

# Fundamentals of Web Programming

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## ECAP214

Edited by  
Dr. Ajay Bansal



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# **Fundamentals of Web Programming**

**Edited By:  
Dr. Amit Sharma**

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## **Unit 01: Internet Basic**

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### **Objectives**

After studying this unit, you will be able to:

- Discuss the basic concept of Internet
- Explain the communication on the Internet
- Discuss Internet Domain
- Describe establishing connectivity to the Internet

### **Introduction**

Internet can be defined as a global system of interconnected computers and electronic devices. It uses a standardized Internet Protocol suite for communication and information sharing to link the different devices located in different corners of the world.

The Internet carries a vast array of information resources and services, most notably the inter-linked hypertext documents of the World Wide Web (WWW) and the infrastructure to support electronic mail, in addition to popular services such as online chat, file transfer and file sharing, online gaming, and Voice over Internet Protocol (VoIP) person-to-person communication via voice and video.

The Internet system carries an extensive range of information resources and services including World Wide Web (WWW), telephony, electronic mail, etc. It uses standard internet protocols, such as TCP/IP and HTTP, etc.

## **1.1 Basic Concept**

Internet is a network of networks that consists of millions of private and public, academic, business, and government networks of local to global scope that are linked by copper wires, fiber-optic cables, wireless connections, and other technologies.

An internal web comprises of all Hypertext Transfer Protocol (HTTP) nodes on a private network; for example, an organization's LAN or WAN.

### ***History of Internet***

The ARPANET (later renamed the internet) established a successful link between the University of California Los Angeles and the Stanford Research Institute on October 29, 1969. Libraries automate and network catalogs outside of ARPANET in the late 1960s.

TCP/IP (Transmission Control Protocol and Internet Protocol) is established in the 1970s, allowing internet technology to mature. The development of these protocols aided in the standardization of how data was sent and received via the internet. NSFNET, the 56 Kbps backbone of the internet, was financed by the National Science Foundation in 1986. Because government monies were being used to administer and maintain it, there were commercial restrictions in place at the time.

In the year 1991, a user-friendly internet interface was developed. Delphi was the first national commercial online service to offer internet connectivity in July 1992. Later in May 1995, All restrictions on commercial usage of the internet are lifted. As a result, the internet has been able to diversify and grow swiftly. Wi-Fi was first introduced in 1997. The year is 1998, and Windows 98 is released. Smartphone use is widespread in 2007. The 4G network is launched in 2009. The internet is used by 3 billion people nowadays. By 2030, there are expected to be 7.5 billion internet users and 500 billion devices linked to the internet.

## **Features of Internet**

The various features of Internet can be listed as:

1. Accessibility - An Internet is a global service and accessible to all. Today, people located in a remote part of an island or interior of Africa can also use Internet.
2. Easy to Use - The software, which is used to access the Internet (web browser), is designed very simple; therefore, it can be easily learned and used. It is easy to develop.
3. Interaction with Other Media - Internet service has a high degree of interaction with other media. For example, News and other magazine, publishing houses have extended their business with the help of Internet services.
4. Low Cost - The development and maintenance cost of Internet service are comparatively low.
5. Extension of Existing IT Technology - This facilitates the sharing of IT technology by multiple users in organizations and even facilitates other trading partners to use.
6. Flexibility of Communication - Communication through Internet is flexible enough. It facilitates communication through text, voice, and video too. These services can be availed at both organizational and individual levels.
7. Security - Last but not the least, Internet facility has to a certain extent helped the security system both at the individual and national level with components such as CCTV camera, etc.

## **Internet Software**

Internet Software comprises of all the tools needed for networking through computer. Following are a few important components of the Internet Software –

- Transmission Control Protocol/ Internet Protocol (TCP/IP)
- Dialer Software
- Internet Browser

## Internet Applications

Internet applications are server-based applications. Following are a few Internet Applications –

- World Wide Web (WWW)
- Electronic mail (e-mail)
- File Transfer Protocol (FTP)
- Telnet (i.e., log-in to the computer located remotely)
- Internet Relay Chat (IRC) (Real time video chatting)

## Browsers

A browser is a software application which enables a user to display and interact with text, images, videos, music, and other information that could be on a website. Text and images on a web page can contain hyperlinks to other web pages at the same or different website. Browsers allow a user to quickly and easily access information provided on many web pages at many websites by traversing these links.

## Websites

A website is a collection of web pages (documents that are accessed through the Internet). A web page is what you see on the screen when you type in a web address, click on a link, or put a query in a search engine. A web page can contain any type of information, and can include text, color, graphics, animation and sound.

When someone gives you their web address, it generally takes you to their website's home page, which should introduce you to what that site offers in terms of information or other services. From the home page, you can click on links to reach other sections of the site.

## Web Addresses

A Web address, or domain name, is an address where you can be found online. It's how you'll express yourself through email or your website and it's what customers think of when trying to find you.

## 1.2 Communicating on Internet

Communication is the most popular use of the Internet, with email topping the list of all the technologies used. Some of the types of communication technologies used also include email discussion groups, Usenet news, chat groups, and IRC. These are unique to networked computer environments and have come into wide popularity because of the Internet. Other technologies, including video and audio conferencing and Internet telephony, are also available on the Internet.

They require more multimedia capabilities of computer systems and are more taxing of network resources than the others. They also are adaptations of other technologies to the Internet. Most of the technologies that are unique to the Internet require communication to be done in text – letters with some symbols and punctuation.

Communicating effectively involves taking the time, except in informal communications, to use correct grammar, spelling, and punctuation and writing an appropriate message. When replying to a message include the pertinent parts of the message and use an appropriate and interesting subject header in any case.

## 1.3 Internet Domain

An internet domain name is an identification label that defines a realm of administrative autonomy, authority, or control in the Internet, based on the Domain Name System (DNS).

### Domain Names

A domain name is an identification string that defines a realm of administrative autonomy, authority, or control on the Internet. Domain names are formed by the rules and procedures of the Domain Name System (DNS). Technically, any name registered in the DNS is a domain name.

Domain names are used in URLs to identify particular Web pages. For example, in the URL `http://www.abc.com/index.html`, the domain name is `abc.com`. Every domain name has a suffix that indicates which Top Level Domain (TLD) it belongs to. There are only a limited number of such domains. For example:

*Figure 1.1: Examples of Domain Names*

Gov	Government Agencies
Edu	Educational Institutions
Org	Organizational (nonprofit)
Mil	Military
Com	Commercial Business
Net	Network Organizations
ca	Canada
th	Thailand

## Host Name

A name is a label that is used to distinguish one thing from another. A person's name, for instance, comprises a set of alphabetic characters that allows a person to be individually addressed. Computers are also named to differentiate one machine from another and to allow for such activities as network communication.

A hostname is a label that is assigned to a device connected to a computer network and that is used to identify the device in various forms of electronic communication such as the World Wide Web, e-mail or Usenet. Hostnames may be simple names consisting of a single word or phrase, or they may have appended a domain name, which is a name in a Domain Name System (DNS), separated from the host specific label by a period (dot). In the latter form, the hostname is also called a domain name.

The true "name" a computer needs in order to communicate on a network is actually a set of numbers. The original computers connected as the Internet used small integers as the host number. For TCP/IP, the main protocol used by the Internet, each computer has a network IP address that follows a specific set of rules to assure its uniqueness and validity. (Additionally, port numbers further specify the access points for particular services on a computer).

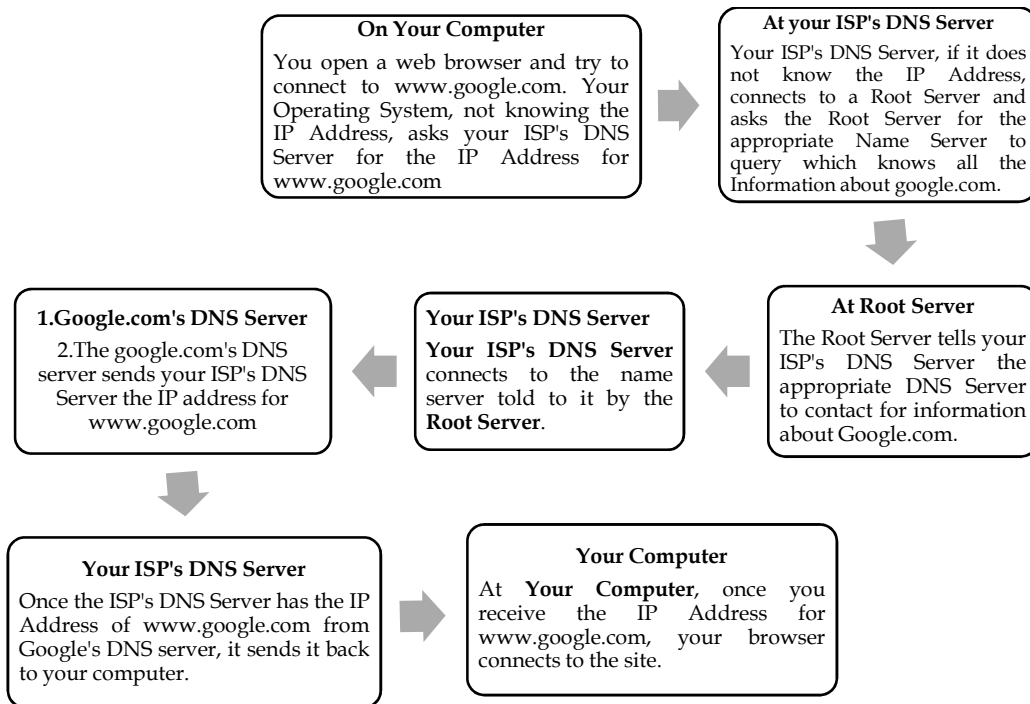
## Domain Name System

The DNS translates Internet domain and host names to IP addresses. DNS automatically converts the names we type in our Web browser address bar to the IP addresses of Web servers hosting those sites. An often-used analogy to explain the Domain Name System is that it serves as the phone book for the Internet by translating human-friendly computer hostnames into IP addresses.

Unlike a phone book, the DNS can be quickly updated, allowing a service's location on the network to change without affecting the end users, who continue to use the same host name. Users take advantage of this when they use meaningful Uniform Resource Locators (URLs) and e-mail addresses without having to know how the computer actually locates the services.

## Real Life Example

A lot of what has been discussed may be a bit confusing, so let's do a real life example. In the flowchart below labeled Figure 1.2, you will see a computer trying to connect to `www.google.com` and the steps it takes.



We will discuss these steps below:

1. A User opens a web browser and tries to connect to [www.google.com](http://www.google.com). The operating system not knowing the IP Address for [www.google.com](http://www.google.com), asks the ISP's DNS Server for this information.
2. The ISP's DNS Server does not know this information, so it connects to a Root Server to find out what name server, running somewhere in the world, know the information about [google.com](http://google.com).
3. The Root Server tells the ISP's DNS Server to contact a particular name server that knows the information about [google.com](http://google.com).
4. The ISP's DNS Server connects to Google's DNS server and asks for the IP Address for [www.google.com](http://www.google.com).
5. Google's DNS Server responds to the ISP's DNS server with the appropriate IP Address.
6. The ISP's DNS Server tells the User's operating system the IP Address for [google.com](http://google.com).
7. The operating system tells the Web Browser the IP Address for [www.google.com](http://www.google.com).
8. The web browser connects and starts communication with [www.google.com](http://www.google.com).

## 1.4 Internet Service Providers (ISP)

Internet Service Provider (ISP) is a company offering access to internet. They offer various services:

1. Internet Access
2. Domain name registration
3. Dial-up access
4. Leased line access

### ISP Types

ISPs can broadly be classified into six categories as shown in the following diagram:



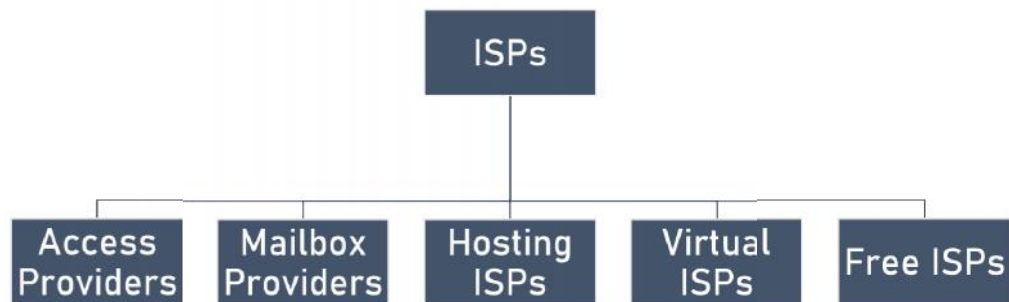


Figure: Internet Service Providers

1. Access providers  
They provide access to internet through telephone lines, cable wi-fi or fiber optics.
2. Mailbox Provider  
Such providers offer mailbox hosting services.
3. Hosting ISPs  
Hosting ISPs offers e-mail, and other web hosting services such as virtual machines, clouds etc.
4. Virtual ISPs  
Such ISPs offer internet access via other ISP services.
5. Free ISPs  
Free ISPs do not charge for internet services.

### Connection Types

There exist several ways to connect to the internet. Following are these connection types available:

1. Dial-up Connection
2. ISDN
3. DSL
4. Cable TV Internet connections
5. Satellite Internet connections
6. Wireless Internet Connections

#### 1. Dial-up Connection

**Dial-up** connection uses telephone line to connect PC to the internet. It requires a modem to setup dial-up connection. This modem works as an interface between PC and the telephone line.

There is also a communication program that instructs the modem to make a call to specific number provided by an ISP.

Dial-up connection uses either of the following protocols:

- Serial Line Internet Protocol (SLIP)
- Point to Point Protocol (PPP)

The following diagram shows the accessing internet using modem:

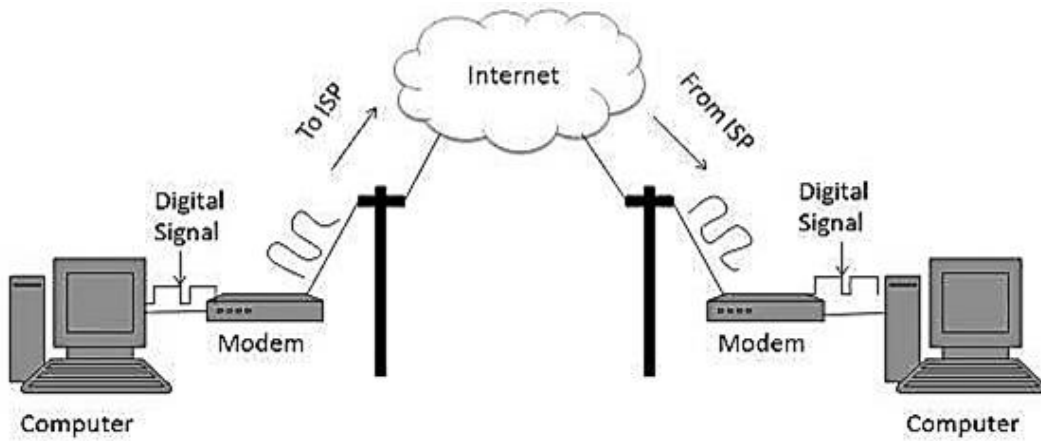


Figure: Internet Service Provider Using Modem

## 2. ISDN

ISDN is acronym of Integrated Services Digital Network. It establishes the connection using the phone lines which carry digital signals instead of analog signals.

There are two techniques to deliver ISDN services:

- Basic Rate Interface (BRI)
- Primary Rate Interface (PRI)

Key points:

- The BRI ISDN consists of three distinct channels on a single ISDN line: two 64kbps B (Bearer) channel and one 16kbps D (Delta or Data) channels.
- The PRI ISDN consists of 23 B channels and one D channels with both have operating capacity of 64kbps individually making a total transmission rate of 1.54Mbps.

The following diagram shows accessing internet using ISDN connection:

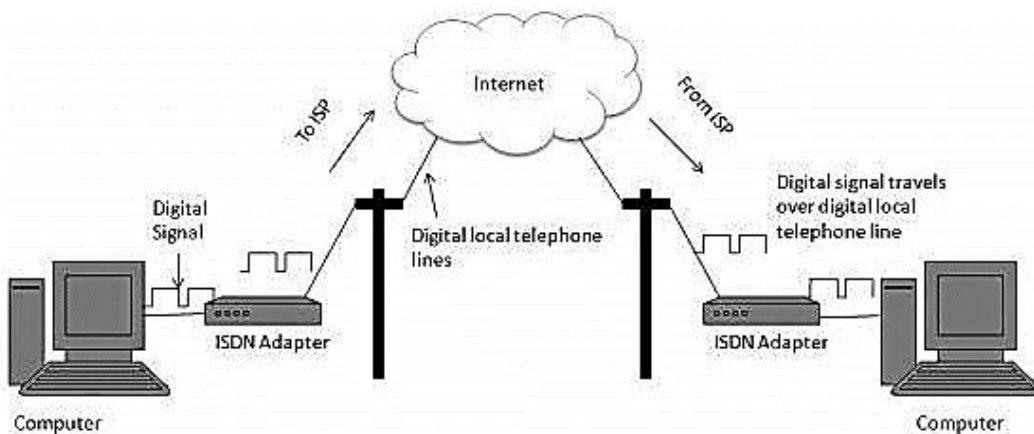


Figure: Internet connectivity using ISDN

## 3. DSL

DSL is acronym of Digital Subscriber Line. It is a form of broadband connection as it provides connection over ordinary telephone lines.

Following are the several versions of DSL technique available today:

1. Asymmetric DSL (ADSL)
2. Symmetric DSL (SDSL)
3. High bit-rate DSL (HDSL)
4. Rate adaptive DSL (RADSL)

5. Very high bit-rate DSL (VDSL)
6. ISDN DSL (IDSL)

All of the above mentioned technologies differ in their upload and download speed, bit transfer rate and level of service.

The following diagram shows that how we can connect to internet using DSL technology:

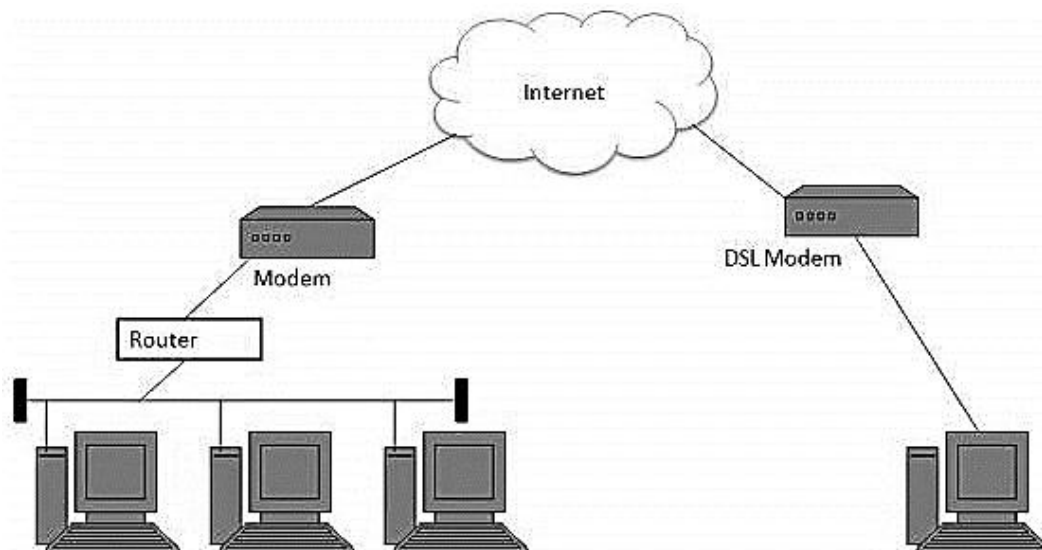


Figure: Internet access using DSL Modem

#### 4. Cable TV Internet Connection

Cable TV Internet connection is provided through Cable TV lines. It uses coaxial cable which is capable of transferring data at much higher speed than common telephone line.

Key Points:

- A cable modem is used to access this service, provided by the cable operator.
- The Cable modem comprises of two connections: one for internet service and other for Cable TV signals.
- Since Cable TV internet connections share a set amount of bandwidth with a group of customers, therefore, data transfer rate also depends on number of customers using the internet at the same time.

The following diagram shows that how internet is accessed using Cable TV connection:

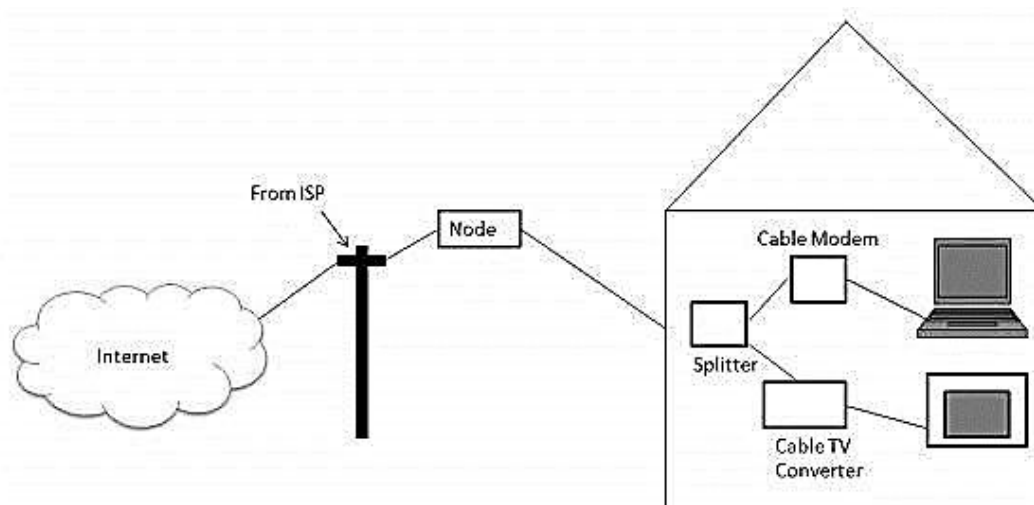


Figure: Cable TV Internet Connection

## 5. Satellite Internet Connection

Satellite Internet connection offers high speed connection to the internet. There are two types of satellite internet connection: one way connection or two way connection.

1. In one way connection, we can only download data but if we want to upload, we need a dialup access through ISP over telephone line.
2. In two way connection, we can download and upload the data by the satellite. It does not require any dialup connection.

The following diagram shows how internet is accessed using satellite internet connection:

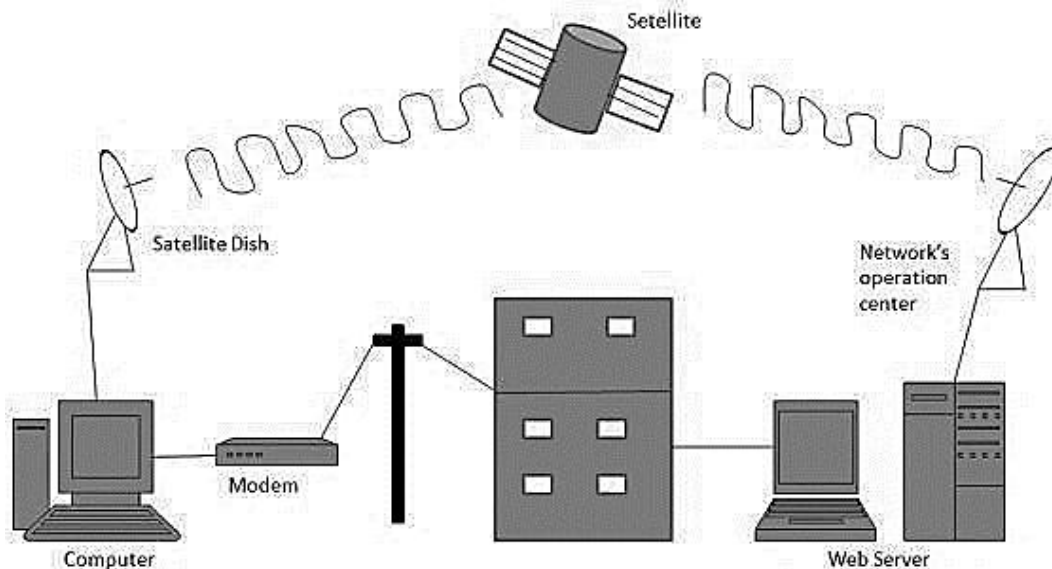


Figure: Satellite Internet Connection

## 6. Wireless Internet Connection

Wireless Internet Connection makes use of radio frequency bands to connect to the internet and offers a very high speed. The wireless internet connection can be obtained by either WiFi or Bluetooth.

Key Points:

- Wi Fi wireless technology is based on IEEE 802.11 standards which allow the electronic device to connect to the internet.
- Bluetooth wireless technology makes use of short-wavelength radio waves and helps to create personal area network (PAN).

## 1.5 Establishing Connectivity to the Internet

All modern computers and laptops are capable of connecting to the internet, as are many other devices, including mobiles, tablets, e-readers, televisions, video games consoles. There are two ways of getting the internet at home. The most popular way is to have your telephone line (also known as a 'landline') converted to broadband so that it can carry normal phone calls and internet data at the same time. However, if you don't have a landline or if you want to be able to use the internet when you're out and about, you might prefer mobile internet from one of the mobile network providers. This can be used anywhere there's a mobile signal but does tend to be slower and more expensive than broadband through a landline.

**Follow these step-by-step instructions to connect to the internet**

**Step 1:** Choose an Internet Service Provider (ISP). This could be the company that provides your telephone line or it could be one of the many independent providers. To help you choose, have a look at one of the many comparison websites and ask people you know for their opinion. Some

## Fundamentals of Web Programming

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ISPs, particularly the mobile suppliers, impose a monthly download limit or usage allowance. This is measured in gigabytes (Gb). To put this in context, 1Gb will allow you to visit approximately 10,500 webpages or download around 205 songs.

