Chained (in JavaScript, browser differences)
   `var e = ... //find source element in tree
e.addEventListener("click", foo, false);`
Inline Registration (pre DOM)

- HTML attributes, vary by element type
  - For window: onload, onresize, onunload,…
  - Forms & elements: onchange, onblur, onfocus, onsubmit,…
  - Mouse events: onclick, onmouseover, onmouseout,…
  - Keyboard events: onkeypress, onkeyup,…

- The value of these attributes is JavaScript code to be executed
  - Normally just a function invocation

- Example
  <a href="page.html" onclick="foo()">…

- Advantage: Quick, easy, universal
- Disadvantage: mixes code with content
Direct Registration (DOM 1)

- Use properties of DOM element objects
  - `onchange`, `onblur`, `onfocus`, ...
  - `onclick`, `onmouseover`, `onmouseout`, ...
  - `onkeypress`, `onkeyup`, ...

- Set this property to appropriate handler
  
  ```javascript
  var e = ... //find source element in tree
  e.onclick = foo;
  ```

- Note: no parentheses!
  
  ```javascript
  e.onclick = foo(); //what does this do?
  ```

- Disadvantage? No arguments to handler
  - Not a problem, handler gets event object

- Real disadvantage: 1 handler/element
Example

```javascript
var x = document.getElementsByTagName("div");
for (var i = 0; i < x.length; i++) {
    x[i].onmouseover = function () {
        this.style.backgroundColor="red"
    }
    x[i].onmouseout = function () {
        this.style.backgroundColor="blue"
    }
}
```
Chained Registration (DOM 2)

- Each element has a *collection* of handlers
- Add/remove handler to this collection
  
  ```javascript
  var e = ... // find source element in tree
  e.addEventListener("click", foo, false);
  ```
- Note: no "on" in event names, just "click"
- Third parameter: true for capture phase
- Disadvantage: browser incompatibilities
  
  ```javascript
  e.addEventListener(); // FF, Webkit, IE9+
  e.attachEvent(); // IE5-8
  ```
- Many browser compatibility issues with DOM and events
- Solution: Libraries
  - E.g., jQuery, Dojo, Prototype, YUI, MooTools,...
Example

```javascript
var x =
document.getElementsByTagName("div");
for (var i = 0; i < x.length; i++) {
    x[i].addEventListener("click",
        function () {
            this.act = this.act || false;
            this.act = !this.act;
            this.style.backgroundColor =
                (this.act ? "red" : "gray");
        },
        false);
}
```
Task: Getting Event Object

- Most browsers: parameter to handler
  
  ```javascript
  function myHandler(event)
  ```

- IE: event is property of window

- Common old-school idiom:
  
  ```javascript
  function myHandler(event) {
    event = event || window.event;
    ... etc ...
  }
  ```

- Again, libraries are the most robust way to deal with these issues
Summary

- DOM: Document Object Model
  - Programmatic way to use document tree
  - Get, create, delete, and modify nodes

- Event-driven programming
  - Source: element in HTML (a node in DOM)
  - Handler: JavaScript function
  - Registration: in-line, direct, chained
  - Event is available to handler for inspection