**Step 2:** Having chosen an ISP and signed the contract, you'll have to wait a few days while your line is converted to broadband. During this time, you should receive a letter with your username and password and the hardware you'll need: a small box called a 'router' and its attachments.

**Step 3:** Once you're told that your broadband is active, you can set up your router. It should have come with three cables:

- a network cable to connect the router to your computer
- a power cable
- A cable that will go between your router and a microfilter (see below).
- Plug one end of the network cable into the appropriately shaped socket in the router, and the other end in a similarly appropriately shaped socket in your computer.

Take the power cable and plug one end in the router and the other in a nearby power point.



Figure: Microfilter

You should have also received a micro filter. This splits the signal in the telephone wire in two: voice and broadband. You plug the dangly end of the micro filter into your telephone socket.

Then in the sockets at the other end, you plug in (1) the cable from your own telephone and (2) the cable that came with your router. As these two sockets are different shapes, you can't plug a cable into the wrong socket. Finally, plug in the other end of the router cable into the router itself.

You'll also need to install a micro filter in any other telephone socket in the house that's in use. Not doing this can result in loss of internet speed and interference on the line.

**Step 4:** When you get the router, you should also receive a CD. Once you've set up the router, all you need to do is put the CD into your computer and follow the step-by-step instructions. If you don't want to do this yourself, some companies offer a home installation service and, for an extra cost, will send an engineer to set up your broadband connection for you.

## Enable and Disable Automatic Wireless Network Configuration

To enable automatic configuration, ensure the "Use Windows to configure my wireless network settings" checkbox is checked on the Wireless Networks tab of the Wireless Network Connection properties window. Automatic wireless Internet/Wi-Fi network configuration will be disabled if this checkbox is unchecked. You must be logged on with Windows XP administrative privileges to enable/disable this feature.

## Available Networks

The Wireless Networks tab allows you to access the set of "Available" networks. Available networks represent those active networks currently detected by Windows XP. Some Wi-Fi networks may be active and in range but not appear under Available networks. This occurs when a wireless router or access point has SSID broadcast disabled. Whenever your network adapter

detects newly available Wi-Fi networks, you will see an alert in the lower-right corner of the screen allowing you to take an action if necessary.

## Preferred Network

In the Wireless Networks tab, you can build a set of so-called "Preferred" networks when automatic wireless configuration is active. This list represents a set of known Wi-Fi routers or access points you wish to automatically connect to in future. You can "Add" new networks to this list by specifying the network name (SSID) and appropriate security settings of each.

The order Preferred networks determines the order that Windows XP will automatically attempt when seeking to make a wireless/Internet connection. You can set this order to your preference, with the limitation that all infrastructure mode networks must appear ahead of all ad hoc mode networks in the Preferred list.

## 1.6 Client IP Address

It's pretty common the need for a web application to be able to detect the IP address of a client. The IP address could be used either for statistic or authentication purposes. You can also use the IP address to block multiple logins with the same credentials. This could be useful for sites that offer content to users that have paid a subscription.

Early web pioneers tried using the IP address of the client as a form of identification. This scheme works if each user has a distinct IP address, if the IP address seldom (if ever) changes, and if the web server can determine the client IP address for each request. While the client IP address typically is not present in the HTTP headers,<sup>[1]</sup> web servers can find the IP address of the other side of the TCP connection carrying the HTTP request.

For example, on Unix systems, the `getpeername` function call returns the client IP address of the sending machine:

```
status = getpeername(tcp_connection_socket,...);
```

## Using the Code

The code to do so is really easy; all you need to do is check a bunch of server variables. The good thing is that those variables are not platform specific, so an equivalent code could also work with PHP.

```
Function ClientIpAddress(ByVal myRequest As HttpRequest)
    Dim myIP As String = ""
    If (myIP = "") Then
        MyIP = myRequest.ServerVariables("HTTP_CLIENT_IP")
        If (myIP = "") Then myIP =
        MyRequest.ServerVariables("HTTP_X_FORWARDED_FOR")
        If (myIP = "") Then myIP =
        MyRequest.ServerVariables("HTTP_X_FORWARDED")
        If (myIP = "") Then myIP =
        MyRequest.ServerVariables("HTTP_X_CLUSTER_CLIENT_IP")
        If (myIP = "") Then
            MyIP = myRequest.ServerVariables ("HTTP_FORWARDED_FOR")
            If (myIP = "") Then
                MyIP = myRequest.ServerVariables ("HTTP_FORWARDED")
            If (myIP = "") Then
                MyIP = myRequest.ServerVariables ("REMOTE_ADDR")
```

Return myIP

End Function

Sometimes though we do not have the actual IP address but we have the host name of the ISP provider of the client. The host name can be easily resolved into an IP address easily. Using the System.Net.Dns.GetHostEntry function we get a list of all the IP addresses this hostname resolves to.

Function Host2Ip(ByVal HostName As String) As String

Try

Dim myIPs As System.Net.IPHostEntry

MyIPs = System.Net.Dns.GetHostEntry (HostName)

Host2Ip = myIPs.AddressList(0).ToString()

Catch ex As Exception

*'Handle the error*

End Try

End Function

Finally, although this approach works much better than just looking at REMOTE\_ADDR, still it's far from a full proof solution, simply because it relies on the HTTP header information which can be easily manipulated.

## 1.7 IP Address

An IP address is an identifier for a computer or device on a TCP/IP network. Networks using the TCP/IP protocol route messages based on the IP address of the destination.

An **Internet Protocol address (IP address)** is a numerical label assigned to each device (e.g., computer, printer) participating in a computer network that uses the Internet Protocol for communication. An IP address serves two principal functions: host or network interface identification and location addressing. Its role has been characterized as follows: *"A name indicates what we seek. An address indicates where it is. A route indicates how to get there."*

### Network Part of IP Address

The format of an IP address is a 32-bit numeric address written as four numbers separated by periods. Each number can be zero to 255.

*Example:* 1.160.10.240 could be an IP address.

Within an isolated network, you can assign IP addresses at random as long as each one is unique. However, connecting a private network to the Internet requires using registered IP addresses (called Internet addresses) to avoid duplicates.

### Local Host Part of the IP Address

A localhost is, put plainly, the standard hostname given to the address assigned to the loopback network interface. Translated into an IP address, a localhost is always designated as 127.0.0.1. This may be overwhelming, so let's look at what these things mean.

Hostname is the term for the label that is assigned to any device connected to a computer network and is used to identify the device across the web. A hostname usually consists of a single word or phrase and can be followed by a Domain Name System domain at the end. That is, a website. Used this way, the hostname is called a domain name.



**Example:** An example of using a hostname this way would be:hostname.domain.

## IP Address Classes and their Formats

IP addresses are 32 bit integers which are represented in the familiar dot based notation. The dot based notation is nothing but a decimal representation for each byte of the IP address.

The internet, as the name suggests, is a network of networks. Thus to uniquely identify a host on the internet, one needs to know the network's id and the host's id in the network. Thus IP address consist of two components, the network id and the host id.

Figure 1.4 shows different classes of IP addresses. These addresses differ in the number of bits assigned to the network and host ids. Different classes of addresses serve different needs.

**Figure 1.4: Different Classes of IP Addresses**

## Relation of IP Address to Physical Address

Network device has two types of addresses, one called the logical address – in most cases this is the IP address – and the other one being the physical address – also known as the MAC address.

The IP address is an address bound to the network device, i.e., computer, via software. In a Windows-powered computer, the Windows operating system allows the user to configure the IP address the specific workstation will have. This IP address is used to allow all network aware programs, i.e., Internet Explorer, Netscape, Outlook, etc. to use this address when communicating with other hosts. The seventh layer in the OSI model has the IP addresses.

The MAC address is a hardware address, which means it is unique to the network card installed on your PC. No two devices on a local network should ever have the same MAC address. In the unlikely event this occurs, the two devices will have major communication problems. During the manufacturing process, the vendor “burns” a specific MAC address into each network card's ROM. When the serial numbers have all been used, they start from the beginning, as it's very unlikely anyone would buy two network cards from the same vendor, and they will contain the same MAC address.

## Static Vs Dynamic IP Address

An IP address can be static or dynamic.

- A *static IP address* will never change and it is a permanent Internet address.
- A *dynamic IP address* is a temporary address that is assigned each time a computer or device accesses the Internet.

## 1.8 TCP/IP (Transmission Control Protocol/Internet Protocol)

TCP/IP is made up of two acronyms, TCP, for Transmission Control Protocol, and IP, for Internet Protocol. TCP handles packet flow between systems and IP handles the routing of packets. All modern networks are now designed using a layered approach. Each layer presents a predefined interface to the layer above it. By doing so, a modular design can be developed so as to minimize problems in the development of new applications or in adding new interfaces.

The entire IP suite -- a set of rules and procedures -- is commonly referred to as TCP/IP. TCP and IP are the two main protocols, though others are included in the suite. The TCP/IP protocol suite functions as an abstraction layer between internet applications and the routing and switching fabric.

TCP/IP specifies how data is exchanged over the internet by providing end-to-end communications that identify how it should be broken into packets, addressed, transmitted, routed and received at the destination. TCP/IP requires little central management and is designed to make networks reliable with the ability to recover automatically from the failure of any device on the network.

The two main protocols in the IP suite serves specific functions. TCP defines how applications can create channels of communication across a network. It also manages how a message is assembled into smaller packets before they are then transmitted over the internet and reassembled in the right order at the destination address.



IP defines how to address and route each packet to make sure it reaches the right destination. Each gateway computer on the network checks this IP address to determine where to forward the message.

A subnet mask tells a computer, or other network device, what portion of the IP address is used to represent the network and what part is used to represent hosts, or other computers, on the network.

Network address translation (NAT) is the virtualization of IP addresses. NAT helps improve security and decrease the number of IP addresses an organization needs.

**Common TCP/IP protocols include the following:**

1. Hypertext Transfer Protocol (HTTP) handles the communication between a web server and a web browser.
2. HTTP Secure handles secure communication between a web server and a web browser.
3. File Transfer Protocol handles transmission of files between computers.

**The History of TCP/IP**

The Defense Advanced Research Projects Agency, the research branch of the U.S. Department of Defense, created the TCP/IP model in the 1970s for use in ARPANET, a wide area network that preceded the internet. TCP/IP was originally designed for the Unix OS, and it has been built into all of the OSes that came after it.

The TCP/IP model and its related protocols are now maintained by the Internet Engineering Task Force.

**How does TCP/IP work?**

TCP/IP uses the client-server model of communication in which a user or machine (a client) is provided a service, like sending a webpage, by another computer (a server) in the network.

Collectively, the TCP/IP suite of protocols is classified as stateless, which means each client request is considered new because it is unrelated to previous requests. Being stateless frees up network paths so they can be used continuously.

The transport layer itself, however, is stateful. It transmits a single message, and its connection remains in place until all the packets in a message have been received and reassembled at the destination.

The TCP/IP model differs slightly from the seven-layer Open Systems Interconnection (OSI) networking model designed after it. The OSI reference model defines how applications can communicate over a network.

**Why is TCP/IP important?**

TCP/IP is nonproprietary and, as a result, is not controlled by any single company. Therefore, the IP suite can be modified easily. It is compatible with all operating systems (OSes), so it can communicate with any other system. The IP suite is also compatible with all types of computer hardware and networks.

TCP/IP is highly scalable and, as a routable protocol, can determine the most efficient path through the network. It is widely used in current internet architecture.

**The 4 layers of the TCP/IP model**

TCP/IP functionality is divided into four layers, each of which includes specific protocols:

1. The application layer provides applications with standardized data exchange. Its protocols include HTTP, FTP, Post Office Protocol 3, Simple Mail Transfer Protocol and Simple Network Management Protocol. At the application layer, the payload is the actual application data.
2. The transport layer is responsible for maintaining end-to-end communications across the network. TCP handles communications between hosts and provides flow control,

multiplexing and reliability. The transport protocols include TCP and User Datagram Protocol, which is sometimes used instead of TCP for special purposes.

3. The network layer, also called the internet layer, deals with packets and connects independent networks to transport the packets across network boundaries. The network layer protocols are IP and Internet Control Message Protocol, which is used for error reporting.
4. The physical layer, also known as the network interface layer or data link layer, consists of protocols that operate only on a link -- the network component that interconnects nodes or hosts in the network. The protocols in this lowest layer include Ethernet for local area networks and Address Resolution Protocol.

### Uses of TCP/IP

TCP/IP can be used to provide remote login over the network for interactive file transfer to deliver email, to deliver webpages over the network and to remotely access a server host's file system. Most broadly, it is used to represent how information changes form as it travels over a network from the concrete physical layer to the abstract application layer. It details the basic protocols, or methods of communication, at each layer as information passes through.

### Pros and cons of TCP/IP

The advantages of using the TCP/IP model include the following:

1. It helps establish a connection between different types of computers;
2. It works independently of the OS;
3. It supports many routing protocols;
4. It uses client-server architecture that is highly scalable;
5. It can be operated independently;
6. It supports several routing protocols; and
7. It is lightweight and doesn't place unnecessary strain on a network or computer.

The disadvantages of TCP/IP include the following:

1. It is complicated to set up and manage;
2. The transport layer does not guarantee delivery of packets;
3. It is not easy to replace protocols in TCP/IP;
4. It does not clearly separate the concepts of services, interfaces and protocols, so it is not suitable for describing new technologies in new networks; and
5. It is especially vulnerable to a synchronization attack, which is a type of denial-of-service attack in which a bad actor uses TCP/IP.

### How are TCP/IP and IP different?

There are numerous differences between TCP/IP and IP. For example, IP is a low-level internet protocol that facilitates data communications over the internet. Its purpose is to deliver packets of data that consist of a header, which contains routing information, such as source and destination of the data, and the data payload itself.

IP is limited by the amount of data that it can send. The maximum size of a single IP data packet, which contains both the header and the data, is between 20 and 24 bytes long. This means that longer strings of data must be broken into multiple data packets that must be independently sent and then reorganized into the correct order after they are sent.

Since IP is strictly a data send/receive protocol, there is no built-in checking that verifies whether the data packets sent were actually received.

In contrast to IP, TCP/IP is a higher-level smart communications protocol that can do more things. TCP/IP still uses IP as a means of transporting data packets, but it also connects computers, applications, webpages and web servers. TCP understands holistically the entire streams of data

that these assets require in order to operate, and it makes sure the entire volume of data needed is sent the first time. TCP also runs checks that ensure the data is delivered.

As it does its work, TCP can also control the size and flow rate of data. It ensures that networks are free of any congestion that could block the receipt of data.

An example is an application that wants to send a large amount of data over the internet. If the application only used IP, the data would have to be broken into multiple IP packets. This would require multiple requests to send and receive data, since IP requests are issued per packet.

With TCP, only a single request to send an entire data stream is needed; TCP handles the rest. Unlike IP, TCP can detect problems that arise in IP and request retransmission of any data packets that were lost. TCP can also reorganize packets so they get transmitted in the proper order -- and it can minimize network congestion. TCP/IP makes data transfers over the internet easier.

### TCP/IP Protocol Architecture

The ISO/OSI protocol with seven layers is the usual reference model. Since TCP/IP was designed before the ISO model was developed it has four layers; however, the differences between the two are mostly minor. Below, is a comparison of the TCP/IP and OSI protocol stacks:

#### OSI Protocol Stack

7. Application — End user services such as email.
6. Presentation — Data problems and data compression
5. Session — Authentication and authorization
4. Transport — Guarantee end-to-end delivery of packets
3. Network — Packet routing
2. Data Link — Transmit and receive packets
1. Physical — The cable or physical connection itself.

#### TCP/IP Protocol Stack.

5. Application — Authentication, compression, and end user services.
4. Transport — Handles the flow of data between systems and provides access to the network for applications via the (BSD socket library)
3. Network — Packet routing
2. Link — Kernel OS/device driver interface to the network interface on the computer.

#### TCP/IP model v/s the OSI model

TCP/IP and OSI are the most widely used communication networking protocols. The main difference is that OSI is a conceptual model that is not practically used for communication. Rather, it defines how applications can communicate over a network. TCP/IP, on the other hand, is widely used to establish links and network interaction.

OSI Model	TCP/IP Model
Application Layer	Application Layer
Presentation Layer	
Session Layer	
Transport Layer	Transport Layer
Network Layer	Internet Layer
Data Link Layer	Link Layer

Physical Layer	
----------------	--

**Figure:** OSI vs TCP/IP Model

The TCP/IP protocols lay out standards on which the internet was created, while the OSI model provides guidelines on how communication has to be done. Therefore, TCP/IP is a more practical model.

The TCP/IP and OSI models have similarities and differences. The main similarity is in the way they are constructed as both use layers, although TCP/IP consists of just four layers, while the OSI model consists of the following seven layers:

**Layer 7**, the application layer, enables the user -- software or human -- to interact with the application or network when the user wants to read messages, transfer files or engage in other network-related activities.

**Layer 6**, the presentation layer, translates or formats data for the application layer based on the semantics or syntax that the app accepts.

**Layer 5**, the session layer, sets up, coordinates and terminates conversations between apps.

**Layer 4**, the transport layer, handles transferring data across a network and providing error-checking mechanisms and data flow controls.

**Layer 3**, the network layer, moves data into and through other networks.

**Layer 2**, the data link layer, handles problems that occur as a result of bit transmission errors.

**Layer 1**, the physical layer, transports data using electrical, mechanical or procedural interfaces.

The upper layer for both the TCP/IP model and the OSI model is the application layer. Although this layer performs the same tasks in each model, those tasks may vary depending on the data each receives.

The functions performed in each model are also similar because each uses a network layer and transport layer to operate. The TCP/IP and OSI models are each mostly used to transmit data packets. Although they will do so by different means and by different paths, they will still reach their destinations.

### Similarities between TCP/IP model and the OSI model

The similarities between the TCP/IP model and the OSI model include the following:

- They are both logical models.
- They define networking standards.
- They divide the network communication process in layers.
- They provide frameworks for creating and implementing networking standards and devices.
- They enable one manufacturer to make devices and network components that can coexist and work with the devices and components made by other manufacturers.

### Differences between TCP/IP model and the OSI model

The differences between the TCP/IP model and the OSI model include the following:

- TCP/IP uses just one layer (application) to define the functionalities of the upper layers, while OSI uses three layers (application, presentation and session).
- TCP/IP uses one layer (physical) to define the functionalities of the bottom layers, while OSI uses two layers (physical and data link).
- The TCP/IP header size is 20 bytes, while the OSI header is 5 bytes.
- TCP/IP is a protocol-oriented standard, whereas OSI is a generic model based on the functionalities of each layer.
- TCP/IP follows a horizontal approach, while OSI follows a vertical approach.

- In TCP/IP, the protocols were developed first, and then the model was developed. In OSI, the model was developed first, and then the protocols in each layer were developed.
- TCP/IP helps establish a connection between different types of computers, whereas OSI helps standardize routers, switches, motherboards and other hardware.

### **The History of TCP/IP**

The Defense Advanced Research Projects Agency, the research branch of the U.S. Department of Defense, created the TCP/IP model in the 1970s for use in ARPANET, a wide area network that preceded the internet. TCP/IP was originally designed for the Unix OS, and it has been built into all of the OSes that came after it.

The TCP/IP model and its related protocols are now maintained by the Internet Engineering Task Force.

## **1.9 What is Internet?**

Internet is a global network that connects billions of computers across the world with each other and to the World Wide Web. It uses standard internet protocol suite (TCP/IP) to connect billions of computer users worldwide. It is set up by using cables such as optical fibers and other wireless and networking technologies. At present, internet is the fastest mean of sending or exchanging information and data between computers across the world.

It is believed that the internet was developed by "Defense Advanced Projects Agency" (DARPA) department of the United States. And, it was first connected in 1969.

### **Why the Internet is Called a Network?**

Internet is called a network as it creates a network by connecting computers and servers across the world using routers, switches and telephone lines, and other communication devices and channels. So, it can be considered a global network of physical cables such as copper telephone wires, fiber optic cables, tv cables, etc. Furthermore, even wireless connections like 3G, 4G, or Wi-Fi make use of these cables to access the Internet.

Internet is different from the World Wide Web as the World Wide Web is a network of computers and servers created by connecting them through the internet. So, the internet is the backbone of the web as it provides the technical infrastructure to establish the WWW and acts as a medium to transmit information from one computer to another computer. It uses web browsers to display the information on the client, which it fetches from web servers.

The internet is not owned by a single person or organization entirely. It is a concept based on physical infrastructure that connects networks with other networks to create a global network of billions of computers. As of 12 August 2016, there were more than 300 crores of internet users across the world.

## **1.10 Basics of the Internet**

Before understanding this let us understand some basics related to internet:

The internet works with the help of clients and servers. A device such as a laptop, which is connected to the internet is called a client, not a server as it is not directly connected to the internet. However, it is indirectly connected to the internet through an Internet Service Provider (ISP) and is identified by an IP address, which is a string of numbers. Just like you have an address for your home that uniquely identifies your home, an IP address acts as the shipping address of your device. The IP address is provided by your ISP, and you can see what IP address your ISP has given to your system.

A server is a large computer that stores websites. It also has an IP address. A place where a large number of servers are stored is called a data center. The server accepts requests send by the client through a browser over a network (internet) and responds accordingly.

To access the internet, we need a domain name, which represents an IP address number, i.e., each IP address has been assigned a domain name. For example, youtube.com, facebook.com, paypal.com are used to represent the IP addresses. Domain names are created as it is difficult for a person to

remember a long string of numbers. However, internet does not understand the domain name, it understands the IP address, so when you enter the domain name in the browser search bar, the internet has to get the IP addresses of this domain name from a huge phone book, which is known as DNS (Domain Name Server).

For example, if you have a person's name, you can find his phone number in a phone book by searching his name. The internet uses the DNS server in the same way to find the IP address of the domain name. DNS servers are managed by ISPs or similar organizations.

Now after understanding the basics, let us see how internet works?

### How does internet work?

When you turn on your computer and type a domain name in the browser search bar, your browser sends a request to the DNS server to get the corresponding IP address. After getting the IP address, the browser forwards the request to the respective server.

Once the server gets the request to provide information about a particular website, the data starts flowing. The data is transferred through the optical fiber cables in digital format or in the form of light pulses. As the servers are placed at distant places, the data may have to travel thousands of miles through optical fiber cable to reach your computer.

The optical fiber is connected to a router, which converts the light signals into electrical signals. These electrical signals are transmitted to your laptop using an Ethernet cable. Thus, you receive the desired information through the internet, which is actually a cable that connects you with the server.

Furthermore, if you are using wireless internet using Wi-Fi or mobile data, the signals from the optical cable are first sent to a cell tower and from where it reaches to your cell phone in the form of electromagnetic waves.

The internet is managed by ICANN (Internet Corporation for Assigned Names and Numbers) located in the USA. It manages IP addresses assignment, domain name registration, etc.

The data transfer is very fast on the internet. The moment you press enter you get the information from a server located thousands of miles away from you. The reason for this speed is that the data is sent in the binary form (0, 1), and these zeros and ones are divided into small pieces called packets, which can be sent at high speed.

### Advantages of the Internet:

- Instant Messaging: You can send messages or communicate to anyone using internet, such as email, voice chat, video conferencing, etc.
- Get directions: Using GPS technology, you can get directions to almost every place in a city, country, etc. You can find restaurants, malls, or any other service near your location.
- Online Shopping: It allows you to shop online such as you can be clothes, shoes, book movie tickets, railway tickets, flight tickets, and more.
- Pay Bills: You can pay your bills online, such as electricity bills, gas bills, college fees, etc.
- Online Banking: It allows you to use internet banking in which you can check your balance, receive or transfer money, get a statement, request cheque-book, etc.
- Online Selling: You can sell your products or services online. It helps you reach more customers and thus increases your sales and profit.
- Work from Home: In case you need to work from home, you can do it using a system with internet access. Today, many companies allow their employees to work from home.
- Entertainment: You can listen to online music, watch videos or movies, play online games.
- Cloud computing: It enables you to connect your computers and internet-enabled devices to cloud services such as cloud storage, cloud computing, etc.
- Career building: You can search for jobs online on different job portals and send you CV through email if required.

## Summary

- The Internet carries a vast array of information resources and services.
- A Web address, or domain name, is an address where you can be found online.
- A **hostname** is a label that is assigned to a device connected to a computer network and that is used to identify the device.
- The **DNS** translates Internet domain and host names to IP addresses.
- The order Preferred networks determines the order that Windows XP will automatically attempt when seeking to make a wireless/Internet connection.
- An IP address is an identifier for a computer or device on a TCP/IP network. Networks using the TCP/IP protocol route messages based on the IP address of the destination.
- IP addresses are 32-bit integers which are represented in the familiar dot based notation.
- Network device has two types of addresses, one called the logical address – in most cases this is the IP address – and the other one being the physical address – also known as the MAC address.

## Keywords

**Browsers:** A browser is a software application which enables a user to display and interact with text, images, videos, music, and other information that could be on a website.

**Domain name:** A domain name is an identification string that defines a realm of administrative autonomy, authority, or control on the Internet.

**Dynamic IP address:** It is a temporary address that is assigned each time a computer or device accesses the Internet.

**Hostname:** It is a label that is assigned to a device connected to a computer network and that is used to identify the device in various forms of electronic communication such as the World Wide Web

**Static IP:** This address will never change and it is a permanent Internet address.

**Web Addresses:** A Web address, or domain name, is an address where you can be found online.

**Web page:** A web page is what you see on the screen when you type in a web address, click on a link, or put a query in a search engine.

**Website:** A website is a collection of web pages (documents that are accessed through the Internet).

## Self Assessment

1. A ..... is a software application which enables a user to display and interact with text, images, videos, music, and other information that could be on a website.
  - A. Browser
  - B. Scripting language
  - C. compiler
  - D. interpreter
2. A ..... is what you see on the screen when you type in a web address, click on a link, or put a query in a search engine.
  - A. Web Server
  - B. Web Page

- C. Web Client
  - D. Web Browser
3. A ....., or domain name, is an address where you can be found online.
- A. Web Address
  - B. DNS
  - C. Web Server
  - D. Web Browser
4. A ..... is an identification string that defines a realm of administrative autonomy, authority, or control on the Internet.
- A. Web address
  - B. Web server
  - C. Domain Name
  - D. URL
5. A ..... is a label that is assigned to a device connected to a computer network and that is used to identify the device in various forms of electronic communication.
- A. Hostname
  - B. server name
  - C. DNS
  - D. URL
6. .... splits the signal in the telephone wire in two: voice and broadband.
- A. Micro signal
  - B. Micro Filter
  - C. Splitter
  - D. modem
7. The ..... tab allows you to access the set of "Available" networks.
- A. Browser
  - B. Wireless Networks
  - C. internet
  - D. available
8. The IP address could be used either for ..... or authentication purposes.
- A. login
  - B. Statistic
  - C. attack
  - D. verification
9. Using the ..... function we get a list of all the IP addresses the hostname resolves to.
- A. System.Net.Dns.Get Host Entry



- B. System.Net.Dns.Set Server Entry
  - C. System.Net.Dns.Get DNS Entry
  - D. System.Net.Dns.Set DNS Entry
10. A ..... is the standard hostname given to the address assigned to the loopback network interface.
- A. Domain name
  - B. Local Host
  - C. IP address
  - D. scott
11. Communication technologies are unique to networked computer environments and have come into wide popularity because of the Internet.
- A. True
  - B. False
12. Communication technologies does not require more multimedia capabilities of computer systems and are more taxing of network resources than the others.
- A. True
  - B. False
13. An ..... is an identifier for a computer or device on a TCP/IP network.
14. TCP handles ..... between systems and IP handles the routing of packets.
15. The ..... protocol with seven layers is the usual reference model.

**Answers for Self Assessment**

- |       |       |                |                 |             |
|-------|-------|----------------|-----------------|-------------|
| 1. A  | 2. B  | 3. A           | 4. C            | 5. A        |
| 6. B  | 7. B  | 8. B           | 9. A            | 10. B       |
| 11. A | 12. B | 13. IP Address | 14. Packet Flow | 15. ISO/OSI |

**Review Questions**

1. Discuss www and Internet.
2. How to communicate on the Internet?
3. Explain the Domain Name system.
4. Write the procedure of connectivity to the Internet.
5. Write a note on IP addressing.
6. Describe the classes of IP address.
7. Write a note on TCP/IP.
8. Make distinction between website and webpage.
9. Explain the concept of domain name system with example.
10. Domain names are formed by the rules and procedures of the Domain Name System (DNS).  
Comment.

**Further Readings**

- Hall, 2009, Core Web Programming, 2/E, Pearson Education India.
- Jon Duckett, 2011, Beginning Web Programming with HTML, XHTML and CSS, John Wiley & Sons.
- Robert F. Breedlove, 1996, Web Programming Unleashed, Sams.net.
- Tim Downey, 2012, Guide to Web Development with Java: Understanding Website Creation, Springer.

**Web Links**

- <http://domainnamesissue.blogspot.in>
- <http://ictmanual.net>
- <http://openbookproject.net/>
- <http://searchnetworking.techtarget.com>
- <http://www.freesevers.com/>
- <http://www.webliminal.com/>
- <http://www.webopedia.com/>

## Unit 02: HTML Introduction

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### Objectives

After studying this unit, you will be able to:

- Define markup languages and Web server
- Describe the Web browser
- Discuss HTML tags

### Introduction

When you look at a web page in a web browser, you see, at the simplest level, words. These words usually have some style characteristics, such as different font sizes and colors. In many cases a page also displays images or maybe video. Sometimes there is a form where you can enter (or search) for information, or customize the display of the page to your liking. Often a page contains animated content and content that changes while the rest of the page remains the same.

Several technologies (such as CSS, JavaScript, Flash, AJAX, JSON) can be used to define the elements of a web page. However, at the very lowest level, a web page is defined using **HTML (HyperText Markup Language)**. Without HTML, there is no web page.

So, HTML is used to design web pages using a markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between web pages. A markup language is used to define the text document within the tag which defines the structure of web pages. This language is used to annotate (make notes for the computer) text so that a machine can understand it and manipulate text accordingly. Most markup languages (e.g. HTML) are human-readable. The language uses tags to define what manipulation has to be done on the text.

It tells the web browser how to display content. HTML separates “content” (words, images, audio, video, and so on) from “presentation” (the definition of the type of content and the instructions for how that type of content should be displayed). HTML uses a predefined set of elements to identify

content types. Elements contain one or more “tags” that contain or express content. Tags are surrounded by angle brackets, and the “closing” tag (the one that indicates the end of the content) is prefixed by a forward slash.

HTML is used to design web pages using a markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between the web pages. A markup language is used to define the text document within tag which defines the structure of web pages. This language is used to annotate (make notes for the computer) text so that a machine can understand it and manipulate text accordingly. Most markup languages (e.g. HTML) are human-readable. The language uses tags to define what manipulation has to be done on the text.

HTML is a markup language used by the browser to manipulate text, images, and other content, in order to display it in the required format. HTML was created by Tim Berners-Lee in 1991. The first-ever version of HTML was HTML 1.0, but the first standard version was HTML 2.0, published in 1999. The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page. HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

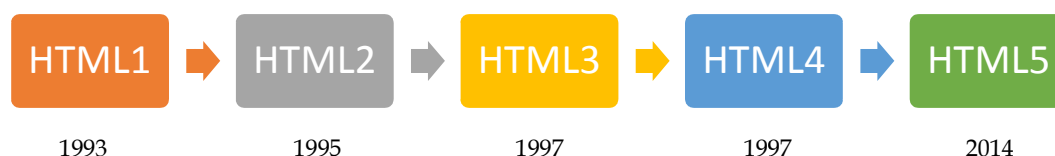


Figure 2.1: HTML Release Year

## 2.1 Basic of Markup Languages

A markup language is a language that annotates text so that the computer can manipulate the text. Most markup languages are human readable because the annotations are written in a way to distinguish them from the text. A **markup language**, standard text-encoding system consisting of a set of symbols inserted in a text document to control its structure, formatting, or the relationship between its parts. The most widely used markup languages are SGML (Standard Generalized Markup Language), HTML (Hypertext Markup Language), and XML (Extensible Markup Language). The markup symbols can be interpreted by a device (computer, printer, browser, etc.) to control how a document should look when printed or displayed on a monitor. A marked-up document thus contains two types of text: text to be displayed and markup language on how to display it.



**Example** With HTML, XML, and XHTML, the markup tags are < and >

Any text that appears within one of those characters is considered part of the markup language and not part of the annotated text.



**Example** <p>this is a paragraph of text written in HTML</p>

When you format text to be printed (or displayed on a computer or TV), you need to distinguish between the text itself and the instructions for printing the text.



**Did you Know?** The markup is the instructions for displaying or printing the text.

Markup doesn't have to be computer readable. Annotations done in print or in a book are also markup.



**Example:** Many students in school will highlight certain phrases in their text books. This indicates that the highlighted text is more important than the surrounding text. The

highlight color is markup. Markup becomes a language when rules are codified around how to write and use the markup. That same student could have their own “note taking markup language” if they codified rules like “purple highlighter is for definitions, yellow highlighter is for exam details, and pencil in the margins are for additional resources.” But most markup languages are defined by an outside authority for use by many different people.

## 2.2 Types of Markup Languages

Most of the content we see on the web exists because markup languages like HTML and XML exist. Well at least that’s what we are thought about in academics. That we know, but some of you might not know that this class of languages is not limited to two or three. Let’s look into a few more that are used extensively:

- **DHTML:** Dynamic Hyper Text Markup Language can be described as a combination of several technologies like HTML client-side java script and cascading Style Sheets. Most of the pages and multimedia content on the web are created using DHTML.
- **XHTML:** eXtensible Hyper Text Markup Language. Traditional HTML does not impose much structural strictness, sometimes resulting in poorly-displayed pages. The use of XHTML enables content to be displayed similarly across different browsers.
- **VoiceXML:** Used in Voice interaction between humans and computer, mainly in systems that enable you to, for example check your credit card balance over the phone.



**Caution** The dialogue management and speech recognition- is defined by voiceXML

**LaTeX:** A document markup language used mainly by mathematicians, authors, etc. to typeset their content. It is suitable for representing mathematical formulas.



**Task** Make a report on the different types of HTML with their examples.

## 2.3 Creation of HTML

Before HTML, a document author didn’t have to care how the document would appear on someone’s monitor. It was accepted that appearance was the area which the user will look after. HTML was evolved in seven versions. One of the requirements for creating usable, nonlinear information system is to make the system easy for non experts to understand and use.

### Level 0 HTML

Level 0 HTML was first implemented in 1990. HTML followed the SGML rules of platform independent.

At level 0, HTML offered a platform-independent means of marking data for interchange. The concept was that servers would store and supply data and clients would retrieve and display it.

HTML0.0 was very close to SGML. The only required element was the TITLE element and many older pages still remain that start with a title and then go straight into the text.

Level 0 allowed a <BODY> tag and authors could include addresses, anchors, block quotes, linebreaks, headings, horizontal rules, images, lists, paragraphs and preformatted text.

### Level 1 HTML

HTML 1.0 was developed in 1992 by Dan Connolly. The idea of an HTML container was added with a HEAD element separated from the BODY Element. Opening and closing tags were required for some elements.

Level 1 also introduced forms, which makes it possible for authors to have input fields on Web pages that enable feedback from users and open door to considering interaction through Common Gateway Interface (CGI) scripting.



**Did u know?**

The potential of forms and CGI scripts is still evolving, even with the addition of new form capabilities in HTML4.

## **HTML and the Advent of Graphics**

The Web is about more than text and information, it is also a medium for expressing artistic creativity, data visualization, and optimizing the presentation of information for different audiences with different needs and expectations. The use of graphics on Web sites enhances the experience for users, and W3C has several different and complementary technologies that work together with HTML and scripting to provide the creators of Web pages and Web Applications with the tools they need to deliver the best possible representation of their content.

## **2.4 Advantages of HTML**

The HTML is the widely used language for writing web pages. HTML is highly flexible and user friendly. HTML is similar to that of XML, which is used in data storage. HTML has many advantages as shown below:

1. HTML is highly flexible
2. HTML is supported on almost every browser
3. HTML is user friendly
4. HTML is an open technology
5. HTML is consistent and efficient
6. HTML bids the superlative medium for its users
7. HTML is easily understandable and does not require any training
8. HTML is designed with a feature of interaction between the webpages, making it effective
9. HTML provides search engine compatible pages
10. HTML is easier to maintain and update any site
11. HTML does not involve strain on the servers
12. For HTML web pages, it takes less time to load the web pages
13. HTML validation is another important key factor which increases the web accessibility
14. HTML webpage's look and feel attracts larger masses to visit the website

## **2.5 Web Server**

Web server is a computer where the web content is stored. Basically, web server is used to host the web sites but there exist other web servers also such as gaming, storage, FTP, email etc. Unlike a Web site which is a collection of web pages, the web server is a software that respond to the request for web resources.

A Web server is a program that, using the client/server model and the World Wide Web's Hypertext Transfer Protocol (HTTP), serves the files that form Web pages to Web users (whose computers contain HTTP clients that forward their requests). Every computer on the Internet that contains a Web site must have a Web server program. Two leading Web servers are Apache, the most widely-installed Web server, and Microsoft's Internet Information Server (IIS). Other Web servers include Novell's Web Server for users of its NetWare operating system and IBM's family of Lotus Domino servers, primarily for IBM's OS/390 and AS/400 customers. Web servers often come as part of a larger package of Internet- and intranet-related programs for serving e-mail, downloading requests for File Transfer Protocol (FTP) files, and building and publishing Web pages. Considerations in choosing a Web server include how well it works with the operating

system and other servers, its ability to handle server-side programming, security characteristics, and publishing, search engine, and site building tools that may come with it.

## Web Server Working

Web server respond to the client request in either of the following two ways:

1. Sending the file to the client associated with the requested URL.
2. Generating response by invoking a script and communicating with database

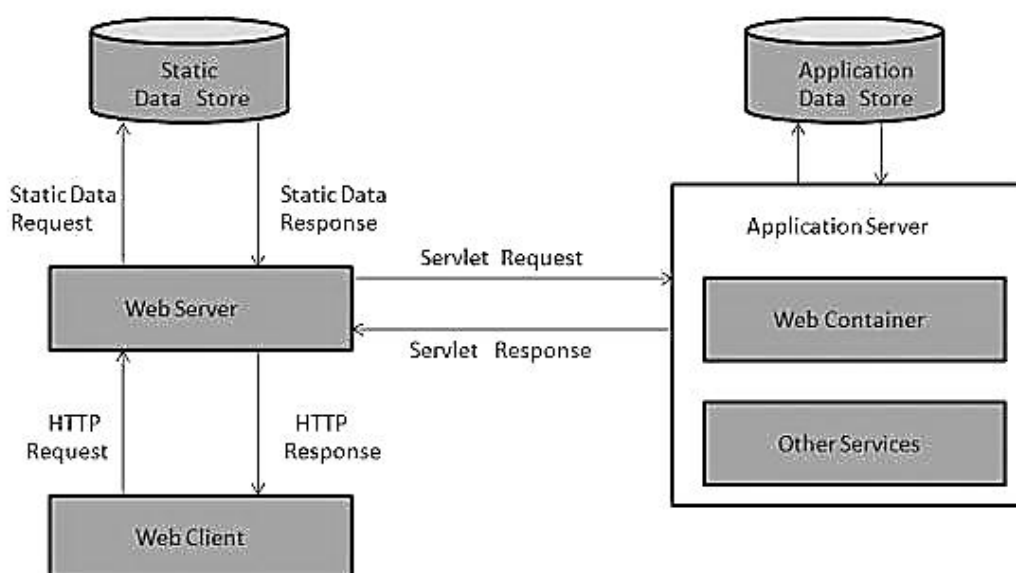


Figure: Working of the web server

Some important points to be noted regarding the working of the web servers are:

- When client sends request for a web page, the web server search for the requested page if requested page is found then it will send it to client with an HTTP response.
- If the requested web page is not found, web server will the send an HTTP response:Error 404 Not found.
- If client has requested for some other resources then the web server will contact to the application server and data store to construct the HTTP response.

## Architecture

Web Server Architecture follows the following two approaches:

1. Concurrent Approach
2. Single-Process-Event-Driven Approach.

### 1. Concurrent Approach

Concurrent approach allows the web server to handle multiple client requests at the same time. It can be achieved by following methods:

- a) Multi-process
- b) Multi-threaded
- c) Hybrid method.

**a) Multi-processing**

In this a single process (parent process) initiates several single-threaded child processes and distribute incoming requests to these child processes. Each of the child processes are responsible for handling single request.

It is the responsibility of parent process to monitor the load and decide if processes should be killed or forked.

**b) Multi-threaded**

Unlike Multi-process, it creates multiple single-threaded process.

**c) Hybrid**

It is combination of above two approaches. In this approach multiple process are created and each process initiates multiple threads. Each of the threads handles one connection. Using multiple threads in single process results in less load on system resources.

## **Examples of Web Servers**

The most leading web servers available today are:

**a) Apache HTTP Server**

This is the most popular web server in the world developed by the Apache Software Foundation. Apache web server is an open source software and can be installed on almost all operating systems including Linux, UNIX, Windows, FreeBSD, Mac OS X and more. About 60% of the web server machines run the Apache Web Server.

**b) Internet Information Services (IIS)**

The Internet Information Server (IIS) is a high performance Web Server from Microsoft. This web server runs on Windows NT/2000 and 2003 platforms (and may be on upcoming new Windows version also). IIS comes bundled with Windows NT/2000 and 2003; Because IIS is tightly integrated with the operating system so it is relatively easy to administer it.

**c) Lighttpd**

The lighttpd, pronounced lighty is also a free web server that is distributed with the FreeBSD operating system. This open source web server is fast, secure and consumes much less CPU power. Lighttpd can also run on Windows, Mac OS X, Linux and Solaris operating systems.

**d) Sun Java System Web Server**

This web server from Sun Microsystems is suited for medium and large web sites. Though the server is free it is not open source. It however, runs on Windows, Linux and UNIX platforms. The Sun Java System web server supports various languages, scripts and technologies required for Web 2.0 such as JSP, Java Servlets, PHP, Perl, Python, and Ruby on Rails, ASP and Coldfusion etc.

**e) Jigsaw Server**

Jigsaw (W3C's Server) comes from the World Wide Web Consortium. It is open source and free and can run on various platforms like Linux, UNIX, Windows, and Mac OS X Free BSD etc. Jigsaw has been written in Java and can run CGI scripts and PHP programs.

## **2.6 Web Browser**

Short for *Web browser*, a software application used to locate, retrieve and also display content on the World Wide Web, including Web pages, images, video and other files. As a client/server model, the browser is the client run on a computer that contacts the Web server and requests information. The Web server sends the information back to the Web browser which displays the results on the computer or other Internet-enabled device that supports a browser. Today's browsers are fully-functional software suites that can interpret and display HTML Webpages, applications, JavaScript, AJAX and other content hosted on Web servers. Many browsers offer plug-ins which extend the



capabilities of a browser so it can display multimedia information (including sound and video), or the browser can be used to perform tasks such as videoconferencing, to design web pages or add anti-phishing filters and other security features to the browser.

## Definition

A **web browser** is a software application for retrieving, presenting and traversing information resources on the World Wide Web. An *information resource* is identified by a Uniform Resource Identifier (URI) and may be a web page, image, video or other piece of content. Hyperlinks present in resources enable users easily to navigate their browsers to related resources. A web browser can also be defined as an application software or program designed to enable users to access, retrieve and view documents and other resources on the Internet.

What is a Browser?

A browser is a software program that is used to explore, retrieve, and display the information available on the World Wide Web.

This information may be in the form of pictures, web pages, videos, and other files that all are connected via hyperlinks and categorized with the help of URLs (Uniform Resource Identifiers).

For example, you are viewing this page by using a browser.

## What is a Browser?

A browser is a client program as it runs on a user computer or mobile device and contacts the web server for the information requested by the user. The web server sends the data back to the browser that displays the results on internet supported devices. On behalf of the users, the browser sends requests to web servers all over the internet by using HTTP (Hypertext Transfer Protocol). A browser requires a smartphone, computer, or tablet and internet to work.

## History of Web Browser

The WorldWideWeb was the first web browser. It was created by W3C Director Tim Berners-Lee in 1990. Later, it was renamed Nexus to avoid confusion caused by the actual World Wide Web. The Lynx browser was a text-based browser, which was invented in 1992. It was not able to display the graphical content. Although, the first graphical user interface browser was NCSA Mosaic. It was the first most popular browser in the world, which was introduced in 1993.

In 1994, there were some improvements occurred in Mosaic and came to Netscape Navigator. In 1995, Microsoft introduced the Internet Explorer. It was the first web browser developed by Microsoft. A research project started on Opera in 1994. Later, it was publicly introduced in 1996. Apple's Safari browser was introduced in 2003. It was specifically released for Macintosh computers. In 2004, Mozilla introduced Firefox as Netscape Navigator.

In 2007, a browser Mobile Safari was released as Apple mobile web browser. The popular browser Google Chrome was launched in 2008. The fast-growing mobile-based browser Opera Mini was released in 2011. The Microsoft Edge browser was launched in 2015.

## Features of Web Browser

Most Web browsers offer common features such as:

1. **Refresh button:** Refresh button allows the website to reload the contents of the web pages. Most of the web browsers store local copies of visited pages to enhance the performance by using a caching mechanism. Sometimes, it stops you from seeing the updated information; in this case, by clicking on the refresh button, you can see the updated information.

2. Stop button: It is used to cancel the communication of the web browser with the server and stops loading the page content. For example, if any malicious site enters the browser accidentally, it helps to save from it by clicking on the stop button.
3. Home button: It provides users the option to bring up the predefined home page of the website.
4. Web address bar: It allows the users to enter a web address in the address bar and visit the website.
5. Tabbed browsing: It provides users the option to open multiple websites on a single window. It helps users to read different websites at the same time. For example, when you search for anything on the browser, it provides you a list of search results for your query. You can open all the results by right-clicking on each link, staying on the same page.
6. Bookmarks: It allows the users to select particular website to save it for the later retrieval of information, which is predefined by the users.

### **What is the URL(Uniform Resource Locator)?**

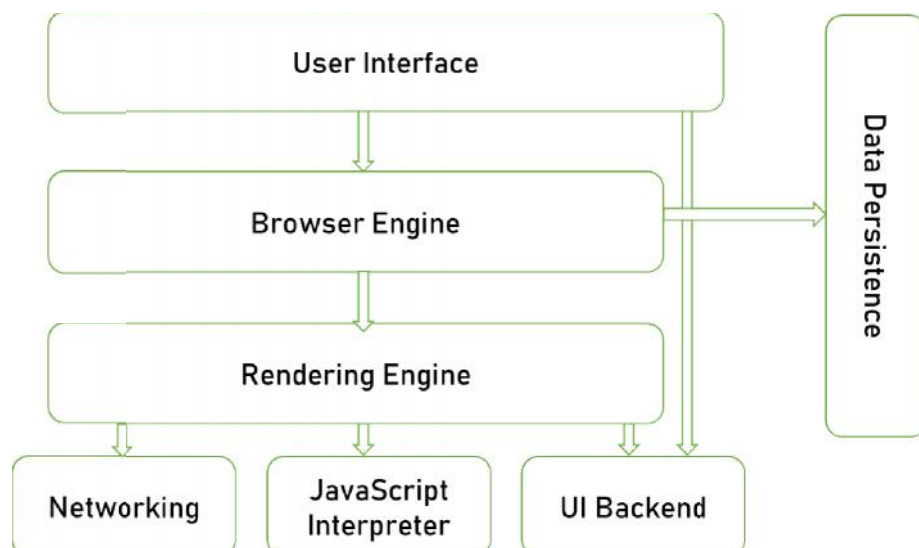
A uniform resource locator is the address of a resource on the internet or the World Wide Web. It is also known as a web address or uniform resource identifier (URI). For example, <https://www.google.com>, which is the URL or web address for the google website. A URL represents the address of a resource, including the protocol used to access it.

A URL includes the following information:

- It uses the protocol to access the resource.
- It defines the location of a server by IP address or the domain name.
- It includes a fragment identifier, which is optional.
- It contains the location of the resource in the directory of the server.

A URL forwards user to a particular online resource, such as a video, webpage, or other resources. For example, when you search information on Google, the search results display the URL of the relevant resources in response to your search query. The title which appears in the search results is a hyperlink of the URL of the webpage. It is a Uniform Resource Identifier, which refers to all kinds of names and addresses of the resources on the web servers. URL's first part is known as a protocol identifier, and it specifies the protocol to use, and the second part, which is known as a resource name, represents the IP address or the domain name of a resource. Both parts are differentiated by a colon and two forward slashes like <http://www.google.com>.

The primary components of a browser are shown below:



**Figure:** Component of a Web Browser

1. **User Interface:** The user interface is an area where the user can use several options like address bar, back and forward button, menu, bookmarking, and many other options to interact with the browser.
2. **Browser Engine:** It connects the UI (User Interface) and the rendering engine as a bridge. It queries and manipulates the rendering engine based on inputs from several user interfaces.
3. **Rendering Engine:** It is responsible for displaying the requested content on the browser screen. It translates the HTML, XML files, and images, which are formatted by using the CSS. It generates the layout of the content and displays it on the browser screen. Although it can also display the other types of content by using different types of plugins or extensions. such as:
  - Internet Explorer uses Trident
  - Chrome & Opera 15+ use Blink
  - Chrome (iPhone) & Safari use Webkit
  - Firefox & other Mozilla browsers use Gecko
4. **Networking:** It retrieves the URLs by using internet protocols like HTTP or FTP. It is responsible for maintaining all aspects of Internet communication and security. Furthermore, it may be used to cache a retrieved document to reduce network traffic.
5. **JavaScript Interpreter:** As the name suggests, JavaScript Interpreter translates and executes the JavaScript code, which is included in a website. The translated results are sent to the rendering engine to display results on the device screen.
6. **UI Backend:** It is used to draw basic combo boxes and Windows (widgets). It specifies a generic interface, which is not platform-specific.
7. **Data Storage:** The data storage is a *persistencelayer* that is used by the browser to store all sorts of information locally, like cookies. A browser also supports different storage mechanisms such as IndexedDB, WebSQL, localStorage, and FileSystem. It is a database stored on the local drive of your computer where the browser is installed. It handles user data like cache, bookmarks, cookies, and preferences.

## How does a Browser Work?

When a user enters a web address or URL in the search bar like (google.com) in the browser.

1. This request goes to a domain name server. The browser sends the user request to the server using an IP address, which is described by the domain name server.
2. The domain name server sends an IP address to the web server that hosts the website.
3. The server sends the information back to the IP address, which is defined by the browser at the time of the request. The requested page may include links to other files on the same server, like images, for which the browser also requests the server.
4. The browser gathers all the information requested by the user, and displays on your device screen in the form of web pages.

## 2.7 Different Types of Internet Browsers

There are four leading web browsers –

1. Explorer,
2. Firefox,
3. Netscape, and
4. Safari,

but there are many others browsers available. You might be interested in knowing Complete Browser Statistics. Now we will see these browsers in bit more detail.

While developing a site, we should try to make it compatible to as many browsers as possible. Especially sites should be compatible to major browsers like Explorer, Firefox, Chrome, Netscape, Opera, and Safari.

1. Internet Explorer: Internet Explorer (IE) is a product from software giant Microsoft. This is the most commonly used browser in the universe. This was introduced in 1995 along with Windows 95 launch and it has passed Netscape popularity in 1998.
2. Google Chrome: This web browser is developed by Google and its beta version was first released on September 2, 2008 for Microsoft Windows. Today, chrome is known to be one of the most popular web browsers with its global share of more than 50%.
3. Mozilla Firefox: Firefox is a new browser derived from Mozilla. It was released in 2004 and has grown to be the second most popular browser on the Internet.
4. Safari Browser: Safari is a web browser developed by Apple Inc. and included in Mac OS X. It was first released as a public beta in January 2003. Safari has very good support for latest technologies like XHTML, CSS2 etc.
5. Opera Browser: Opera is smaller and faster than most other browsers, yet it is full-featured. Fast, user-friendly, with keyboard interface, multiple windows, zoom functions, and more. Java and non Java-enabled versions available. Ideal for newcomers to the Internet, school children, handicap and as a front-end for CD-Rom and kiosks.
6. KonquerorBrowser: is an Open Source web browser with HTML 4.01 compliance, supporting Java applets, JavaScript, CSS 1, CSS 2.1, as well as Netscape plugins. This works as a file manager as well as it supports basic file management on local UNIX filesystems, from simple cut/copy and paste operations to advanced remote and local network file browsing.
7. Lynx Browser: Lynx is a fully-featured World Wide Web browser for users on Unix, VMS, and other platforms running cursor-addressable, character-cell terminals or emulators.

## 2.8 Web Browser History

In computing, the **web browsing history** refers to the list of web pages a user has visited recently and associated data such as page title and time of visit—which is recorded by web browser software as standard for a certain period of time. Web browser software does this in order to provide the user with a Back button and/or a History list, to go back to pages they have visited previously, rather than relying on the user to remember where they have been on the web.

In addition to the web browser software itself, third-party services can also record a user's web browsing history (completely or partially).



**Example:** In Google Web History, the clicks of registered users are recorded and stored in individual user histories, each of which are browsable and searchable by that user (this is in addition to the click-tracking Google records for its own internal purposes, such as advertising click tracking). If the user installs the Google Toolbar, all pages that the user visits while logged in to Google on that computer may be recorded as well.



**Caution:** A potential benefit to the user is that they can review - and search through - all of their web browsing history on any computer, but this can have privacy implications.

## 2.9 Html Tags

HTML tags (otherwise known as “HTML elements”), and their respective attributes are used to create HTML documents so that you can view them in browsers and other user agents. Not all browsers/user agents support all HTML tags and their attributes, so you should try to test your pages in as many browsers as you can.

Tags are instructions that are embedded directly into the text of a HTML document. Each HTML tag describes that the browser should do something instead of simply displaying the text. In HTML, the tags begin with (<) and end with (>) HTML tags can be of two types. They are

1. Paired Tags
2. Unpaired Tags

### Container or Paired Tag

A tag is said to be a paired tag if the text is placed between a tag and its companion tag. In paired tags, the first tag is referred to as *Opening Tag* and the second tag is referred to as *Closing Tag*.

*Example:* <i>This text is in italics. </i>

Here <i> is called opening tag, and </i> is called closing tag.

### Empty or Singular Tags

An unpaired tag does not have a companion tag. Unpaired tags are also known as *Singular* or *Stand-Alone* Tags.



**Example:** <br> , <hr>, etc. These tags do not require any companion tag.

## Summary

- A markup language is a language that annotates text so that the computer can manipulate the text.
- Most markup languages are human readable because the annotations are written in a way to distinguish them from the text.
- The HTML is the widely used language for writing web pages.
- A Web server is a program that, using the client/server model and the World Wide Web's Hypertext Transfer Protocol ( HTTP ), serves the files that form Web pages to Web users (whose computers contain HTTP clients that forward their requests).
- An *information resource* is identified by a Uniform Resource Identifier (URI) and may be a web page, image, video or other piece of content.
- A **web browser** is a software application for retrieving, presenting and traversing information resources on the World Wide Web.
- **Web browsing history** refers to the list of web pages a user has visited recently.
- Tags are instructions that are embedded directly into the text of a HTML document.

## Keywords

**DHTML:** Dynamic Hyper Text Markup Language can be described as a combination of several technologies like HTML client-side java script and cascading Style Sheets.

**HTML tags:** Tags are instructions that are embedded directly into the text of a HTML document.

**Html:** HTML is a **markup language**. It tells the web browser how to display content.

**LaTeX:** A document markup language used mainly by mathematicians, authors, etc. to typeset their content. It is suitable for representing mathematical formulas.

**Markup language:** Language that annotates text so that the computer can manipulate the text.

**VoiceXML:** Used in Voice interaction between humans and computer

**Web browser:** It is a software application for retrieving, presenting and traversing information resources on the World Wide Web.

**Web server:** A Web server is a program that, using the client/server model and the World Wide Web's Hypertext Transfer Protocol (HTTP), serves the files that form Web pages to Web users

## Self Assessment

1. .... is a markup language which tells the web browser how to display content.
  - A. Web Browser
  - B. DNS
  - C. HTML
  - D. URL
2. A ..... is a language that annotates text so that the computer can manipulate the text.
  - A. High level language
  - B. Markup Language
  - C. Assembly Language
  - D. DNS
3. .... Language can be described as a combination of several technologies like HTML client-side java script and cascading Style Sheets.
  - A. JavaScript
  - B. PHP
  - C. ASP
  - D. Dynamic Hyper Text Markup
4. .... is a document markup language used mainly by mathematicians, authors, etc. to typeset their content.
  - A. LaTeX
  - B. DHTML
  - C. HTML
  - D. PHP
5. .... is used in voice interaction between humans and computer.
  - A. HTML
  - B. VoiceXML

- C. VXML
  - D. XDHTML
6. A ..... is a program that, using the client/server model and the World Wide Web's Hypertext Transfer Protocol ( HTTP ), serves the files that form Web pages to Web users.
- A. Web server
  - B. Web Client
  - C. Web Browser
  - D. DNS
7. Every computer on the Internet that contains a ..... must have a Web server program.
- A. URL
  - B. Browser
  - C. NIC
  - D. Web site
8. .... is a software application used to locate, retrieve and also display content on the World Wide Web, including Web pages, images, video and other files.
- A. DNS
  - B. Web browser
  - C. Web Server
  - D. URI
9. A/An ..... is identified by a Uniform Resource Identifier (URI) and may be a web page, image, video or other piece of content.
- A. Web Server
  - B. browser
  - C. URL
  - D. information resource
10. Unpaired tags are also known as ..... Tags.
- A. non closing
  - B. Singular or Stand-Alone
  - C. non terminating
  - D. inline
11. .... present in resources enable users easily to navigate their browsers to related resources.
12. Many browsers offer ..... which extend the capabilities of a browser so it can display multimedia information.
13. .... are instructions that are embedded directly into the text of a HTMLdocument.
14. In paired tags, the first tag is referred to as Opening Tag and the second tag is referred toas ..... Tag.

15. A tag is said to be a ..... tag if the text is placed between a tag and its companion tag.

### **Answers for Self Assessment**

1. C                      2. B                      3. D                      4. A                      5. B  
6. A                      7. D                      8. B                      9. D                      10. B  
11. Hyperlinks    12. Plug ins    13. Tags    14. Closing    15. Paired

### **Review Questions**

1. Discuss the history of HTML.
2. Discuss some of the text manipulating tags used in HTML.
3. List out various advantages and limitation of HTML.
4. Differentiate between singular and paired tags.
5. How to work on web server?
6. What is advantage of HTML?
7. Define the web browser.
8. What is markup language?
9. Make distinction between DHTML and XHTML.
10. Explain the creation of HTML.



### **Further Readings**

Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.

Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.

Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.

Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### **Web Links**

<http://webdesign.about.com/>

<http://www.rapidprogramming.com/>

<http://www.w3.org>

<https://developer.mozilla.org/en-US/docs/HTML/Introduction>





## Unit 03: HTML Command, Structure & Formatting

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### Objectives

After studying this unit, you will be able to:

- Understand the uses of HTML commands
- Explain the structure of HTML program
- Describe the text formatting tags
- Define text styles
- Explain the effect of text

### Introduction

**Hypertext Markup Language (HTML)** is the main markup language for creating web pages and other information that can be displayed in a web browser. HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like `<html>`), within the web page content. HTML tags most commonly come in pairs like `<h1>` and `</h1>`, although some tags, known as empty elements, are unpaired, for example `<img>`. The first tag in a pair is the start tag, the second tag is the end tag (they are also called opening tags and closing tags). In between these tags web designers can add text, tags, comments and other types of text-based content. The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page. HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

### 3.1 Html Commands

Tags typically occur in begin-end pairs. These pairs are in the form `tag> ... </tag>` Where the `<tag>` indicates the beginning of a tag-pair, and the `</tag>` indicates the end. (The three dots indicate an arbitrary amount of content between the tags.). These pairs define **containers**. Any content within a container has the rules of that container applied to it.



**Example,** The text within a “boldface container” would be boldfaced. Similarly, paragraphs are defined using a “paragraph container.” Some commands do not consist of a begin and end tag, but just of a single tag. In HTML, this is just a begin tag: `<tag>`.

#### Html Tags

These are the tags that tell a web browser where the HTML part in your document begins and ends.

```
<Html>
```

```
</html>
```

Inside the “html” container, we have the “head” and the “body” container:

```
<Html>
```

```
<Head>
```

```
</head>
```

```
<Body>
```

```
</body>
```

```
</html>
```

The “**body**” contains the actual content of your web page. The “**head**” contains all of the document’s header information like the web document’s title and information about the document itself. This is an important point for search engines. The container “**title**” is placed within the head structure. Between the title tags, you should have the title of your document. This will appear at the top of the browser’s title bar, and also appears in the history list. Finally, the contents of the title container go into your bookmark file, if you create a bookmark to a page.

Also, the head contains **meta** information about the document, most importantly the character encoding that is used.

The **encoding** “ISO-8859-1” is used for English, French, Spanish, German and other western European languages.

Here you see an example of a “head” container with a “title” element and a “meta” element denoting the encoding:

```
<head>
```

```
<title>This is my very first HTML document</title>
```

```
<meta http-equiv="content-type" content="text/html; charset=ISO-8859-1">
```

```
</head>
```

Again, you can just copy the “meta” element as you see it above into your document. The “body” comes after the head structure. Between the body tags, you find all of the stuff that gets displayed in the browser window. All of the text, the graphics, and links, and so on – these things occur between the body tags.

The strict variant of HTML 4.01 requires that any content inside the body is within a further set of tags (if you use the transitional variant of HTML 4.01, this is not necessary). For text, you can use “p” (the paragraph tag). A complete page would then look like this as shown in example:



**Example,** Writing a paragraph in HTML

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
```

```

"http://www.w3.org/TR/html4/uktd.dtd">
<html>
<head>
<title>This is my very first HTML document</title>
<meta http-equiv="content-type" content="text/html;
charset=ISO-8859-1">
</head>
<body>
<p><h1> Here is where the actual content of the page goes.
Note that it does not matter where I start a new line... or whether we leave space between
two lines. </p></h1>
</body>
</html>

```

This will result in the following page being displayed in your browser as shown in Figure 3.1:

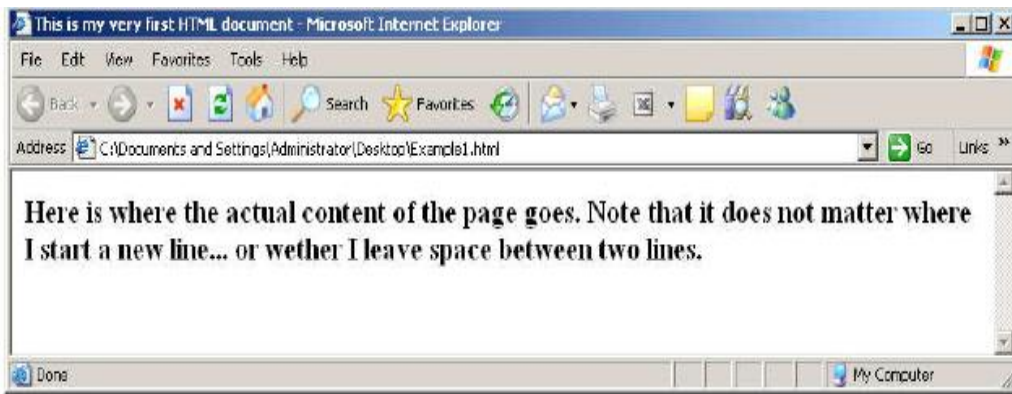


Figure 3.1: Output

If you want to leave yourself notes in an HTML document, but don't want those notes to show up in the browser window, you need to use the comment tag. To do that, you would do the following:

```
<!-- This is a comment. -->
```

Steps to run this example

1. Save the above example as HTMLExample.html.
2. Open the browser.
3. Open the file by browsing it
4. Get the output

## Headers

Heading structures are most commonly used to set apart document or section titles. There are six levels of headings, from heading 1 through heading 6. Heading 1 (h1) is "most important" and heading 6 (h6) is "least important." By default, browsers will display the six heading levels in the same font, with the point size decreasing as the importance of the heading decreases. Here are two examples:

### Example:

```
<html>
```

```
<body>

<h1 style="text-align:center">This is heading 1</h1>
<h2 style="text-align:left">This is heading 2</h2>
<h3 style="text-align:right">This is heading 3</h3>
<h4 style="text-align:justify">This is heading 4</h4>

</body>
</html>
```

**Output:**

**This is heading 1**

**This is heading 2**

**This is heading 3**

**This is heading 4**

### Paragraphs

To create an empty line between two blocks of text, you need to label those text blocks (or paragraphs) with the paragraph marker “p”. So, surround your paragraphs with `<p>` and `</p>` like we have done in our example page. Actually, in HTML you do not need the closing tag for “p”, you can create an empty line after a block by just writing `<p>`.



**Caution,** You do not actually need to leave a blank line between the two paragraphs in your source code.

Here is an example:

**Example:**

```
<p>This is the first paragraph. Isn't it a nice paragraph? It has lots of words in it. It's such a nice paragraph that I think it should never end.</p>

<p>This is the second paragraph. It's also a very nice paragraph but maybe not as nice as that first one was.</p>
```

**Output:**

This is the first paragraph. Isn't it a nice paragraph? It has lots of words in it. It's such a nice paragraph that I think it should never end.

This is the second paragraph. It's also a very nice paragraph but maybe not as nice as that first one was.

## Preformatted Text

The HTML pre element inserts a block of preformatted text. This is exclusively a visual element, as the semantic of the text remains the same with or without it. In fact, its specifications are exclusively for visual user agents.

To render this element, we should follow these guidelines:

- White space may be left intact, which means that consecutive spaces shouldn't be stripped.
- Text may be rendered with a fixed-pitch font, where all characters have the same width.
- Automatic word-wrap may be disabled, so text lines won't be splitted unless a line break is found.
- The bidirectional processing must not be disabled.

### Example:

```
<pre>
```

```
Text in a pre element
is displayed in a fixed-width
font, and it preserves
both    spaces and
line breaks
</pre>
```

### Output:

## The pre element

```
Text in a pre element
is displayed in a fixed-width
font, and it preserves
both    spaces and
line breaks
```

## Boldface and Italics

Using bold text will display your text in a thicker font making one or more words really stand out from the rest and will tend to draw the reader's attention to these words. This has a variety of applications and is largely a matter of taste.

*Did u know?* Bold text is sometimes used for list headers such as in this list of font styles. To create bold text, place the desired text within the <b>...</b> tags.



Example

```
<b>Your bold text goes here.</b>
```

### Example:

```
<html>
```

```
<body>
```

```
<h1>The b element</h1>
```

```
<p>This is normal text - <b>and this is bold text</b>.</p>

</body>

</html>
```

**Output:**

# The **b** element

This is normal text - **and this is bold text.**

The italics font style slants the text to the right and thus can also be used to draw special attention to one or more words. You may wish to use italics instead of bold when the bold font style is too “loud” for your purposes. Italics has a variety of other applications and the use of it is largely a matter of taste. The italics are often formally applied to the titles of newspapers, magazines and books, such as when one wants to mention *The Times of India*. To display text in italics using HTML, place the desired text within the `<i>...</i>` tags.



**Example** , `<i>`Your italics text goes here.`</i>`

**Example:**

```
<html>
<body>
<p><i>INS Vikramaditya</i> : a modified Kiev-class aircraft carrier of the Indian Navy.</p>
<p>The <i>RMS Titanic</i> : a luxury cruise ship, sank on April 15, 1912</p>
</body>
</html>
```

**Output:**

*INS Vikramaditya* : a modified Kiev-class aircraft carrier of the Indian Navy.

The *RMS Titanic* : a luxury cruise ship, sank on April 15, 1912

## Physical Tags

A *physical tag* controls how the characters are formatted. For instance, you might display some characters as bold or italic. Table 3.1 displays some common physical character tags.

Table 3.1: Common Physical Character Tags

Tag	Description	Renders as
<code>&lt;b&gt;</code>	bold	displays text as bold

---

**Unit 03: HTML Command, Structure & Formatting**


---

<big>	big	displays text in a big font
<i>	italics	displays text as italic
<s> or <strike> *	strike	displays text with a line through it
<small>	small	displays text in a small font
<sub>	subscript	displays the text as subscript — text that displays below the baseline of the text
<sup>	superscript	displays the text as superscript — text that has baseline above the baseline of the rest of the text
<tt>	teletype	displays the text with fixed-width font
<u>	underline	underlines the text

### Logical Tags

A *logical character tag* describes how the text is being used, not necessarily how it is formatted. Table 3.2 displays common examples logical character tags.

Table 3.2: Common Logical Character Tags

Tag	Description	Renders as
<cite>	Citation	emphasizes the text in italics.
<code>	Code	sample Displays some characters as code usually in Courier font (i.e., fixedwidthfont)
<del>	Deleted	text displays text with a line through it; renders differently in Netscapeand Internet Explorer
<dfn>	Definition	italics; renders differently in Netscape and Internet Explorer
<em>	Emphasis	emphasizes the text in some way usually as italic.
<ins>	Inserted	text underlined; renders differently in Netscape and Internet Explorer
<kbd>	code sample	fixed-width font
<samp>	code sample	fixed-width font
<strong>	Strong	Text is emphasized more strongly than usually as bold.
<var>	program variable	Italics



**Task,** Compare and contrast physical tags and logical tags.



## 3.2 Structure of an HTML Program

A HTML document is basically separated in two parts: the head (HTML head tag) and the body (HTML body tag). We also add a *Document type declaration* on top of it to get the basic document structure and HTML version.

### Basic Structure

The structure of a HTML document is shown below.

#### Structure of HTML Program

```
<!DOCTYPE ...> version information

<HTML>

<HEAD>

...information about document, scripts, styles....

</HEAD>

<BODY>

...visible content of document....

</BODY>

</HTML>
```

**<HTML> tag:** The html tag acts as a container for the whole document. Every character in the document should be in between the html start and end tags. The html tag can also be used to define the language of the contained document through the “lang” attribute. The content of the html tag is divided in two parts using the head (HTML head tag) and the body (HTML body tag).

**<HEAD> tag:** This section is the document’s head. All the information contained in the document’s head is loaded first, before any other thing in the document, as it’s defined before the body segment. It includes tags like title, script, style, meta and so on.

**<BODY> tag:** This is the document’s body. The body is the container for the visual part of a document. All the things written here will be shown when the document is rendered. Most of the tags in HTML can be inserted in the body section (inside the HTML body tag) and will take care of the visual aspects of the document.

### !DOCTYPE Declaration

Every well written HTML document begins with a basic declaration that defines what type of document it is. This declaration is made using the !DOCTYPE tag and is to be written at the beginning of the document. It tells the processing agent and HTML version. Sample is shown below.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0//EN">
```

## 3.3 Text Formatting Tags

HTML Formatting is a process of formatting text for better look and feel. HTML provides us ability to format text without using CSS. There are many formatting tags in HTML. These tags are used to make text bold, italicized, or underlined. There are almost 14 options available that how text appears in HTML and XHTML. In HTML the formatting tags are divided into two categories:

- 1) Physical tag: These tags are used to provide the visual appearance to the text.
- 2) Logical tag: These tags are used to add some logical or semantic value to the text.

Here, we are going to learn 14 HTML formatting tags. Following is the list of HTML formatting text.

## Unit 03: HTML Command, Structure &amp; Formatting

Element Name	Description
<b>	This is a physical tag, which is used to bold the text written between it.
<strong>	This is a logical tag, which tells the browser that the text is important.
<i>	This is a physical tag which is used to make text italic.
<em>	This is a logical tag which is used to display content in italic.
<mark>	This tag is used to highlight text.
<u>	This tag is used to underline text written between it.
<tt>	This tag is used to appear a text in teletype. (not supported in HTML5)
<strike>	This tag is used to draw a strikethrough on a section of text. (Not supported in HTML5)
<sup>	It displays the content slightly above the normal line.
<sub>	It displays the content slightly below the normal line.
<del>	This tag is used to display the deleted content.
<ins>	This tag displays the content which is added
<big>	This tag is used to increase the font size by one conventional unit.
<small>	This tag is used to decrease the font size by one unit from base font size.

**1) Bold Text**

HTML<b> and <strong> formatting elements

The HTML <b> element is a physical tag which display text in bold font, without any logical importance.

If you write anything within <b>.....</b> element, is shown in bold letters.

See this example:

**HTML Example:**

```

<!DOCTYPE>
<html>
<body>
<p><b>Write Your First Paragraph in bold text.</b></p>
</body>
</html>

```

**HTML Output:**

**Write Your First Paragraph in bold text.**

## 2) Strong Tag:

The HTML `<strong>` tag is a logical tag, which displays the content in bold font and informs the browser about its logical importance.

If you write anything between

`<strong>??????.</strong>`, is shown important text.

See this example:

### HTML Example:

```
<!DOCTYPE>
<html>
<body>
<p><strong>This is an important content</strong>, and this is normal content</p>
</body>
</html>
```

### HTML Output:

**This is an important content, and this is normal content**

## 3) Italic Text

HTML `<i>` and `<em>` formatting elements

The HTML `<i>` element is physical element, which display the enclosed content in italic font, without any added importance.

If you write anything within `<i>.....</i>` element, is shown in italic letters.

See this example:

### HTML Example:

```
<!DOCTYPE>
<html>
<body>
<p><i>Write Your First Paragraph in italic text.</i></p>
</body>
</html>
```

### HTML Output:

*Write Your First Paragraph in italic text.*

## 4) The `<em>` Tag

The HTML `<em>` tag is a logical element, which will display the enclosed content in italic font, with added semantics importance.

See this example:

### HTML Example:

```
<!DOCTYPE>
```

```
<html>
<body>
<p><em>This is an important content</em>, which displayed in italic font.</p>
</body>
</html>
```

**HTML Output:**

*This is an important content, which displayed in italic font.*

**5) HTML <mark> Formatting:**

If you want to mark or highlight a text, you should write the content within <mark>.....</mark>.

See this example:

**HTML Example:**

```
<html>
<body>
<h2> I want to put a <mark> Mark</mark> on the White Board</h2>
</body>
</html>
```

**HTML Output:**

I want to put a **Mark** on the White Board

**6) Underlined Text**

If you write anything within <u>.....</u> element, is shown in underlined text.

See this example:

**HTML Example:**

```
<html>
<body>
<p><u>Write Your First Paragraph in underlined text.</u></p>
</body>
</html>
```

**HTML Output:**

Write Your First Paragraph in underlined text.

**7) Strike Text**

Anything written within <strike>.....</strike> element is displayed with strikethrough. It is a thin line which cross the statement.

See this example:

**HTML Example:**

```
<html>
```

```
<body>
<p><strike>Write Your First Paragraph with strikethrough</strike>.</p>
</body>
</html>
```

**HTML Output:**

~~Write Your First Paragraph with strikethrough.~~

**8) Monospaced Font**

If you want that each letter has the same width then you should write the content within `<tt>.....</tt>` element.

Note: We know that most of the fonts are known as variable-width fonts because different letters have different width. (for example: 'w' is wider than 'i'). Monospaced Font provides similar space among every letter.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <tt>Write Your First Paragraph in monospaced font.</tt></p>
</body>
</html>
```

**HTML Output:**

Hello Write Your First Paragraph in monospaced font.

**9) Superscript Text**

If you put the content within `<sup>.....</sup>` element, is shown in superscript; means it is displayed half a character's height above the other characters.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <sup>Write Your First Paragraph in superscript.</sup></p>
</body>
</html>
```

**HTML Output:**

Hello <sup>Write Your First Paragraph in superscript.</sup>

**10) Subscript Text**

If you put the content within `<sub>.....</sub>` element, is shown in subscript ; means it is displayed half a character's height below the other characters.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <sub>Write Your First Paragraph in subscript.</sub></p>
</body>
</html>
```

**HTML Output:**

Hello Write Your First Paragraph in subscript.

**11) Deleted Text**

Anything that puts within <del>.....</del> is displayed as deleted text.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <del>Delete your first paragraph.</del></p>
</body>
</html>
```

**HTML Output:**

Hello ~~Delete your first paragraph.~~

**12) Inserted Text**

Anything that puts within <ins>.....</ins> is displayed as inserted text.

See this example:

**HTML Example:**

```
<html>
<body>
<p><del>Delete your first paragraph.</del><ins>Write another paragraph.</ins></p>
</body>
</html>
```

**HTML Output:**

~~Delete your first paragraph.~~Write another paragraph.

**13) Larger Text**

If you want to put your font size larger than the rest of the text then put the content within <big>.....</big>.

It increase one font size larger than the previous one.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <big>Write the paragraph in larger font.</big></p>
</body>
</html>
```

**HTML Output:**

Hello Write the paragraph in larger font.

**14) Smaller Text**

If you want to put your font size smaller than the rest of the text then put the content within `<small>.....</small>` tag.

It reduces one font size than the previous one.

See this example:

**HTML Example:**

```
<html>
<body>
<p>Hello <small>Write the paragraph in smaller font.</small></p>
</body>
</html>
```

**HTML Output:**

Hello Write the paragraph in smaller font.

**Paragraph Breaks <P>**

To add space between paragraphs you use the paragraph tag:

```
<p>...</p>
```

This is a container tag and must have a beginning and an ending.

To add a single line of space, you use break tag:

```
<br>
```

This is an empty tag and stands alone. You can use the `<br>` tag to insert one or more blank lines.

**Horizontal Rules <HR>**

To create a horizontal line on your page you use the empty tag: `<hr>`

**Heading Styles**

In HTML, bold copy is created by using the headline tag. There are six levels of headlines, ranging from `<h1>...</h1>` to `<h6>...</h6>`.

Here is an example of the code for *all* the headline sizes:

```
<h1>Level 1 Headline</h1>
<h2>Level 2 Headline</h2>
<h3>Level 3 Headline</h3>
```

```
<h4>Level 4 Headline</h4>
<h5>Level 5 Headline</h5>
<h6>Level 6 Headline</h6>
```

### 3.4 Text Styles

The following HTML tags are used to format the appearance of the text on your web page. This can jazz up the look of the web page, however, too much variety in the text style can also look displeasing.

#### **Bold**

Refer 3.1.5

#### **Italics**

Refer 3.1.5

#### **Underline <u></u>**

Again, the same as underline in a word processor.



*Did u know?* html links are already underlined and don't need the extra tag.

#### **Centering (Text, Images, etc.) <center></center>**

A useful tag, as it says, it makes everything in between the tags centered (in the middle of the page).

#### **Spacing**

Using &nbsp; is helpful in situations where you just need one or two spaces in between characters or words for stylistic or aesthetic effect.



**Example:** If you wanted a particular part of your text to read with two spaces after a period - as in "Hello. How are you?" - you'd have to code every extra period in as follows:

"Hello. &nbsp;&nbsp; How are you?"

#### **Line Breaks <BR>**

Refer 3.3.1

### 3.5 Controlling Font Sizes and Color

**Font Size Change** - <font size="+/-?"></font>

For an immediate change of font size with respect to the font size preceding it, this tag increases or decreases the size of the font by the number you specify. Eg: <font size="-1">SomeText</font>

**Font Colour** - <font color="#??????"></font>

Change the color of a few words or a section of text. The 6 question marks represent the hex color code,

#### **Preformatted Text <PRE>**

Refer 3.1.4

#### **3.4.9 Text Highlighting Tags**

**Emphasis** - <em></em>

Used to emphasize text, which usually appears in italics, but can vary according to your browser.

**Strong Emphasis** - <strong></strong>

Used to emphasize text more, which usually appears in bold, but can vary according to your



browser.

### Text Alignment

The code to align text in HTML for a post or single page is `<P ALIGN=direction>`. When placing this code onto the page, you simply put where you'd like the text to be justified into where it says "direction" in the example.



Task, Illustrate how to apply bold, italics, and **control Font Sizes and Color**.

## 3.6 Text Effect

There are a couple of simple text effects that can be produced just by using HTML tags. If you need more complicated effects you could use animated GIF images or JavaScript.



**Caution** Be aware that any animated or flashing objects can make pages difficult to read for people with certain types of vision impairment.

### Header Tags

Refer 3.1.2

### Italics and Bolding

Refer 3.1.5

### Flashing Text

This is a non-standard tag (it only works with Netscape browsers) and can be very irritating if used on large areas of text, so use it sparingly.

`<blink> ... </blink>` Place around text to make it flash. (If you're not using Netscape Navigator you're really seeing an image that looks like the blink tag effect.)

The code could look like this:

```
<p>Place around text to make it <blink>flash</blink>.</p>
```

### Moving Text

Another non-standard tag that can be as irritating as the `<blink>` tag is `<marquee>`. This can be used to create a moving text effect, similar to some "matrix" type LED and illuminated signs. There are quite a few options to control the appearance of text formatted with this tag, the main ones are listed below. This tag works on Internet Explorer and later versions of Netscape Navigator.

In early versions of Netscape Navigator you will see the text as a normal paragraph, it will not scroll.

`<marquee ... >` This tag starts the Marquee, the following four attributes should be put in this tag before the closing `>`.

`behavior="..."` This attribute can be "scroll", "slide" or "alternate". Scroll makes the text scroll all the way across, off the edge and then starts again. Slide makes the text scroll in like "scroll" but it stops when it reaches the far edge. Alternate makes the text bounce back and forth between its edges.

`Bgcolor="#..."` This will change the color of the background using the usual **colour** conventions.

`loop="6"` Specifies the number of times the effect will run, e.g. six times, or you can specify "infinite" or "-1" to loop continuously.

`width="300"` Specifies the width of the marquee effect in pixels, or you can specify it as a percentage of the space available, e.g. "40%".

Message Text After the opening `<marquee ... >` tag type the text that will scroll.

`</marquee>` this is the end tag.

The code could look like this:

```
<marquee behavior="scroll" bgcolor="#00CCCC" loop="-1" width="40%">Demonstration of a Marquee tag.</marquee>
```

## **Summary**

- A HTML document is basically separated in two parts: the head (HTML head tag) and the body (HTML body tag).
- HTML tags that tell a web browser where the HTML part in your document begins and ends.
- There are a couple of simple text effects that can be produced just by using HTML tags.
- Heading structures are most commonly used to set apart document or section titles.
- Using `&nbsp;` is helpful in situations where you just need one or two spaces in between characters or words for stylistic or aesthetic effect.
- In HTML, bold copy is created by using the headline tag.
- The body is the container for the visual part of a document.
- Every well written HTML document begins with a basic declaration that defines what type of document it is.

## **Keywords**

**Body:** The body is the container for the visual part of a document.

**Head:** The “**head**” contains all of the document’s header information like the web document’s title and information about the document itself. This is an important point for search engines.

**HTML pre element:** The HTML pre element inserts a block of preformatted text.

**HyperText Markup Language:** HTML is the main markup language for creating web pages and other information that can be displayed in a web browser.

**Logical Tag:** A logical character tag describes how the text is being used, not necessarily how it is formatted.

**Physical tag:** It controls how the characters are formatted.

**Tags:** HTML tags tell a web browser where the HTML part in your document begins and ends.

**Title:** The container “**title**” is placed within the head structure.

## **Self Assessment**

1. HTML ..... tells a web browser where the HTML part in your document begins and ends.
  - A. URL
  - B. tags
  - C. server
  - D. title
2. The “.....” contains all of the document’s header information like the web document’s title and information about the document itself.
  - A. body
  - B. title
  - C. script
  - D. head

3. The HTML pre element inserts a block of ..... text.
  - A. preformatted
  - B. unformatted
  - C. preformatted and unformatted
  - D. hyper
  
4. A ..... tag controls how the characters are formatted.
  - A. logical
  - B. physical
  - C. anchor
  - D. meta
  
5. A ..... tag describes how the text is being used, not necessarily how it is formatted.
  - A. meta
  - B. pre
  - C. header
  - D. logical character
  
6. The ..... font style slants the text to the right and thus can also be used to draw special attention to one or more words
  - A. italics
  - B. strong
  - C. pre
  - D. slant
  
7. A HTML ..... is basically separated in two parts: the head and the body.
  - A. program
  - B. URL
  - C. tag
  - D. Document
  
8. Every well written HTML document begins with a basic declaration that defines what type of document it is and this declaration is made using the ..... tag.
  - A. head
  - B. title
  - C. !DOCTYPE
  - D. meta
  
9. .... tag is used to create a horizontal line on your page you use the empty tag.
  - A. <HR>
  - B. <HL>

C. <dr>

D. <br>

10. In HTML, bold copy is created by using the ..... tag.

A. bold

B. Headline

C. strong

D. pre

11. Using ..... is helpful in situations where you just need one or two spaces inbetween characters or words for stylistic or aesthetic effect.

12. The tag ..... changes the color of a few words or a section of text.

13. The code to align text in HTML for a post or single page is.....

14. .... tag is a non-standard tag and can be **very** irritating if used on large areas of text, so use it sparingly.

15. .... tag is used to create a moving text effect, similar to some “matrix” type LED and illuminated signs.

### **Answers for Self Assessment**

1. B

2. D

3. A

4. B

5. D

6. A

7. D

8. C

9. A

10. B

11. &nbsp;

12. Font  
Color

13. <P  
ALIGN=direction>

14. <blink>

15. <marquee>

### **Review Questions**

1. What are HTML commands? How they are used?
2. Discuss various advantages and limitations of HTML.
3. What is the structure of an HTML program?
4. Describe text formatting tags with the help of example.
5. What do you mean by text effect?
6. What are the different types of header tags? Explain with example.
7. What do you mean by preformatted text?
8. What is Preformatted Text? Discuss.
9. Discuss the guidelines used to render HTML pre element.
10. Explain the tags used for Text Formatting.



### **Further Readings**

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.

- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### **Web Links**

- <http://www.goodellgroup.com>
- <http://www.ironspider.ca/>
- <http://www.scriptingmaster.com>
- <http://www.simplehtmlguide.com>
- <http://webdesign.about.com/>
- <http://www.rapidprogramming.com/>
- <http://www.w3.org>
- <https://developer.mozilla.org/en-US/docs/HTML/Introduction>

## Unit 04: HTML List

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### Objectives

After studying this unit, you will be able to:

- Describe about HTML Tables
- Explain how HTML Tables are created
- Explain the steps involved in creating HTML Tables
- Describe about Linking Documents
- Describe about Creating Link Lists

### Introduction

HTML Lists are used to specify lists of information. All lists may contain one or more list elements. Lists commonly are found in documents, including web pages. They are an easy and effective way to itemize such things as elements, components, or ingredients. Words or phrases which need to be set apart from the rest of the body of text can be emphasized with a “bullet” (a heavy dot used for calling attention to a particular section of text). An *empty* tag called a “list” tag is used to do this:

**<LI>**: creates a bullet in front of text which is to be set apart for emphasis and causes all text after it to be indented, either until another list tag is detected or until the end of the list is reached. It is used to itemize elements of “unordered” and “ordered” lists.

A **<BR>** tag is not inserted at the end of an item beginning with a **<LI>** tag, as a linebreak automatically occurs at that point.

Since a list tag is an empty tag (that is, there is no negating counterpart **</LI>**), and since it indents the text following it, it cannot be alone; otherwise, the entire remainder of the document would be indented.

### 4.1 HTML List Classes

The HTML List classes allow you to easily create lists within your HTML pages. These classes provide methods to get and set various attributes of the lists and the items within the lists. In

particular, the parent class HTML List provides a method to produce a compact list that displays items in as small a vertical space as possible.

- Methods for HTML List include:
- Compact the list
- Add and remove items from the list
- Add and remove lists from the list (making it possible to nest lists)
- Methods for HTML List Item include:
- Get and set the contents of the item
- Get and set the direction of the text interpretation
- Get and set the language of the input element

Use the subclasses of HTML List and HTML List Item to create your HTML lists:

- i) `OrderedList` and `OrderedListItem`
- ii) `UnorderedList` and `UnorderedListItem`
- iii) Definition Lists

### **OrderedList and OrderedListItem**

Use the `OrderedList` and `OrderedListItem` classes to create ordered lists in your HTML pages.

- Methods for `OrderedList` include:
- Get and set the starting number for the first item in the list
- Get and set the type (or style) for the item numbers
- Methods for `OrderedListItem` include:
- Get and set the number for the item
- Get and set the type (or style) for the item number

Did u know? By using the methods in `OrderedListItem`, you can override the numbering and type for a specific item in the list.

### **UnorderedList and UnorderedListItem**

Use the `UnorderedList` and `UnorderedListItem` classes to create unordered lists in your HTML pages.

- Methods for `UnorderedList` include:
- Get and set the type (or style) for the items
- Methods for `UnorderedListItem` include:
- Get and set the type (or style) for the item

### **Definition or Description Lists**

HTML Description list is also a list style which is supported by HTML and XHTML. It is also known as definition list where entries are listed like a dictionary or encyclopedia.

The definition list is very appropriate when you want to present glossary, list of terms or other name-value list.



#### **Task**

Illustrate the methods for `UnorderedList` and `UnorderedListItem` with example.

## 4.2 HTML List Types

HTML provides three different types of lists to choose from when building a page, including unordered, ordered, and definition lists. Unordered lists are for lists of items where order isn't of importance. While ordered lists place strong importance on the order of items. In the case where there is a list of terms and descriptions, perhaps for a glossary, definition lists are available.

### Unordered List

Unordered lists are purely a list of related items, in which their order does not matter nor do they have a numbered or alphabetical list element. Creating an unordered list in HTML is accomplished using the unordered list, `ul`, block level element. Each list item within an unordered list is individually marked up using the list item, `li`, block level element. By default, most browsers represent each list item with a solid dot.



**Example Code:**

```
<!DOCTYPE html>

<html>

<body>

<ul>

<li>Tamilnadu</li>

<li>Uttar Pradesh</li>

<li>West-Bengal</li>

</ul>

</body>

</html>
```

**Output**

- Tamilnadu
- Uttar Pradesh
- West-Bengal

## 4.3 Ordered List

The ordered list element, `ol`, works just like the unordered list element, including how each individual list item is created. The main difference between an ordered list and an unordered list is that with an ordered list the order of which items are represented is important. Instead of showing a dot as the default list item element, an ordered list uses numbers. Using CSS, these numbers can then be changed to letters, Roman numerals, and so on.



**Example** `<!DOCTYPE html>`

```
<html>

<body>

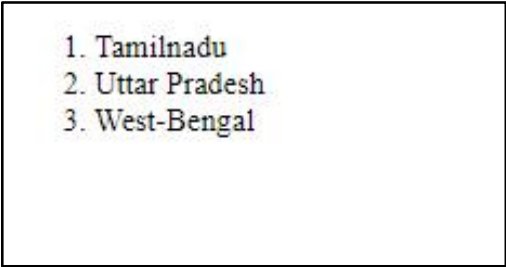
<ol type="1">

<li>Tamilnadu</li>

<li>Uttar Pradesh</li>
```



```
<li>West-Bengal</li>
</ol>
</body>
</html>
```

**Output**

```
1. Tamilnadu
2. Uttar Pradesh
3. West-Bengal
```

### Definition List

Creating a definition list in HTML is accomplished using the `dl` element. Instead of using the `li` element to mark up list items, the definition list actually requires two elements: the definition term element, `dt`, and the definition description element, `dd`. A definition list may contain numerous terms and descriptions, one after the other. Additionally, a definition list may have multiple terms per description as well as multiple descriptions per term. A single term may have multiple meanings and warrant multiple definitions. In comparison, a single description may be suitable for multiple terms.



#### Example:

```
<!DOCTYPE html>
<html>
<body>
<dl>
<dt>study</dt>
<dd>the devotion of time and attention to acquiring knowledge on an
academic subject, esp. by means of books</dd>
<dt>design</dt>
<dd>a plan or drawing produced to show the look and function or workings of
a building, garment, or other object before it is built or made</dd>
<dd>purpose, planning, or intention that exists or is thought to exist
behind an action, fact, or material object</dd>
<dt>business</dt>
<dt>work</dt>
<dd>a person's regular occupation, profession, or trade</dd>
</dl>
</body>
</html>
```

**Output:**

study	the devotion of time and attention to acquiring knowledge on an academic subject, esp. by means of books
design	a plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is built or made purpose, planning, or intention that exists or is thought to exist behind an action, fact, or material object
business work	a person's regular occupation, profession, or trade

## 4.4 Graphics to HTML Document

One of the best ways to create an impact with your web page is to add some graphics. Graphics can add color, depth and sparkle to a web page and can serve to catch the eye and retain viewer interest. A graphic picture can be worth a thousand words—and even more than that if it is animated. Graphics and icons can turn a dull, drab web page into a vibrant, exciting one. An image which is displayed on a web browser is referred to as an “inline image.”



### Did you Know?

To place a graphic image somewhere on a page, an empty “image” tag is used.

## IMG Attributes

<IMG> indicates that an image—such as a photograph, icon, animation, cartoon, or other graphic—is to be displayed at that location. The <IMG> tag should contain within it further parameters as part of the command:

- SRC= “URL/ graphic.gif or .jpg”: contains the URL (Uniform Resource Locator or web address) and name of the graphic image file, such as graphic.gif or graphic.jpg. Most commonly, the photograph, icon, or other graphic is a “gif” (Graphics Interchange Format image) or a “jpg” (Joint Photographic Experts Group image), both of which are recognized by most browsers. Some browsers also will recognize a “bmp” (Bitmap image) and a “tif” or “tiff” (Tag Image File Format image). Usually, the location source of the graphic file is in an adjacent directory such as “graphics,” or it possibly might be in the same directory. Assuming the image is a .jpg image, if the graphic is in an adjacent “graphics” directory, the tag would read: <IMG SRC= “graphics/graphic.jpg”>. If the image is located within the same directory as the document, the tag would read simply: <IMG SRC= “graphic.jpg”>. If the location of the image is somewhere else on the web, the tag might read something like this: <IMG SRC= “http://www.tedmontgomery.com/tutorial/graphics/graphic.gif”>.
- ALIGN= “LEFT” | “RIGHT” | “TOP” | “TEXT TOP” | “MIDDLE” | “ABSMIDDLE” | “BASELINE” | “BOTTOM” | “ABSBOTTOM”: places the graphic image at a specified position, in relation either to the page margins or to the text. (Some browsers will not recognize all of these parameters.) “LEFT” aligns the image with the left margin of the page and allows text to wrap around the right side of the image. “RIGHT” aligns the image with the right margin of the page and allows the text to wrap around the left side of the image.



### Note

The only way to center a graphic horizontally on a page is to use <CENTER>&</CENTER> tags around the <IMG SRC> tag. However, centering a graphic in this manner will prevent text from being wrapped around either side of it. Also, any ALIGN= “RIGHT” or ALIGN= “LEFT” parameter within the <IMG> tag will override the effect of the centering tags. “TOP” aligns the top of the image with the top of the tallest item in the line. “TEXT TOP” aligns the top of the image with the top of the tallest text in the line; usually, but not always, the same as the “TOP” parameter. “MIDDLE” aligns the middle of the image with the baseline of the current line. “ABSMIDDLE” aligns the middle of the image with the middle of the current line. “BASELINE” aligns the bottom of the image with the baseline of the current line. “BOTTOM” is the same as the “BASELINE” parameter. “ABSBOTTOM” aligns the bottom of the image with the bottom of the current

line; usually, but not always, the same as the “BASELINE” or “BOTTOM” parameter.

- WIDTH=“W”: defines the width “W” of the image in pixels.
- HEIGHT=“H”: defines the height “H” of the image in pixels. The WIDTH and HEIGHT parameters, when included in the <IMG SRC> tag, cause each graphic image to be loaded more quickly into a browser. For a page with many graphics, this significantly can reduce the time it takes for the page to be displayed fully. The width and height of a graphic image can be determined by using graphic software, such as Paint Shop Pro or Adobe Photoshop. A proportionally smaller space can be made into which an image can fit (e.g., a 40 × 60 image into a 20 × 30 space) and still maintain a distinct appearance. However, if an image is made to fit into a proportionally larger space (e.g., a 40 × 60 image into a 50 × 75 space), it will appear rough and grainy.
- BORDER=“B”: creates a border around the image, with a uniform width of “B” in pixels. (In case the image is incorporated as a hyperlink, the unvisited, active, and visited colors of the border will be the same as that of the other text hyperlinks on the page.) The default setting is BORDER= “2” (that is, a border 2 pixels wide).



#### Caution

BORDER=“0” causes no border to be present around the hyperlink image.

- HSPACE=“H”: creates a space, with width “H” in pixels, between the image and any text immediately to the right and/or left of it. (HSPACE means “horizontal space.”)
- VSPACE=“V”: creates a space, with height “V” in pixels, between the image and any text immediately above and/or below it. (VSPACE means “vertical space.”)
- ALT=“alternate description”: supplies a description of the image, which will be displayed instead of the image on non-graphical browsers. On typical graphical browsers, this description will appear before the image has loaded and also when the arrow is placed anywhere on the image.
- TITLE=“title”: same function as the ALT tag, which is not recognized by some browsers.
- ISMAP: indicates a server-side image map.
- USEMAP: indicates a client-side image map.



#### Task

Illustrate the use of <IMG> tag with example.

### Summary

- Lists commonly are found in documents, including web pages.
- The HTML List classes allow you to easily create lists within your HTML pages.
- HTML List provides a method to produce a compact list that displays items in as small a vertical space as possible.
- HTML provides three different types of lists to choose from when building a page, including unordered, ordered, and definition lists.
- Ordered lists place strong importance on the order of items.
- Unordered lists are purely a list of related items, in which their order does not matter nor do they have a numbered or alphabetical list element.
- A definition list may contain numerous terms and descriptions, one after the other.
- One of the best ways to create an impact with your web page is to add some graphics.

## **Keywords**

**<IMG>:** <IMG> indicates that an image—such as a photograph, icon, animation, cartoon, or other graphic—is to be displayed at that location.

**DL:** Definition lists, created using the DL element, generally consist of a series of term/definition Pairs.

**HTML List classes:** It allows you to easily create lists within your HTML pages.

**Inline image:** An image which is displayed on a web browser is referred to as an “inline image”.

**List tag:** An empty tag called a “list” tag is used to do itemize elements of “unordered” and “ordered” lists.

**OL:** An ordered list, created using the OL element, should contain information where order should be emphasized.

**Ordered List Item:** It allows you to override the numbering and type for a specific item in the list.

**Unordered lists:** Unordered lists are for lists of items where order isn't of important.

## **Self Assessment**

1. The ..... classes allow you to easily create lists within your HTML pages.
  - A. HTML List
  - B. bullets
  - C. ordered
  - D. unordered
2. The ..... OrderedList and OrderedListItem are used to create ordered lists in your HTML pages.
  - A. tags
  - B. groups
  - C. Classes
  - D. items
3. By using the methods in ....., you can override the numbering and type for a specific item in the list.
  - A. UnorderedListItem
  - B. List
  - C. classes
  - D. OrderedListItem
4. .... lists are purely a list of related items, in which their order does not matter nor do they have a numbered or alphabetical list element.
  - A. ordered
  - B. Unordered
  - C. definition
  - D. ordered and unordered
5. By default most browsers represent each list item with a .....

- A. circle
  - B. square
  - C. bullet
  - D. solid dot
6. The solid dot is referred to as the list item element and can be changed using .....
- A. JavaScript
  - B. HTML
  - C. CSS
  - D. jQuery
7. .... lists place strong importance on the order of items.
- A. Ordered
  - B. definition
  - C. unordered
  - D. description
8. Creating a definition list in HTML is accomplished using the ..... element.
- A. dd
  - B. dt
  - C. li
  - D. d1
9. The ..... actually requires two elements: the definition term element, dt, and the definition description element, dd.
- A. description list
  - B. definition list
  - C. data list
  - D. data description
10. An image which is displayed on a web browser is referred to as an " ....."
- A. offline image
  - B. animated image
  - C. Inline image
  - D. hyper image
11. ....tag indicates that an image—such as a photograph, icon, animation, cartoon, or other graphic—is to be displayed at that location.
12. The only way to center a graphic horizontally on a page is to use <CENTER>&</CENTER>tags around the ..... tag.
13. " ....." aligns the bottom of the image with the bottom of the current line.
14. .... indicates a server-side image map. Notes
15. .... indicates a client-side image map .

**Answers for Self Assessment**

- |           |               |               |           |            |
|-----------|---------------|---------------|-----------|------------|
| 1. A      | 2. C          | 3. D          | 4. B      | 5. D       |
| 6. C      | 7. A          | 8. D          | 9. B      | 10. C      |
| 11. <IMG> | 12. <IMG SRC> | 13. ABSBOTTOM | 14. ISMAP | 15. USEMAP |

**Review Questions**

1. On what information we should emphasize while preparing an order list?
2. Discuss the methods for HTML List.
3. Discuss the methods to create ordered lists, unordered lists, and nested lists.
4. Discuss IMG Attributes.
5. Explain with examples about graphic image alignment parameters in the HTML.
6. Explain the three different types of HTML lists.
7. Differentiate between UnorderedList and OrderedListItem.
8. Discuss the methods for Methods for UnorderedListItem.
9. How can you insert an image in the current page?
10. What are the classes of HTML List? Discuss.

**Further Readings**

Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.

Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.

Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.

Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.

**Web Links**

<http://learn.shayhowe.com/html-css/ordered-unordered-definition-lists>

<http://publib.boulder.ibm.com/infocenter/iadthelp/v7r5/index.jsp?topic=/com.ibm.etools.iseries.toolbox.doc/htmllist.htm>

<http://www.tedmontgomery.com/>

<http://www.tedmontgomery.com/tutorial/graphics.html>

## Unit 05: Creating Tables and Frames

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### Objectives

After studying this unit, you will be able to:

- Describe about HTML Tables
- Explain how HTML Tables are created
- Explain the steps involved in creating HTML Tables
- Describe about Linking Documents
- Describe about Creating Link Lists

### Introduction

In this unit, we describe the statements for creating and updating tables. We assume that the user knows about the data which has to be stored and what the structure of the data is, i.e., what tables are to be created and what the appropriate columns are.

### 5.1 HTML Tables

Tables are defined with the <table> tag. A table is divided into rows (with the <tr> tag), and each row is divided into data cells (with the <td> tag). The letters td stands for “table data,” which is the content of a data cell. A data cell can contain text, images, lists, paragraphs, forms, horizontal rules, tables, etc.



**Example,** <table border="1">

```
<tr>
```

```
<th>Heading</th>
```

```
<th>Another Heading</th>
```

```
</tr>
```

```
<tr>
```

```
<td>row 1, cell 1</td>
```

```
<td>row 1, cell 2</td>
```

```

</tr>
<tr>
<td>row 2, cell 1</td>
<td>row 2, cell 2</td>
</tr>
</table>

```

## Output

Heading Another Heading

row 1, cell 1	row 1, cell 2
row 2, cell 1	row 2, cell 2

## 5.2 Creating Tables

The basic structure of an HTML table consists of the following tags:

- *Table tags:* <TABLE></TABLE>
- *Row tags:* <TR></TR>
- *Cell tags:* <TD></TD>

Constructing an HTML table consists of describing the table between the beginning table tag, <TABLE>, and the ending table tag, </TABLE>. Between these tags, you then construct each row and each cell in the row. To do this, you would first start the row with the beginning row tag, <TR>, and then build the row by creating each cell with the beginning cell tag, <TD>, adding the data for that cell, and then closing the cell with the ending cell tag, </TD>. When you finish all of the cells for a row, you would then close the row with the ending row tag, </TR>. For each new row, you would repeat the process of beginning the row, building each cell in the row, and closing the row.



**Example,** The following table is an example of a basic table with three rows and two columns of data.

Data 1 Data 2

Data 3 Data 4

Data 5 Data 6

The codes that generated this table will look like this:

```

<TABLE>
<TR>
<TD>Data 1</TD>
<TD>Data 2</TD>
</TR>
<TR>
<TD>Data 3</TD>
<TD>Data 4</TD>
</TR>
<TR>
<TD>Data 5</TD>

```



```
<TD>Data 6</TD>
</TR>
</TABLE>
```

This table contains no border, title, or headings. If you wish to add any of these elements to your table, you need to include additional HTML codes.

### Tables and the Border Attribute

If you do not specify a border attribute the table will be displayed without any borders. Sometimes this can be useful, but most of the time, you want the borders to show. To display a table with borders, you will have to use the border attribute:

```
<table border="1">
<tr>
<td>Row 1, cell 1</td>
<td>Row 1, cell 2</td>
</tr>
</table>
```

### Headings in a Table

Headings in a table are defined with the <th> tag.

```
<table border="1">
<tr>
<th>Heading</th>
<th>Another Heading</th>
</tr>
<tr>
<td>row 1, cell 1</td>
<td>row 1, cell 2</td>
</tr>
<tr>
<td>row 2, cell 1</td>
<td>row 2, cell 2</td>
</tr>
</table>
```

#### Output

Heading	Another Heading
row 1, cell 1	row 1, cell 2
row 2, cell 1	row 2, cell 2

### Empty Cells in a Table

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---

Table cells with no content are not displayed very well in most browsers.

```
<table border="1">
<tr>
<td>row 1, cell 1</td>
<td>row 1, cell 2</td>
</tr>
<tr>
<td>row 2, cell 1</td>
<td></td>
</tr>
</table>
```

### Output

row 1, cell 1	row 1, cell 2
row 2, cell 1	

Note that the borders around the empty table cell are missing (NB! Mozilla Firefox displays the border). To avoid this, add a non-breaking space (&nbsp;) to empty data cells, to make the borders visible:

```
<table border="1">
<tr>
<td>row 1, cell 1</td>
<td>row 1, cell 2</td>
</tr>
<tr>
<td>row 2, cell 1</td>
<td>&nbsp;</td>
</tr>
</table>
```

### Output

row 1, cell 1	row 1, cell 2
row 2, cell 1	

## Table Tags

Table 5.1 is showing the table tags.

Table 5.1: Table Tags

Tag	Description
<b>&lt;table&gt;</b>	Defines a table

<b>&lt;th&gt;</b>	Defines a table header
<b>&lt;tr&gt;</b>	Defines a table row
<b>&lt;td&gt;</b>	Defines a table cell
<b>&lt;caption&gt;</b>	Defines a table caption
<b>&lt;colgroup&gt;</b>	Defines groups of table columns
<b>&lt;col&gt;</b>	Defines the attribute values for one or more columns in a table
<b>&lt;thead&gt;</b>	Defines a table head
<b>&lt;tbody&gt;</b>	Defines a table body
<b>&lt;tfoot&gt;</b>	Defines a table footer



**Task,** Illustrate the use of various table tags.

### 5.3 Linking Document

Once you have the ability to create HTML pages, you'll want to learn how to create links between them, so that you can start building a site. Links are the essence of HTML — they are what makes it unique.

What makes the web so effective is the ability to define links from one page to another, and to follow links at the click of a button. A single click can take you right across the world!

#### Links

Links are defined with the `<a>` tag. Let's create a link to the page defined in the file "anand.html": This link to `<a href="Example1.html">upendra's homepage</a>`. The text between the `<a>` and the `</a>` is used as the caption for the link. It is common for the caption to be in blue underlined text. It is by the way a good idea to not have any blank spaces in the names of your HTML files, as this might create problems with some web servers. You can use an underscore, "\_", to separate words in your file names. To link to a page on another web site you need to give the full web address (the URL). For instance, to link to "Google" you need to write:

A link to `<a href="http://www.google.com">Google</a>`.

If you want the user's browser to open a new window for the linked page, (that way the user finds back to your page as soon as he or she closes the new window), use the attribute `target`:

A link to `<a href="http://www.google.com" target="_blank">Google</a>`.

#### External Document References

##### Syntax

`<A HREF = "fname.htm"> Hyperlink CONTENT </A>`



**Example:** `<A HREF = "mypage.htm"> Visit to my main page</A>`

Here Visit to my main page will be the name of link which will link to another document, mypage.html, Which is present in the current working directory. If the file is not present

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in the current directory, a relative or absolute path can be specified. To move to a specific location on a Web page, named anchors can be used which locate the link to a specific point on a page. It can be done in two steps:

**Step 1:** Point the location to be moved i.e., identify the location in a Web page by specifying the location name. This is done by using the NAME attribute of the <A> tag.

### Syntax

```
<A NAME = "file name.html">
```



**Example:** <A NAME = "loc.html">

It specifies that location to be moved to loc.html.

**Step 2:** While moving to a particular Web page and location on the Web page, in addition to the name of the Web page to be moved to, the name of location of the target on the Web page is needed.

### Syntax

```
<A HREF = "file name.htm # location_name"> ... </A>
```



**Example:** <A HREF = "home.html # location"> come to my page </A>

## Internal Document References

Sometimes, a move has to be targeted to a particular location, the above two steps need to be performed as before i.e., identify a location with a name and then jump to that location using the name. The only difference is that the filename. htm now will be the current filename.htm.

### Syntax

```
<A NAME = "location name">
```

```
<A HREF = "#location name"> Text </A>
```

The absence of the filename. htm before the # symbol indicates that jump required within the same document.



**Example:** <A NAME = "location">

```
<A HREF = "#location"> come to my page </A>
```

Come to my page becomes a Hotspot and leads to a location named point 1 in the same document. Everything is aligned to the left side of each cell. This is the default setting.

## Creating Link Lists

If you want to preserve all of your links and space of your blog you can use **scrollable** box which contains link list.



**Caution,** It is not nice when list of links is too long because it occupies too much space on your blog or web page.

To create scrollable list of links like this you should add this code:

```
<div style="overflow:auto;width:100%;height:150px;border:1px solid #ccc;">
<a href="http://interestingwebs.blogspot.com/2008/12/advice-to-increaseblog-traffic-
and.html">Advice to increase blog traffic</a>
<br>
<a href="http://interestingwebs.blogspot.com/2008/12/easy-way-to-put-codesnippets-in-
blog.html">How to display HTML code in blog or web</a>
```

```

<br>

<a      href="http://interestingwebs.blogspot.com/2008/12/how-to-add-fallingsnow-effect-
toblog.html">How to add a falling snow effect to blog (blogger or blogspot)</a>

<br>

<ahref="http://interestingwebs.blogspot.com/2008/12/improve-blogexperience-
withaddthis.html">Improve blog experience with bookmarking andsharing service (AddThis
button)</a>

<br>

<a      href="http://interestingwebs.blogspot.com/2008/11/adding-categories-toblogspot-
blogger.html">Adding categories to blogspot (blogger)</a>

</div>

```

Of course in `<a>` tags you should put yours links. And you can add as many links as you want. The `<div>` tag defines a division or a section in an HTML document.



Did you know? In `div` element `overflow` property is set to `auto` which mean that if the content is clipped, the browser should display a scroll-bar to see the rest of the content.

## Inserting Inline Images

`<img>` causes an “inline image” to be inserted into the output. The image will be retrieved and rendered as if it were just another part of the text. Inline images can occur within headings, or paragraphs, almost anywhere in fact, except body (in other words, you can have a ‘free floating’ `<img>` tag – it must be contained within some other element.)

Like `<hr>`, this is an empty element. That is, there must be no end-tag. You will sometimes see `<hr>` used with an end-tag (e.g. as a container around a caption), but this is obsolete usage. `<img>` has 1 required attributes `src` as well as 3 optional attributes.

### src

The `src` attribute is used to specify the URL of the image (i.e. the address or filename the browser uses to retrieve the image file), e.g.

```
<imgsrc="http://planet-earth.bogus.us/icons/secret.pictures.gif">
```

```
<imgsrc="grandchild.gif">
```

### alt

`alt` is used to provide an text alternative to the image for readers whose browsers do not support graphics (or for visually impaired readers using alternative display devices). Although not required, the use of the `alt` attribute is nearly always appropriate and is strongly recommended. The only exception might be cases where the image is strictly decorative or of generic character. In this case the default text chosen by the browser (typically something like “[IMAGE]” may be adequate.

### align

`Align` can take one of three values:

- top
- middle
- bottom

And is used to indicate how the browser should align the image with the adjacent text.

**Bottom:** align the bottom of the image with the bottom of text

**Middle:** align the middle of the image with the middle of text

**top:** align the top of the image with the top of text.

Images can also be retrieved using by means of a hypertext link using the `<a>` tag. The key difference between an inline image and an image retrieved with the `<a>` tag is that an inline image requires no action on the part of the reader; it is retrieved with the page just as if it were part of the text. With the `<a>` tag, the reader has to make a special action (e.g. clicking on a button) to retrieve the image.



*Task* Give examples of the attributes used with `<img>` tag.

### Creating Image Links

Image links are constructed as you might expect, by embedding an `<img>` tag inside of an anchor element `<a>`. Like HTML text links, image links require opening and closing anchor tags, but instead of placing text between these opening and closing tags, the developer needs to place an image tag – with a valid source attribute value of course.



**Example,** `<!DOCTYPE html>`

```
<html>
<body>
<p>Create a link of an image:
<a href="default.html">
</a></p>
<p>No border around the image, but still a link:
<a href="default.html">
</a></p>
</body>
</html>
```

### Output

Create a link of an image:



No border around the image, but still a link:



### Image Maps

Image maps are images with clickable areas (sometimes referred to as “hotspots”) that usually link to another page. If used tastefully, image maps can be really effective. If not, they can potentially confuse users.

To create an image map:

1. You need an image. Create an image using the usual method (i.e. via an image editor, then save as a gif or jpeg into your website’s image folder).
2. Use the HTML `<map>` tag to create a map with a name. Inside this tag, you will specify where the clickable areas are with the HTML `<area>` tag
3. Use the HTML `<img>` tag to link to this image. In the `img` tag, use with the `usemap` attribute to define which image map to use (the one we just specified).



**Example,** `<imgsrc="/pix/mueller_hut/mueller_hut_t.jpg" width="225" height="151" border="0" alt="Mueller Hut, Mount Cook, and I" usemap="#muellermap" />`  
`<map id="muellermap" name="muellermap">`  
`<area shape="rect" coords="90,80,120,151" href="javascript:alert('Me');" target="_blank" alt="Me" />`  
`<area shape="poly" coords="55,55,120,80,90,80,90,100,70,100,20,80,55,55" href="http://en.wikipedia.org/wiki/Mount_Cook" target="_blank" alt="Mount Cook" />`  
`<area shape="poly" coords="145,80,145,100,215,90,215,80,180,60,145,80" href="http://www.natural-environment.com/places/mueller_hut.php" target="_blank" alt="Mueller Hut" />`  
`</map>`

In our example, we use the `<area>` tag in conjunction with the `shape` and `coord` attributes. These accept the following attributes:

shape	Defines a shape for the clickable area. Possible values: <ul style="list-style-type: none"> <li>• default</li> <li>• rect</li> <li>• circle</li> <li>• poly</li> </ul>
coords	Specifies the coordinates of the clickable area. Coordinates are specified as follows: <ul style="list-style-type: none"> <li>• rect: left, top, right, bottom</li> <li>• circle: center-x, center-y, radius</li> <li>• poly: x1, y1, x2, y2, ...</li> </ul>

### Sending e-mail to Specific Link Address

Having a link that allows visitors to send email from your website can be a great addition to your site, making it easy for your visitors to send questions or comments. There is a special link for this action. Email links are done much the same as links to other pages, using the `<a href>` tag. An email link would require the following code:

```
<a href="mailto:youremailaddress">Email Me</a>
```

This will result in the visitor's email program opening a new email with your address already in the to: field.

If you wish to have a specific subject in the email, you can add it to the html code using `subject=setting`:

```
<a href="mailto:email@echoecho.com?subject=SweetWords"> Send Email</a>
```

Suppose you want an email link for your visitors containing specific text in the body of their message, simply add `&body=`:

```
<a href="mailto:email@echoecho.com?body=Please send me a copy of your new program!">SendEmail</a>
```

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---

Or combine all the options and allow your visitor to send email with the address, subject and text already entered.

```
<a href="mailto:email@echoecho.com?subject=SweetWords&body=Please sendme a copy of your new program!">Email Me</a>
```

Frames divide a browser window into two or more document windows, each displaying a different document, or a different part of the same document.



**Caution:** Frames in an HTML document can cause a web page to appear to be divided into multiple, scrollable regions. For each frame, you can assign a name, a source document locator, dimensions, border alignment and decorations, scroll and resize behaviors, loading and unloading behavior, file and topic maps, and style sheets.

- **Names:** You can place an anchor in any frame, link to any addressable object, and place the object into any named frame.
- **Source document locator:** You can use whatever addressing schemes your user agent supports, including URLs and filenames.
- **Dimensions:** You can rigidly or flexibly layout a two-dimensional grid of rectangular blocks.
- **Border alignment and decoration:** You can adjust the position of the left and right margins, the top and bottom margins, and the alignment of the frame. You can also make the borders of a frame invisible.
- **Scrolling:** Frames can have scrollbars, no scrollbars, or you can let the browser turn them on if the document is larger than the current horizontal or vertical size of the frame.
- **Resizable:** Frames are normally resizable in the browser, but that can be disabled so the frame may not be resized at the user agent.
- **Loading and unloading:** You can provide a script to be run when the user agent finishes loading all frames or when the user exits the document.
- **File and topic maps:** You can place a file or topic navigator into a frame. The navigator might be a collapsible listing of file system, a listing of document headings, thumbnails of images in a document, or an index of any element type. These properties make possible:
- **Static frames:** Elements that a user should always see, such as button bars, logos, copyright notices, and title graphics, can be placed in individual frames that are locked into place on the user agent window.
- **Live frames:** Documents, icons, interactive forms, videos, multimedia, topic maps, and anything else that can react to user input or programmed activity.
- As a user navigates a site in "live" frames, the contents of static frames remain fixed, even though adjoining frames redraw.
- **Functional tables of contents:** A frame can contain interactive tables of contents (TOCs) with links that, when clicked, display results in an adjoining frame. These TOCs can be static or interactive with collapsible lists, graphical maps of document structure, or displays of file and link architectures.
- **Single-page query and answer displays:** Frames designed side-by-side permit queries to be posed and answered on the same page, with one frame holding the query form, and the other presenting the results.

### Syntax

```
<HTML>
<HEAD>
</HEAD>
<FRAMESET rows="33%,33%,33%">
```



```

<FRAMESET cols="50%,50%">
<FRAME name="frame1">
<FRAME name="frame2">
</FRAMESET>
<FRAME name="frame3">
<FRAME name="frame4">
</FRAMESET>
<BODY>
...contents to display in non-frame-capable user agent...
</BODY>
</HTML>

```

Try to remember the following basic frameset concepts:

- The opening FRAMESET tag defines the actual size and layout of the frames.
- Using the ROWS and COLS attributes of the FRAMESET tag, you define frames, then **fill** them with the FRAME element, or **subdivide** them with nested FRAMESET elements.
- The number of entries in ROWS or COLS attribute values determine how many frames are displayed and what size they are. If you have both ROWS and COLS, multiply the number of entries in each attribute value to calculate the total number of frames (i.e., three entries in the ROWS attribute and four entries in the COLS attribute create a grid of twelve frames).
- The FRAME elements fill the frames defined by FRAMESET, and are applied in the frameset in a left-to-right, top-to-bottom order.
- FRAME elements which include the SRC attribute, define the contents of each frame you create.
- Frames are **always** rectangular.

### The FRAMESET Element

A frameset divides the browser window into rectangular regions. Each such region can be:

- A **frame**, which displays one document. A frame is represented by a FRAME element.
- Another frame set, which is it further divided into frames.



**Example,** A frame set can contain a frame, plus another frame set containing two frames, resulting in three frames in all.

An HTML document that contains frames basically replaces the BODY element with the FRAMESET element.

### The rows and cols attributes:

The attributes of the FRAMESET element are COLS (columns) and ROWS. They determine how many frames the frame set is divided into. These attributes may be blank, or may consist of a list of one or more values separated by commas or spaces. Each such value determines the width (for columns) and height (for rows) of the regions; the number of width and height values supplied determines how many rows and columns, respectively, are created. The default for each is one.

For example if you have:

```
<FRAMESET cols="20%,30%,50%">
```

in which there is no ROWS value, the frame set is divided vertically into three regions: the first region's width is 20% of the current frame set (or browser window if this frame set is at the top level), the second region's width is 30%, and the third region's width is 50%.

When there is only one frame set in the document, these widths apply to the entire browser window. Similarly, when there is a ROWS value but no COLS value, the frame set is divided horizontally into regions. When values are supplied for both attributes, the frame set is divided into a grid of rows and columns.

The ROWS and COLS attributes take comma-separated lists of values. These values can be absolute pixel values, percentage values between 1 and 100, or relative scaling values. The number of rows and columns is implicit in the number of values in the respective list. Since the total height of all the rows must equal the height of the window, row heights might be normalized to achieve this.



*Notes* If the rows (or cols) attribute values are unspecified, then the number of rows (or columns) is assumed to be one, and it may be arbitrarily sized to fit.

### Syntax of Value List

value

A simple numeric value is assumed to be a fixed size in pixels. The result of this value varies with the size of a viewer's window. Fixed pixel values are usually used with one or more of the relative size values described below. You might use a fixed value if you want a graphic, such as an image map, to fill an entire frame and you want to ensure that the frame is big enough to display the entire image. User agents can be expected to override a specified pixel value to ensure that the total proportions of a frame are 100% of the width and height of a user's window.

value%

This is a simple percentage value between 1 and 100. If the total is greater than 100, all percentages are scaled down. If the total is less than 100, and relative-sized frames exist, extra space is given to them. If there are no relative-sized frames, all percentages are scaled up to match a total of 100%. For example, suppose you assign the ROWS attribute a value of "50%,50%,50%". Each entry is 50%, which is one third of the sum of all the entries (150%), so the browser assigns the frame sizes proportionately, giving each frame one third of the browser height.

value\*

The value on this field is optional. A single "\*" character is a "relative-sized" frame and is interpreted as a request to give the frame all remaining space. If multiple relative-sized frames are specified, the remaining space is divided evenly among them. If there is a value in front of the "\*", that frame gets that much more relative space. "2\*," would give 2/3 of the space to the first frame, and 1/3 to the second.



*Example:* Setting Frame width and height

There are three ways to specify the width or height of a frame:

- As a percentage of the area allotted to the parent frame set.
- As an absolute (specific) number of screen pixels (e.g., 250).
- As a 'relative size'.

Example for 3 rows, the first and the last being smaller than the center row:

```
<FRAMESET rows="20%,60%,20%">
```



Example for 3 rows, the first and the last being fixed height, with the remaining space assigned to the middle row:

```
<FRAMESET rows="100*,100">
```

A 'relative size' is specified with an asterisk, e.g., '1\*', '2\*', '3\*' ('1\*' can also be written simply as '\*'). This is interpreted as follows: after all widths (or heights) specified as percentages or absolute amounts have been allocated to the corresponding frames, the remaining space is allocated to frames whose widths (or heights) have been specified as a relative size. The amount of space allocated to a frame is proportional to the number in front of the asterisk.

**Example:**

```
<FRAMESET rows="30%,400,*2*">
<FRAME ... >
<FRAME ... >
<FRAME ... >
<FRAME ... >
</FRAMESET>
```

Suppose the browser window is currently 1000 pixels high. The first frame gets 30% of the total height, that is, 300 pixels; the second frame gets 400 pixels, since an absolute amount was specified. This leaves 300 pixels to be divided between the other two frames. The fourth frame's height is specified as '2\*', so it is twice as high as the third frame, whose height is only '\*' (1\*). Therefore the third frame is 100 pixels high and the fourth is 200 pixels high.

**The FRAME Element**

The FRAME element defines a single frame in a frameset. It has 7 possible attributes: SRC, NAME, FRAMEBORDER, MARGINWIDTH, MARGINHEIGHT, SCROLLING, and NORESIZE. The FRAME tag is not a container so it has no matching end tag. The attributes of the FRAME element type are as follows:

**src="address"**

Specifies the address of the document to be displayed in the frame. When omitted the frame is displayed as a blank space.

**name="window\_name"**

The NAME attribute is used to assign a name to a frame so it can be targeted by links in other documents (These are usually from other frames in the same document.) The NAME attribute is optional; by default all windows are unnamed. Names must begin with an alphabetic character. Named frames can have their window contents targeted with the TARGET attribute. **Frameborder="1|0"**

FRAMEBORDER is a Boolean which triggers the display of frame separators around the frame. When set to "1" a separator is drawn on every side next to another frame. When set to "0" the decision to draw separators is left to surrounding frames. Indeed in this case separators might still be drawn because FRAMEBORDER is set "1" on adjacent frames. Default is "1".

**Marginwidth="value"**

The MARGINWIDTH attribute is used when the document author wants some control of the margins for this frame. If specified, the value for MARGINWIDTH is in pixels. Margins can not be less than one; this insures that frame objects won't touch frame edges, and can't be specified in a way that leaves no space for the document contents. The MARGINWIDTH attribute is optional; by default, all frames default to letting the browser decide on an appropriate marginwidth.

**Marginheight="value"**

The MARGINHEIGHT attribute is just like MARGINWIDTH above, except it controls the upper and lower margins instead of the left and right margins.

**No resize**

The NORESIZE attribute doesn't require a value. It can simply be used as a flag to indicate that the frame is not resizable by the user. Users typically resize frames by dragging a frame edge to a new position. Note that if any frame adjacent to an edge is not resizable, that entire edge is restricted from moving. This affects the resizability of other frames. The NORESIZE attribute is optional; by default all frames are resizable.

**scrolling="yes|no|auto"**

The SCROLLING attribute indicates whether the frame should have scrollbars or not. "yes" results in scrollbars always being visible on that frame. "no" results in scrollbars never being visible. "auto"

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instructs the browser to decide whether scrollbars are needed, and to place them where necessary. That is, with "auto", the frame has scrollbars only if the document is larger than the current size of the frame.



*Did u know?* The SCROLLING attribute is optional; the default value is "auto."



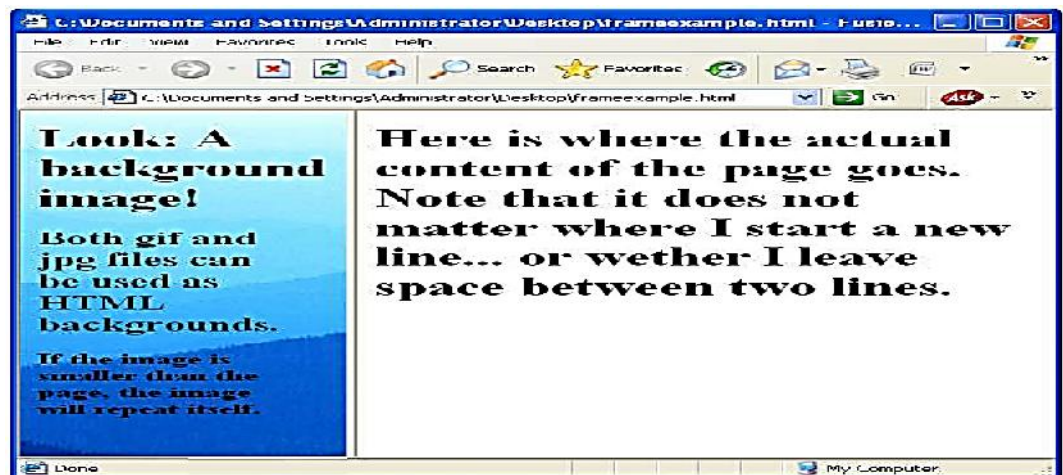
**Example:** `<frameset cols="25%,75%">`

`<frame src="frame_a.htm">`

`<frame src="frame_b.htm">`

`</frameset>`

The output will be:



## Summary

- Tables are defined with the `<table>` tag.
- Constructing an HTML table consists of describing the table between the beginning table tag, `<TABLE>`, and the ending table tag, `</TABLE>`.
- Links are the essence of HTML – they are what makes it unique. Links are defined with the `<a>` tag.
- If you do not specify a border attribute the table will be displayed without any borders.
- `<img>` causes an "inline image" to be inserted into the output.
- Image maps are images with clickable areas (sometimes referred to as "hotspots") that usually link to another page.
- Email links are done much the same as links to other pages, using the `<a href>` tag.
- The key difference between an inline image and an image retrieved with the `<a>` tag is that an inline image requires no action on the part of the reader.

## Keywords

- **Alt:** alt is used to provide an text alternative to the image for readers whose browsers do not support graphics.
- **Cell tags:** `<TD></TD>`
- **Image links:** Image links are constructed as you might expect, by embedding an `<img>` tag inside of an anchor element `<a>`.

- **Links:** Links are the essence of HTML – they are what make it unique
- **Row tags:** <TR></TR>
- **src:** The src attribute is used to specify the URL of the image.
- **Table tags:** <TABLE></TABLE>
- **Table:** Tables are defined with the <table> tag.

### Self Assessment

1. Tables are defined with the ..... tag.
  - A. <br>
  - B. <h1>
  - C. <table>.
  - D. <hr>
2. The letters ..... stands for “table data,” which is the content of a data cell.
  - A. TD
  - B. DT
  - C. TR
  - D. <LI>
3. A ..... can contain text, images, lists, paragraphs, forms, horizontal rules, tables, etc.
  - A. data item
  - B. data cell
  - C. data block.
  - D. Item
4. A table row is defined by ..... tag.
  - A. <th>
  - B. <td>
  - C. <tt>
  - D. <tr>
5. When you finish all of the cells for a row, you would then close the row with the ending rowtag, .....
  - A. </TD>
  - B. </TT>
  - C. </TR>
  - D. </TH>
6. If you do not specify a ..... attribute the table will be displayed without any borders.
  - A. border
  - B. font
  - C. table
  - D. style

7. Headings in a table are defined with the ..... tag.
  - A. <td>
  - B. <th>
  - C. <tt>
  - D. <tr>
8. Links are defined with the ..... tag.
  - A. <li>
  - B. <hr>
  - C. <br>
  - D. <a>
9. The text between the <a> and the </a> is used as the ..... for the link.
  - A. body
  - B. text
  - C. caption
  - D. meta
10. You can use a/an ..... to separate words in your file names.
  - A. underscore, “\_”
  - B. space “ ”
  - C. <br>
  - D. <hr>
11. If the file is not present in the current directory, a ..... path can be specified.
12. If you want to preserve all of your links and space of your blog you can use .....boxwhich contains link list.
13. The ..... tag defines a division or a section in an HTML document. In div element overflow property is set to auto.
14. <Img> causes an “ ..... ” to be inserted into the output.
15. Image ..... are constructed by embedding an <img> tag inside of an anchorelement<a>.

### Answers for Self Assessment

- |                          |                |           |                  |           |
|--------------------------|----------------|-----------|------------------|-----------|
| 1. c                     | 2. a           | 3. b      | 4. d             | 5. c      |
| 6. a                     | 7. b           | 8. d      | 9. c             | 10. a     |
| 11. relative or absolute | 12. Scrollable | 13. <div> | 14. inline image | 15. Links |

### Review Questions

1. Explain how HTML Tables are created?

2. Define and Explain the steps involved in creating HTML Tables.
3. Discuss in brief about Linking Document.
4. What are the three attributes that can be specified with the <BODY> tag? Explain each of them.
5. Define and explain Hyperlinks and their types.
6. Justify the use of link list creation in html document.
7. Explain how to display a table with borders.
8. Discuss how to link to a page on another web site. Illustrate with example.
9. Explain the steps used to move to a specific location on a Web page.



### **Further Readings**

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.
- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### **Web Links**

- <http://www.temple.edu/cs/web/tables.html>
- [http://www.w3schools.com/html/tryit.asp?filename=tryhtml\\_imglink](http://www.w3schools.com/html/tryit.asp?filename=tryhtml_imglink)
- <http://www.tizag.com/htmlT/htmlimagelinks.php>
- [http://www.quackit.com/html/tutorial/html\\_image\\_maps.cfm](http://www.quackit.com/html/tutorial/html_image_maps.cfm)
- <http://www.echoecho.com/htmllinks11.htm>
- <http://interestingwebs.blogspot.in/2008/12/how-to-create-scrollable-linklist.html>
- <http://www-sul.stanford.edu/tools/tutorials/html2.0/img.html>

## Unit 06 : DHTML

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### Objectives

After studying this unit, you will be able to:

- understand the basics of DHTML
- analyse the need of document object model
- illustrate the use of cascading style sheets

### Introduction

DHTML is based on thinking of a web page like a printed page: a document that is rendered once and that is static once rendered. The idea behind Dynamic HTML (DHTML), however, is to make every element of a page interactively controllable, before, during, and after the page is rendered. This means you can make things move, appear and disappear, overlap, change styles, and interact with the user to your heart's content. Through DHTML, users get a more engaging and interactive web experience without constant calls to a web server or the overhead of loading new pages, plug-ins, or large applets.

### 6.1 DHTML Basic

DHTML is not a language itself, but rather a combination of:

- HTML 4.0 (or XHTML 1.0)
  - JavaScript – the Web's standard scripting language
  - Cascading Style Sheets (CSS) – styles dictated outside a document's content
  - Document Object Model (DOM) – a means of accessing a document's individual elements
- Dynamic HTML (DHTML) is a set of innovative features originally introduced in Microsoft Internet Explorer 4.0. By enabling authors to dynamically change the rendering



and content of a Web page as the user interacts with it, DHTML enables authors to create visually compelling Web sites without the overhead of server-side programs or complicated sets of controls to achieve special effects.

With DHTML, you can easily add effects to your pages that previously were difficult to achieve.



Example: you can:

- Hide content until a given time elapses or the user interacts with the page.
- Animate text and images in your document, independently moving each element from any starting point to any ending point, following a predetermined path or one chosen by the user.
- Embed a ticker that automatically refreshes its content with the latest news, stock quotes, or other data.
- Use a form to capture user input, and then instantly process and respond to that data. DHTML achieves these effects by modifying the in-memory representation of the current document and automatically reformatting it to show changes. It does not reload the document, load a new document, or require a distant server to generate new content. Instead, it uses the user's computer to calculate and carry out changes. This means a user does not wait for text and data to complete time-consuming round trips to and from a server before seeing the results.

Furthermore, DHTML does not require additional support from applications or embedded controls to make changes. Typically, DHTML documents are self-contained, using styles and ascript to process user input and directly manipulate the HTML elements, attributes, styles, and text of the document.



**Notes** In short, DHTML eliminates the shortcomings of static pages. You can create innovative Web sites, on the Internet or on an intranet, without having to sacrifice performance for interactivity. Not only does DHTML enhance the user's perception of your documents, it also improves server performance by reducing requests to the server.

## 6.2 DHTML Technologies

Speaking in true sense there is nothing dynamic in DHTML but enclosing technologies such as CSS, JavaScript, DOM and the static markup language it becomes dynamic.

**JavaScript:** Whether we call it JavaScript, Jscript, or ECMAScript, it is the most common language used today for client-side scripting. The main reason for this JavaScript comes with virtually every browser.



**Example** An onload event could execute a JavaScript function to query the browser's cookies collection to determine whether the user is a first-time visitor to the page.

**CSS:** It stands for Cascading Style Sheet. This is used for the presentation part of the web page. In simple words it holds the designing of the page. The look & feel of the page completely depends on CSS. In DHTML CSS rules can be modified at both the document and the element level using JavaScript with event handlers, they can add a significant amount of dynamism with very little code.

**DOM:** It stands for Dynamic Object Model and it is the weakest link in DHTML as many of the browser does not support the DOM functionality. It defines the object and its properties.



**Did you know?** It is a standard way of accessing and manipulating the static content.

The Document Object Model is a platform and language-neutral interface that allows programs and scripts to dynamically access the content and update it.

### 6.3 Cascading Style Sheet

CSS was first developed in 1997, as a way for Web developers to define the look and feel of their Web pages. It was intended to allow developers to separate content from design so that HTML could perform more of the function that it was originally based on - the markup of content. CSS is one of the most powerful tools a Web designer can learn because with it you can affect the entire mood and tone of a Web site. Well written style sheets can be updated quickly and allow sites to change what is prioritized or valued without any changes to the underlying XHTML. There are essentially two parts to Cascading Style Sheets:

1. the styles
2. the stylesheet

What this means is that when you want to learn CSS, you need to learn both the style properties – the styles; and the placement of those properties – the stylesheet.

There are different types of cascading style sheets:

- *External style sheet*, which you use when you want to apply the same styles consistently across all the pages in your Web site that are linked to it.



**Did you know?** It is also known as linked style sheet.

- *Embedded style sheet*, which you use when you want to define styles for the current page.



**Task** Compare and contrast External style sheet and Embedded style sheet.

### 6.4 Class

You may be wondering if it is possible to give an HTML element multiple looks with CSS.



**Notes:** Sometimes you want the font to be large and white, while other times you would prefer the font to be small and black. CSS would not be very useful if it did not allow you to have many different types of formats for a single HTML tag. Fortunately CSS allows you to do just that with the use of classes. Using classes is simple. You just need to add an extension to the typical CSS code and make sure you specify this extension in your HTML.



**Example:** Making two paragraphs that behave differently. First, we begin with the CSS code, note the red text

**CSS Code:**

```
p.first{ color: blue; }
p.second{ color: red; }
```

**HTML Code:**

```
<html>
<body>
<p>This is a normal paragraph.</p>
<p class="first">This is a paragraph that uses the p.first CSS code!</p>
<p class="second">This is a paragraph that uses the p.second CSS code!</p>
```

...

## 6.5 External Style Sheets

An external style sheet is a separate file where you can declare all the styles that you want to use on your website. You then link to the external style sheet from all your HTML pages. This means you only need to set the styles for each element once.



**Caution** If you want to update the style of your website, you only need to do it in one place.

- Type the following into a plain text file, and save with a .css extension (i.e. external\_style\_sheet.css).

```
p {font-family: georgia, serif; font-size: x-small;}
hr {color: #000000; height: 1px }
a:hover {color: #ff0000; text-decoration: none}
```

- Add the following code between the <head></head> tags of all HTML documents that you want to reference the external style sheet. This code uses the HTML <link> element to link to the external style sheet.

```
<link rel="stylesheet" href="external_style_sheet.css" type="text/css">
```

Now, all of your HTML documents will use the styles from your external style sheet resulting in a consistent look and feel. If you want to change anything, you only need to update the external style sheet.

### Using <SPAN> ... </SPAN> Tag

The SPAN element has very similar properties to the DIV element, in that it changes the style of the text it encloses. But without any style attributes, the SPAN element won't change the enclosed items at all.

The primary difference between the SPAN and DIV elements is that SPAN doesn't do any formatting of its own. The DIV element includes a paragraph break. The SPAN element simply tells the browser to apply the style rules to whatever is within the SPAN.

To use the SPAN element, simply surround the text that you want to add styles to with the <span> and </span> tags:

```
<div id="mydiv">
<p><span class="highlight">Highlighted text</span> and non-highlighted text.</p>
</div>
```

The SPAN element has no required attributes, but the three that are the most useful are the same as for the DIV element:

- style
- class
- id

Use SPAN when you want to change the style of elements without placing them in a new block level element in the document.

*Example:* If you had a Level 3 Heading (H3) that you wanted the second word to be red, you could surround that word with `<span style="color : #f00;">2ndWord</span>` and it would still be a part of the H3 tag, just red. For example:

```
<h3>This is My <span style="color: red;">Awesome</span> Headline</h3>
```

## Using <DIV> ... </DIV> Tag

The DIV element defines logical divisions in your web page. It acts a lot like a P element, by placing newlines before and after the division. A division can have multiple paragraphs in it.

### Using the DIV Tag

To use the DIV element, simply surround the area of your page that you want as a separate division with the `<div>` and `</div>` tags:

```
<div id="mydiv">
  <p>contents of div</p>
</div>
```

The DIV element gives you the chance to define the style of whole sections of the HTML. You can define a division of your page as a call out and give that area a different style from the surrounding text. That area could have images, paragraphs, headlines, anything you wanted.

- The DIV element also gives you the ability to ID areas of your documents so that you can change them with Ajax and dynamic HTML. The DIV element is different from the new HTML5 SECTION element because it does not give the enclosed content any semantic meaning. If you aren't sure whether the block of content should be a DIV or a SECTION, think about what that content's purpose is and why you need the DIV or SECTION element.
- If you need the element simply to add styles to that area of the page, you should use the DIV element.
- If that area of the page has a specific meaning, for example it holds all your social media elements or it contains your blogroll, then you should use the SECTION element. One thing to keep in mind when using the DIV element is that it breaks paragraphs. It acts as a paragraph end/beginning, and while you can have paragraphs within a DIV you can't have a DIV inside a paragraph. The primary attributes of the DIV element are:
  - style
  - class
  - id



**Task:** Illustrate the use of div tag with example.

## 6.6 Advantages and Disadvantages of DHTML

In this section, we will discuss the advantages and disadvantages of DHTML.

### Advantages of DHTML

Advantages of DHTML are as follows:

- **Small file sizes** - DHTML files are small compared to other interactive media such as Flash or Shockwave. Therefore they have a shorter download time and take up less bandwidth.
- **Supported by both major browser manufacturers** - Both Microsoft and Netscape currently support DHTML in some shape or form.
- **DHTML will be a standard** - The World Wide Web Consortium or the W3C is currently implementing standards for DHTML technologies. It has already released preliminary specifications for DOM and CSS. These specifications lay the groundwork for more complete standards to come, which both Netscape and Microsoft have pledged to support.
- **No plug-ins necessary** - Plug-ins are not needed to view DHTML files. A visitor to your site needs only a Netscape 4.0 browser or an Internet Explorer 4.0 browser. This puts fewer requirements on your audience;



**Caution** They don't need to download special software to view your site.

- **Doesn't require a Java Virtual Machine (JVM)** - DHTML isn't a Java technology. DHTML provides many functions that can otherwise be attained through Java—a compiled, object-oriented computer language. Pages that contain Java applets require the user to wait for the JVM to start and for Java byte code to download, which takes quite a bit of time and bandwidth. Although Java is good for some applications, DHTML can be an attractive alternative for animations, design issues, and simple tasks.

### Disadvantages of DHTML

Disadvantages of DHTML are as follows:

- It can create only static and plain pages so if we need dynamic pages then HTML is not useful.
- Need to write lot of code for making simple webpage.
- Security features are not good in HTML.
- If we need to write long code for making a webpage then it produces some complexity.

### Summary

- Dynamic HTML (DHTML) is a set of innovative features originally introduced in Microsoft Internet Explorer 4.0.
- With DHTML, you can easily add effects to your pages that previously were difficult to achieve.
- Typically, DHTML documents are self-contained, using styles and a script to process user input and directly manipulate the HTML elements, attributes, styles, and text of the document.
- DHTML eliminates the shortcomings of static pages.
- **DOM:** It stands for Dynamic Object Model and it is the weakest link in DHTML as many of the browser does not support the DOM functionality.
- CSS was first developed in 1997, as a way for Web developers to define the look and feel of their Web pages.
- An external style sheet is a separate file where you can declare all the styles that you want to use on your website.
- Embedded style sheet is used when you want to define styles for the current page.

## **Keywords**

**CSS:** It stands for Cascading Style Sheet. This is used for the presentation part of the web page. In simple words it holds the designing of the page.

**DHTML:** Dynamic HTML (DHTML) is a set of innovative features originally introduced in Microsoft Internet Explorer 4.0.

**DIV:** This element gives you the chance to define the style of whole sections of the HTML.

**DOM:** It stands for Dynamic Object Model and it is the weakest link in DHTML as many of the browser does not support the DOM functionality.

**Embedded style sheet:** Embedded style sheet is used when you want to define styles for the current page.

**External Style Sheet:** It is a separate file where you can declare all the styles that you want to use on your website.

**SPAN element:** The SPAN element changes the style of the text it encloses.

## **Self Assessment**

1. .... enables authors to create visually compelling Web sites without the overhead of server-side programs or complicated sets of controls to achieve special effects.
  - A. HTML
  - B. DHTML
  - C. jQuery
  - D. JavaScript
2. .... is used for the presentation part of the web page.
  - A. Pre
  - B. Meta
  - C. CSS (Cascading Style Sheet)
  - D. HTML
3. .... is the weakest link in DHTML as many of the browser does not support the DOM functionality.
  - A. <script>
  - B. DSM (Dynamic Support Model)
  - C. DOM (Dynamic Object Model)
  - D. CSS
4. CSS was first developed in ....., as a way for Web developers to define the look and feel of their Web pages.
  - A. 1997
  - B. 1987
  - C. 1977
  - D. 1985
5. External style sheet is also known as .....

- A. inline style sheet
  - B. embedded style sheet
  - C. outer style sheet
  - D. linked style sheet
6. .... style sheet is used when you want to define styles for the current page.
- A. External
  - B. Embedded
  - C. Outer
  - D. Dynamic
7. An ..... style sheet is a separate file where you can declare all the styles that you want to use on your website.
- A. External
  - B. Embedded
  - C. Outer
  - D. Dynamic
8. The ..... element changes the style of the text it encloses.
- A. Pre
  - B. Font
  - C. SPAN
  - D. DIV
9. The ..... element includes a paragraph break.
- A. Pre
  - B. Font
  - C. SPAN
  - D. DIV
10. The DIV elements defines ..... divisions in your web page.
- A. external
  - B. Logical
  - C. internal
  - D. table
11. The DIV element gives you the chance to define the ..... of whole sections of the HTML.
- A. Style
  - B. Logic
  - C. scope
  - D. base class

12. CSS would not be very useful if it did not allow you to have many different types of formats for a single HTML tag.

- A. True
- B. False

13. For using classes, you are not required to add an extension to the typical CSS code.

- A. True
- B. False

14. DHTML files are huge compared to other interactive media.

- A. True
- B. False

15. The World Wide Web Consortium or the W3C is currently implementing standards for DHTML technologies.

- A. True
- B. False

### **Answers for Self Assessment**

- |       |       |       |       |       |
|-------|-------|-------|-------|-------|
| 1. B  | 2. C  | 3. C  | 4. A  | 5. D  |
| 6. B  | 7. A  | 8. C  | 9. D  | 10. B |
| 11. A | 12. A | 13. B | 14. B | 15. A |

### **Review Questions**

1. Differentiate between HTML and DHTML.
2. What are the advantages of DHTML over HTML?
3. What is the advantage of using an external style sheet?
4. What is CSS? Discuss.
5. What is class? Discuss.
6. What is external Style Sheet? How to link?
7. What are the features of DHTML?
8. How does DHTML work with JavaScript?
9. What are the attributes that make up a DHTML?
10. Illustrate the concept of embedded style sheet with example.



### **Further Readings**

Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.



Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.

Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.

Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.

**Web Links**

[http://docstore.mik.ua/oreilly/web2/wdesign/ch29\\_01.htm](http://docstore.mik.ua/oreilly/web2/wdesign/ch29_01.htm)

<http://msdn.microsoft.com/en-us/library/ms533044%28v=vs.85%29.aspx>

<http://office.microsoft.com/en-in/training/introduction-to-cascading-stylesheets-css-RZ001211122.aspx?section=5>

<http://webdesign.about.com/od/css/a/aa010702a.htm>

<http://webdesign.about.com/od/htmltags/a/aa011000a.htm>

<http://www.careerride.com/dhtml-technologies.aspx>

<http://www.tizag.com/cssT/class.php>

## **Unit 07: Introduction to Java Script**

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### **Objectives**

After studying this unit, you will be able to:

- Explain the Overview of JavaScript
- Describe how to tag JavaScript with HTML
- Discuss about the Browsers compatibility with JavaScript
- Describe the Data types in JavaScript
- Analyze the typecasting in JavaScript
- Explain the Arrays in JavaScript
- Discuss about the operators used in JavaScript
- Explain how to use operators in JavaScript?
- Understand what is the precedence of operators in JavaScript?
- Describe what are the expressions in JavaScript?

### **Introduction**

Java script is a browser-interpreted language that was created to access all elements of HTML and the browser. The processing is done entirely by the client-side browser which makes it very useful tool to handle processing which would have otherwise been checked server-side, thereby reducing

overhead. JavaScript is also used to increase user interaction, animate objects, create drop down navigation, grab data from databases, and more!

JavaScript is most commonly used as a client side scripting language. This means that JavaScript code is written into an HTML page. When a user requests an HTML page with JavaScript in it, the script is sent to the browser and it's up to the browser to do something with it. The fact that the script is in the HTML page means that your scripts can be seen and copied by whoever views your page. Nonetheless, to my mind this openness is a great advantage, because the flip side is that you can view, study and use any JavaScript you encounter on the WWW. JavaScript can be used in other contexts than a Web browser. Netscape created server-side JavaScript as a CGI-language that can do roughly the same as Perl or ASP.

JavaScript is not a programming language in strict sense. Instead, it is a scripting language because it uses the browser to do the dirty work. If you command an image to be replaced by another one, JavaScript tells the browser to go do it. Because the browser actually does the work, you only need to pull some strings by writing some relatively easy lines of code. That's what makes JavaScript an easy language to start with. But don't be fooled by some beginner's luck: JavaScript can be pretty difficult, too. First of all, despite its simple appearance it is a full-fledged programming language: it is possible to write quite complex programs in JavaScript. This is rarely necessary when dealing with web pages, but it is possible. This means that there are some complex programming structures that you'll only understand after protracted studies.

Secondly, and more importantly, there are the browser differences. Though modern web browsers all support JavaScript, there is no sacred law that says they should support exactly the same JavaScript. A large part of this site is devoted to exploring and explaining these browser differences and finding ways to cope with them. So basic JavaScript is easy to learn, but when you start writing advanced scripts browser differences (and occasionally syntactic problems) will creep up.

## 7.1 Origin of JavaScript

JavaScript was originally developed in Netscape, by Brendan Eich. Battling with Microsoft over the Internet, Netscape considered their client-server solution as a distributed OS, running a portable version of Sun Microsystems' Java. Because Java was a competitor of C++ and aimed at professional programmers, Netscape also wanted a lightweight interpreted language that would complement Java by appealing to nonprofessional programmers, like Microsoft's Visual Basic. Developed under the name Mocha, Live Script was the official name for the language when it first shipped in betareleases of Netscape Navigator 2.0 in September 1995, but it was renamed JavaScript when it was deployed in the Netscape browser version 2.0B3. The change of name from Live Script to JavaScript roughly coincided with Netscape adding support for Java technology in its Netscape Navigator web browser. The final choice of name caused confusion, giving the impression that the language was a spin-off of the Java programming language, and the choice has been characterized by many as a marketing ploy by Netscape to give JavaScript the cachet of what was then the hot new web programming language.

## 7.2 JavaScript and Web

*JavaScript is a scripting language* designed primarily for adding interactivity to Web pages and creating Web applications. JavaScript is the scripting language implemented on web which is used to add several functionalities, validating the form, as well as communicating with servers etc.



**Example:**

```
<!DOCTYPE html>
<html>
<head>
<script>
function displayDate()
{document.getElementById("demo").innerHTML=Date();
```

```

}
</script>
</head>
<body>
<h1>WELCOME TO JAVA SCRIPT</h1>
<p id="demo">to get current date click on display date.</p>
<button type="button" onclick="displayDate()">Display Date</button>
</body>
</html>

```

### 7.3 JavaScript

JavaScript is a programming language used to make web pages interactive. It runs on your visitor's computer and doesn't require constant downloads from your website. JavaScript is often used to create polls and quizzes.

#### Java and JavaScript

JavaScript is not the same as Java. Although the names are much alike, JavaScript is primarily a scripting language for use within HTML pages, while Java is a real programming language that does quite different things from JavaScript. In addition Java is much harder to learn. It was developed by Sun for use in pretty much anything that needs some computing power. JavaScript was developed by Brendan Eich, then working at Netscape, as a client-side scripting language (even though there's no fundamental reason why it can't be used in a server-side environment).

Originally the language was called Live Script, but when it was about to be released Java had become immensely popular (and slightly hypey). At the last possible moment Netscape changed the name of its scripting language to "JavaScript". This was done purely for marketing reasons.

Worse, Eich was ordered to "make it look like Java". This has given rise to the idea that Java Script is a "dumbed-down" version of Java. Unfortunately, there's not the slightest shred of truth in this story.



**Notes:** Java and JavaScript both descend from C and C++, but the languages (or rather, their ancestors) have gone in quite different directions. You can see them as distantly related cousins. Both are object oriented (though this is less important in JavaScript than in many other languages) and they share some syntax, but the differences are more important than the similarities.



**Task:** Analyze various applications of JavaScript.

#### What can JavaScript do?

- JavaScript gives HTML designers a programming tool: HTML authors are normally not programmers, but JavaScript is a scripting language with a very simple syntax! Almost anyone can put small "snippets" of code into their HTML pages.
- JavaScript can put dynamic text into an HTML page: A JavaScript statement like this: `document.write("<h1>" + name + "</h1>")` can write a variable text into an HTML page.
- JavaScript can react to events: A JavaScript can be set to execute when something happens, like when a page has finished loading or when a user clicks on an HTML element.
- JavaScript can read and write HTML elements: A JavaScript can read and change the content of an HTML element.
- JavaScript can be used to validate data: A JavaScript can be used to validate form data before it is submitted to a server. This saves the server from extra processing.

- JavaScript can be used to detect the visitor's browser: A JavaScript can be used to detect the visitor's browser, and - depending on the browser - load another page specifically designed for that browser.
- JavaScript can be used to create cookies: A JavaScript can be used to store and retrieve information on the visitor's computer.

## 7.4 Script (<script>)Tag

In JavaScript, SCRIPT tags can be inserted into three places: in between the two BODY tags, in between the two HEAD tags, and as a link to an external file, also in the HEAD section. Some advocate putting the SCRIPT tags in the BODY section, right at the end. Like this:

```
<!DOCTYPE html>
<html>
<head><title> Script Example </title></head>
<body>
<h1>The script element</h1>
<SCRIPT LANGUAGE = "Javascript">
    confirm("OK or Cancel?")
</script>
</body>
</html>
```

Figure 7.1: SCRIPT Tags in the BODY Section

The reason to do it this way is because the web page itself will have loaded before the script is read. If it's in the HEAD section, the script will be parsed before any HTML or CSS elements are loaded. If your JavaScript references any of the web page's elements, there may be a slight delay in the fancy effects you want to apply, or it may just not work at all. For the most part, though, we'll place our script tags in the HEAD section of the HTML. Like this:

```
<!DOCTYPE html>
<html>
<head><title> Script Example </title>

<SCRIPT LANGUAGE = "Javascript">
    confirm("OK or Cancel?")
</script>
</head>
<body>
....
....
</body>
</html>
```

Figure 6.2: Script Tags in the HEAD Section

## 7.5 Browsers Compatibility

Browsers that do not support JavaScript will display JavaScript as page content. To prevent them from doing this, and as a part of the JavaScript standard, the HTML comment tag should be used to "hide" the JavaScript. Just add an HTML comment tag <!-- before the first JavaScript statement, and a --> (end of comment) after the last JavaScript statement, like this:

```
<html>
<body>
<script type="text/JavaScript">
<!--
```

```
document.getElementById("demo").innerHTML=Date();// ->
</script>
</body>
</html>
```

The two forward slashes at the end of comment line (//) is the JavaScript comment symbol. This prevents JavaScript from executing the -> tag.

## 7.6 Data Types

A program can do many things, including calculations, sorting names, preparing phone lists, displaying images, validating forms, ad infinitum. But in order to do anything, the program works with the data that is given to it. Data types specify what kind of data, such as numbers and characters, can be stored and manipulated within a program. JavaScript supports a number of fundamental data types.



**Did you know?** These types can be broken down into two categories, primitive data types and composite data types.

### Primitive Data Types

Primitive data types are the simplest building blocks of a program. They are types that can be assigned a single literal value such as the number 5.7, or a string of characters such as "hello". JavaScript supports three core or basic data types:

- i. Numeric
- ii. String
- iii. Boolean

In addition to the three core data types, there are two other special types that consist of a single value:

- null
- undefined
- i. Numeric **Literals**: JavaScript supports both integers and floating-point numbers. Integers are whole numbers and do not contain a decimal point; e.g., 123 and -6. Integers can be expressed in decimal (base 10), octal (base 8), and hexadecimal (base 16), and are either positive or negative values. Floating-point numbers are fractional numbers such as 123.56 or -2.5. They must contain a decimal point or an exponent specifier, such as 1.3e-2. The letter "e" for exponent notation can be either uppercase or lowercase.

JavaScript numbers can be very large (e.g.,  $10^{308}$  or  $10^{-308}$ ).

12345	Integer
23.45	Float
.234E-2	scientific notation
.234e+3	scientific notation
0x456fff	Hexadecimal
0x456FFF	Hexadecimal
0777	Octal

Table 6.1: Numeric Literals

- ii. String **Literals and Quoting**: String literals are rows of characters enclosed in either double or single quotes. The quotes must be matched. If the string starts with a single quote, it must end with a matching single quote and likewise if it starts with a double quote, it must end with a double quote. Single quotes can hide double quotes, and double quotes can hide single quotes:

"This is a string"

'This is another string'

"This is also 'a string' "

'This is "a string"'

An empty set of quotes is called the null string. If a number is enclosed in quotes, it is considered a string; e.g., "5" is a string, whereas 5 is a number.

Strings are called constants or literals. The string value "hello" is called a string constant or literal. To change a string requires replacing it with another string.

Strings can contain escape sequences (a single character preceded with a backslash), as shown in Table 6.2. Escape sequences are a mechanism for quoting a single character.

Escape Sequence	What It Represents
\'	Single quotation mark
\"	Double quotation mark
\t	Tab
\n	Newline
\r	Return
\f	Form feed
\b	Backspace
\e	Escape
\\	Backslash

Table 6.2: Escape Sequences

#### Special Escape Sequences

\XXX	The character with the Latin-1 encoding specified by up to three octal digits XXX between 0 and 377. \251 is the octal sequence for the copyright symbol.
\xXX	The character with the Latin-1 encoding specified by the two hexadecimal digits XX between 00 and FF. \xA9 is the hexadecimal sequence for the copyright symbol.
\uXXXX	The Unicode character specified by the four hexadecimal digits XXXX. \u00A9 is the Unicode sequence for the copyright symbol.



**Example:** Illustrating strings in java script.

```

<html>
<head>
<body>
<pre>
<font size="+2">
<script language="JavaScript">
<!-- Hide script from old browsers.
document.write("\t\tHello\nworld!\n");
document.writeln("\tNice day, Mate.\t\n");
document.writeln("Smiley face:<font size="+3"> \u263a\n");
//End hiding here. -->
</script>
</pre>
</body>
</html>

```

### Output

```

Hello
world!
"Nice day, Mate."
Smiley face: :&

```

### Explanation

1. The escape sequences will work only if in a `<pre>` tag or an alert dialog box.
2. The JavaScript program starts here.
3. The `write ()` method sends to the browser a string containing two tabs (`\t\t`), *Hello*, a newline (`\n`), *world!*, and another newline (`\n`).
4. The `writeln()` method sends to the browser a string containing a double quote (`\t`), *Nice day, Mate.*, another double quote (`\t`), and a newline (`\n`). Since the `write in ()` method automatically creates a newline, the output will display two newlines: the default value and the `\n` in the string.
5. This string contains a backslash sequence that will be translated into Unicode. The Unicode hexadecimal character 233a is preceded by a `\u`. The process of joining strings together is called concatenation. The string concatenation operator is a plus sign (+). Its operands are two strings. If one string is a number and the other is a string, JavaScript will still concatenate them as strings.



**Caution:** If both operands are numbers, the + will be the addition operator.

The following examples output *"popcorn"* and *"Route 66"*, respectively.

```

document.write("pop" + "corn");
document.write("Route " + 66);

```

The expression `5 + 100` results in *105*, whereas `"5" + 100` results in *"5100"*.



## Boolean Literals

Boolean literals are logical values that have only one of two values, *true* or *false*. You can think of the values as yes or no, on or off, or 1 or 0. They are used to test whether a condition is true or false.



### Did you know?

When using numeric comparison and equality operators, the value *true* evaluates to 1 and *false* evaluates to 0.

```
answer1 = true;
or
if (answer2 == false) { do something; }
```

## Composite Data Types

We mentioned that there are two types of data: primitive and composite. The primitive types: numbers, strings, and Booleans—each storing a single value. Composite data types, also called complex types, consist of more than one component.

- Objects contain properties and methods;
- Arrays contain a sequential list of elements;

Functions contain a collection of statements.



**Task:** Compare and contrast primitive data types and composite data types.

## 7.7 Creating Values

Here, we will demonstrate the use of JavaScript for accessing the values of form elements.

### Value for Text Input Element

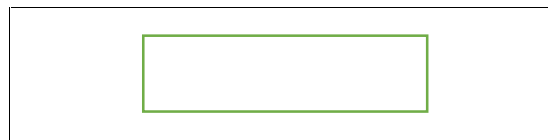


Figure 6.3: Text Input Element

To obtain a reference to a text input element, here is some sample code:

```
oText = oForm.elements["text_element_name"]; OR
oText = oForm.elements[index];
```

In the code above, "index" is the position of the element in the 0-based elements array, and oForm is the form object reference obtained using the document.forms collection:

```
oForm = document.forms[index];
```

To get the value of the text input element, we can use the value property of the text input object:

```
text_val = oText.value;
```

As an example, if we have the following text input element:

```
<input type="text" name="name" id="txt_name" size="30" maxlength="70">
```

We can access the value of the element like this:

```
name = oForm.elements["name"].value;
```

### Value for Text Area Element



Figure 6.4: Text Area Element

The code for obtaining a reference to a textarea element is very similar:

```
oTextarea = oForm.elements["textarea_element_name"];
```

To get the value entered by the user in the textarea field:

```
textarea_val = oTextarea.value;
```

As an example, if we have a textarea element like this:

```
<textarea name="address" id="txta_address" rows="3" cols="35"></textarea>
```

We can access the value entered by the user in this way:

```
address = oForm.elements["address"].value;
```

### Value for Hidden Element

The code for obtaining a reference to a hidden input element:

```
oHidden = oForm.elements["hidden_element_name"];
```

To get the value of this element:

```
hidden_val = oHidden.value;
```

As an example, if we have a hidden input element in the form defined like this:

```
<input type="hidden" name="number_of_skillsets" value="1">
```

We can get the hidden input element's value like this:

```
number_of_skillsets = oForm.elements["number_of_skillsets"].value;
```

## 7.8 Type Casting

It's also possible to convert values using a process called type casting. Type casting allows you to access a specific value as if it were of a different type. Three type casts are available in JavaScript:

- Boolean(value) – casts the given value as a Boolean
- Number(value) – casts the given value as a number (either integer or floating-point)
- String(value) – casts the given value a string

Casting a value using one of these three functions creates a new value that is a direct conversion of the original. This can lead to some unexpected results. The Boolean() type cast returns true when the value is a string with at least one character, a number other than 0, or an object (discussed in the next section); it returns false when the value is an empty string, the number 0, undefined, or null. The following code snippet can be used to test type casting as a Boolean:

```
var b1 = Boolean(""); //false - empty string
var b2 = Boolean("hi"); //true - non-empty string
var b3 = Boolean(100); //true - non-zero number
var b4 = Boolean(null); //false - null
var b5 = Boolean(0); //false - zero
```

```
var b6 = Boolean(new Object()); // true - object
```

The `Number()` type cast works in a manner similar to `parseInt()` and `parseFloat()`, except that it converts the entire value, not just part of it. Remember that `parseInt()` and `parseFloat()` only convert up to the first invalid character (in strings), so “4.5.6” becomes “4.5”. Using the `Number()` type cast, “4.5.6” becomes NaN because the entire string value cannot be converted into a number. If a string value can be converted entirely, `Number()` decides whether to use `parseInt()` or `parseFloat()`. The following table illustrates what happens when `Number()` is used on various values:

Usage	Result
<code>Number(true)</code>	1
<code>Number(false)</code>	0
<code>Number(undefined)</code>	NaN
<code>Number(null)</code>	0
<code>Number("5.5")</code>	5.5
<code>Number("56")</code>	56
<code>Number("5.6.7")</code>	NaN
<code>Number(new Object())</code>	NaN
<code>Number(100)</code>	100

The last typecast, `String()`, is the simplest because it can accurately convert any value to a string value. To execute the type cast, it simply calls the `toString()` method of the value that was passed in, which converts 1 to “1”, true to “true”, false to “false”, and so on. The only difference between type casting as a string and using `String()` is that the type cast can produce a string for a null or undefined value without error:

```
var s1 = String(null); // "null"
```

```
var oNull = null;
```

```
var s2 = oNull.toString(); // won't work, causes an error
```

Type casting is very helpful when dealing with the loosely typed nature of JavaScript, although you should ensure that only proper values are used.

## 7.9 Arrays

An array is a special variable, which can hold more than one value, at a time. If you have a list of items (a list of car names, for example), storing the cars in single variables could look like this:

```
cars1="mercedes";
```

```
cars2="ferari";
```

```
cars3="BMW";
```

However, what if you want to loop through the cars and find a specific one? And what if you had not 3 cars, but 300?

The best solution here is to use an array!



**Notes:** An array can hold all your variable values under a single name. And you can access the values by referring to the array name. Each element in the array has its own ID so that it can be easily accessed.

## Creating Arrays

An array can be defined in three ways.

The following code creates an Array object called myCars:

- 1: 

```
var my Cars=new Array(); // regular array (add an optional integer  
my Cars[0]="Mercedes"; // argument to control array's size)  
my Cars[1]="Ferrari";  
my Cars[2]="BMW";
```
- 2: 

```
var my Cars=new Array("Mercedes","Ferrari","BMW"); // condensed array
```
- 3: 

```
var my Cars=["Mercedes","Ferrari","BMW"]; // literal array
```



**Caution:** If you specify numbers or true/false values inside the array then the variable type will be Number or Boolean, instead of String.

## Access an Array

You can refer to a particular element in an array by referring to the name of the array and the index number. The index number starts at 0.

The following code line:

```
document.write(myCars[0]);
```

Will result in the following output:

Mercedes

## Modify Values in an Array

To modify a value in an existing array, just add a new value to the array with a specified Index number:

```
myCars[0]="Opel";
```

Now, the following code line:

```
document.write(myCars[0]);
```

will result in the following output:

Opel

Table 7.3: Different Methods Used in Array

Method	Description
concat()	Joins two or more arrays, and returns a copy of the joined arrays
join()	Joins all elements of an array into a string
pop()	Removes the last element of an array, and returns that element
push()	Adds new elements to the end of an array, and returns the new length
reverse()	Reverses the order of the elements in an array
shift()	Removes the first element of an array, and returns that element
slice()	Selects a part of an array, and returns the new array
sort()	Sorts the elements of an array

splice()	Adds/Removes elements from an array
toString()	Converts an array to a string, and returns the result
unshift()	Adds new elements to the beginning of an array, and returns the new length
valueOf()	Returns the primitive value of an array

## 7.10 Operators

An operator is a symbol (it can also be a word) that performs calculations, comparisons or assignment on one or more values. Much of the work in scripts is done by operators. The most common operators are mathematical operators; +, -, /, \* (add, subtract, divide, multiply) for example. Operators can be split into two groups, comparison operators and assignment or 'action' operators. Comparison operators test to see if two variables relate to each other in the specified way.



**Example:** One variable is a higher number than the other. Other operators perform an action on a variable, such as increasing it by one.

### Arithmetic Operators

There are following arithmetic operators supported by JavaScript language:

Assume variable A holds 10 and variable B holds 20 then:

Table 7.1: Arithmetic Operators

Operator	Description	Example
+	Adds two operands	A + B will give 30
-	Subtracts second operand from the first	A - B will give -10
*	Multiply both operands	A * B will give 200
/	Divide numerator by denominator	B / A will give 2
%	Modulus Operator and remainder of after an integer division	B % A will give 0
++	Increment operator, increases integer value by one	A++ will give 11
--	Decrement operator, decreases integer value by one	A-- will give 9



**Notes:** Addition operator (+) works for Numeric as well as Strings. e.g. "a" + 10 will give "a10".

### Bitwise Operators

There are following bitwise operators supported by JavaScript language. Assume variable A holds 2 and variable B holds 3 then, see Table 7.2.

Table 7.2: Bitwise Operators

Operator	Description	Example
&	Called Bitwise AND operator. It performs a Boolean AND operation on each bit of its integer arguments.	(A & B) is 2
	Called Bitwise OR Operator. It performs a Boolean OR operation on each bit of its integer arguments.	(A   B) is 3.
^	Called Bitwise XOR Operator. It performs a Boolean exclusive OR operation on each bit of its integer arguments. Exclusive OR means that either operand one is true or operand two is true, but not both.	(A ^ B) is 1.
~	Called Bitwise NOT Operator. It is a unary operator and operates by reversing all bits in the operand	(~B) is -4 .
<<	Called Bitwise Shift Left Operator. It moves all bits in its first operand to the left by the number of places specified in the second operand. New bits are filled with zeros. Shifting a value left by one position is equivalent to multiplying by 2, shifting two positions is equivalent to multiplying by 4, etc.	(A << 1) is 4
>>	Called Bitwise Shift Right with Sign Operator. It moves all bits in its first operand to the right by the number of places specified in the second operand. The bits filled in on the left depend on the sign bit of the original operand, in order to preserve the sign of the result. If the first operand is positive, the result has zeros placed in the high bits; if the first operand is negative, the result has ones placed in the high bits. Shifting a value right one place is equivalent to dividing by 2 (discarding the remainder), shifting right two places is equivalent to integer division by 4, and so on.	(A >> 1) is 1.
>>>	Called Bitwise Shift Right with Zero Operator. This operator is just like the >>operator, except that the bits shifted in on the left are always zero,	(A >>> 1) is 1.

### Assignment Operators

The assignment operators supported by JavaScript language are shown in Table 7.3

Table 7.3: Assignment Operators

Operator	Description	Example
=	Simple assignment operator, Assigns values from right side operands to left side operand	$C = A + B$ will assign value of $A + B$ into $C$
+=	Add AND assignment operator, It adds right operand to the left operand and assign the result to left operand	$C += A$ is equivalent to $C = C + A$
-=	Subtract AND assignment operator, It subtracts right operand from the left operand and assign the result to left operand	$C -= A$ is equivalent to $C = C - A$
*=	Multiply AND assignment operator, It multiplies right operand with the left operand and assign the result to left operand	$C *= A$ is equivalent to $C = C * A$
/=	Divide AND assignment operator, It divides left operand with the right operand and assign the result to left operand	$C /= A$ is equivalent to $C = C / A$
%=	Modulus AND assignment operator, It takes modulus using two operands and assign the result to left operand $C \% A$ is equivalent to $C = C \% A$	assign the result to left operand+ $A$
-=	Subtract AND assignment operator, It subtracts right operand from the left operand and assign the result to left operand	$C -= A$ is equivalent to $C = C - A$
*=	Multiply AND assignment operator, It multiplies right operand with the left operand and assign the result to left operand	$C *= A$ is equivalent to $C = C * A$
/=	Divide AND assignment operator, It divides left operand with the right operand and assign the result to left operand	$C /= A$ is equivalent to $C = C / A$
%=	Modulus AND assignment operator, It takes modulus using two operands and assign the result to left operand	$C \% A$ is equivalent to $C = C \% A$



**Notes:** Same logic applies to Bitwise operators so they will become like  $\ll=$ ,  $\gg=$ ,  $\>>=$ ,  $\&=$ ,  $|=$  and  $\wedge=$ .

### Increment Operators

There are also the increment and decrement operators, ++ and --. a++ increments a and returns the old value of a. ++a increments a and returns the new value of a. The decrement operator functions similarly, but reduces the variable instead.

As an example, the last three lines all perform the same task:

```
var a = 1;
a = a + 1;
a += 1;
++a;
```

### Pre-and Post-increment Operators

Increment operators may be applied before or after a variable. When they are applied before a variable they are pre-increment operators, and when they are applied after a variable they are Post-increment operators.



**Caution:** The choice of which to use changes how they affect operations.

```
// increment occurs before a is assigned to b
var a = 1;
var b = ++a; // a = 2, b = 2;

// increment occurs to c after c is assigned to d
var c = 1;
var d = c++; // c = 2, d = 1;
```



**Caution:** Due to the possibly confusing nature of pre-and post-increment behavior, code can be easier to read if the increment operators are avoided.

```
// increment occurs before a is assigned to b
var a = 1;
a += 1;
var b = a; // a = 2, b = 2;

// increment occurs to c after c is assigned to d
var c = 1;
var d = c;
c += 1; // c = 2, d = 1;
```

### Comparison Operators

There are following comparison operators supported by JavaScript language. Assume variable A holds 10 and variable B holds 20 then, see Table 7.4:

**Table 7.4:** Comparison Operators

Operator	Description	Example
==	Checks if the value of two operands are equal or not, if yes then condition becomes true.	(A == B) is not true.
!=	Checks if the value of two operands are equal or not, if	(A != B) is true.



	values are not equal then condition becomes true.	
>	Checks if the value of left operand is greater than the value of right operand, if yes then condition becomes true.	(A > B) is not true.
<	Checks if the value of left operand is less than the value of right operand, if yes then condition becomes true.	(A < B) is true.
>=	Checks if the value of left operand is greater than or equal to the value of right operand, if yes then condition becomes true.	(A >= B) is not true.
<=	Checks if the value of left operand is less than or equal to the value of right operand, if yes then condition becomes true.	(A <= B) is true.

### Logical Operators

Operator	Description
&&	And
	Or
!	Not

### Other Operators

#### The Conditional Operator (? :)

There is an operator called conditional operator. This first evaluates an expression for a true or false value and then execute one of the two given statements depending upon the result of the evaluation. The conditional operator has this syntax:

Operator	Description	Example
? :	Conditional Expression	If Condition is true ? Then value X :Otherwise value Y

#### The *typeof* Operator

The *typeof* is a unary operator that is placed before its single operand, which can be of any type.



**Did you know?** Its value is a string indicating the data type of the operand.

The *typeof* operator evaluates to “number”, “string”, or “boolean” if its operand is a number, string, or boolean value and returns true or false based on the evaluation. Here is the list of return values for the *typeof* Operator:

Table 7.5: List of Return Values for the *typeof* Operator

Type	String Returned by <i>typeof</i>
Number	"number"
String	"string"
Boolean	"boolean"

Object	"object"
Function	"function"
Undefined	"undefined"
Null	"object"



**Task:** Give examples of different types of operators.

### Operator's Precedence

The precedence of operators determines the order they are applied when evaluating an expression. You can override operator precedence by using parentheses. The precedence of operators, from lowest to highest is as follows:

comma ,  
 assignment = += -= \*= /= %= <<= >>= >>>= &= ^= |=  
 conditional ?:  
 logical-or | |  
 logical-and &&  
 bitwise-or |  
 bitwise-xor ^  
 bitwise-and &  
 equality == !=  
 relational <<= >>=  
 bitwise shift <<>>>>  
 addition/subtraction + -  
 multiply/divide \* / %  
 negation/increment ! ~ - ++ --  
 call, member () [] .

## 7.11 Expressions

An expression is any valid set of literals, variables, operators, and expressions that evaluates to a single value. The value may be a number, a string, or a logical value. Conceptually, there are two types of expressions: those that assign a value to a variable, and those that simply have a value.

*Example:* The expression

`x = 7`

It is an expression that assigns `x` the value 7. This expression itself evaluates to 7. Such expressions use assignment operators. On the other hand, the expression

`3 + 4`

Simply evaluates to 7; it does not perform an assignment.



#### Did you know?

The operators used in such expressions are referred to simply as operators.

JavaScript has the following kinds of expressions:

- **Arithmetic:** evaluates to a number, for example

- **String:** evaluates to a character string, for example “Fred” or “234”
- **Logical:** evaluates to true or false

The special keyword null denotes a null value. In contrast, variables that have not been assigned a value are undefined, and cannot be used without a run-time error.



**Task:** Make distinction between String expression and logical expression.

### Conditional Expression

A conditional expression can have one of two values based on a condition. The syntax is:

(condition)? val1 : val2

If condition is true, the expression has the value of val1, otherwise it has the value of val2. You can use a conditional expression anywhere you would use a standard expression.

*Example:* Status = (age >= 18) ? “adult” : “minor”

This statement assigns the value “adult” to the variable status if age is eighteen or greater. Otherwise, it assigns the value “minor” to status.

### Summary

- Java script is a browser-interpreted language that was created to access all elements of HTML and the browser.
- JavaScript is the scripting language implemented on web which is used to add several functionalities, validating the form, as well as communicating with servers etc.
- JavaScript is most commonly used as a client side scripting language.
- *JavaScript is a scripting language* designed primarily for adding interactivity to Web pages and creating Web applications.
- A program can do many things, including calculations, sorting names, preparing phone lists, displaying images, validating forms, ad infinitum.
- String literals are rows of characters enclosed in either double or single quotes.
- There are two types of data: primitive and composite.
- An array can hold all your variable values under a single name. And you can access the values by referring to the array name.
- An operator is a symbol (it can also be a word) that performs calculations, comparisons or assignment on one or more values.
- The most common operators are mathematical operators; +, -, /, \*.
- Same logic applies to Bitwise operators so they will become like <=>, >>=, &=, |= and ^=.
- -. a++ increments a and returns the old value of a. ++a increments a and returns the new value of a.
- Increment operators may be applied before or after a variable.
- There is an operator called conditional operator. This first evaluates an expression for a true or false value and then execute one of the two given statements depending upon the result of the evaluation.
- The *type of* is a unary operator that is placed before its single operand, which can be of any type.
- The precedence of operators determines the order they are applied when evaluating an expression.

## **Keywords**

**Array:** An array is a special variable, which can hold more than one value, at a time.

**Boolean literals:** Boolean literals are logical values that have only one of two values, *true* or *false*.

**Data types:** Data types specify what kind of data, such as numbers and characters, can be stored and manipulated within a program.

**JavaScript:** It is a scripting language designed primarily for adding interactivity to Web pages and creating Web applications.

**Live Script:** Initially java script was called live script.

**Null string:** An empty set of quotes is called the null string.

**SCRIPT tags:** In JavaScript, SCRIPT tags can be inserted into three places: in between the two BODY tags, in between the two HEAD tags, and as a link to an external file, also in the HEAD section.

**String literals:** They are rows of characters enclosed in either double or single quotes.

**Arithmetic Operators:** function as the addition, subtraction, multiplication, division, and modulus operators, and operate very similarly to other languages.

**Assignment Operators:** assigns a value to a variable.

**Bitwise Operators:** are kept for parity with the related programming languages but are unlikely to be used in most JavaScript programs.

**Conditional Expressions:** can have one of two values based on a condition.

**Increment Operators:** may be applied before or after a variable. When they are applied before a variable they are pre-increment operators, and when they are applied after a variable they are post-increment operators.

**Operator:** An operator is a symbol (it can also be a word) that performs calculations, comparisons or assignment on one or more values.

**Precedence of operators:** The precedence of operators determines the order they are applied when evaluating an expression.

**Type of:** The *type of* is a unary operator that is placed before its single operand, which can be of any type.

## **Self Assessment**

1. Developed under the name ....., Live Script was the official name for the language when it first shipped in beta releases of Netscape Navigator 2.0.
  - A. Latte
  - B. Espresso
  - C. Mocha
  - D. Cappuccino
2. The change of name from ..... to JavaScript roughly coincided with Netscape adding support for Java technology in its Netscape Navigator web browser.
  - A. JScript
  - B. LiveScript
  - C. LivelyScript
  - D. NetScript

3. .... is a scripting language designed primarily for adding interactivity to WebPages and creating Web applications.
- A. HTML
  - B. DHTML
  - C. jQuery
  - D. JavaScript
4. JavaScript is the scripting language implemented on.....
- A. Web
  - B. client
  - C. server
  - D. browser
5. JavaScript can put ..... text into an HTML page.
- A. Static
  - B. Hyper
  - C. Java
  - D. Dynamic
6. A JavaScript can be used to validate form data before it is submitted to a .....
- A. Web Browser
  - B. Server
  - C. Client
  - D. DNS
7. In JavaScript, ..... tags can be inserted into three places: in between the two BODY tags, in between the two HEAD tags, and as a link to an external file, also in the HEAD section.
- A. SCRIPT
  - B. HEAD
  - C. TITLE
  - D. CSS
8. If your JavaScript references any of the web pages ....., there may be a slight delay in the fancy effects you want to apply, or it may just not work at all.
- A. attributes
  - B. properties
  - C. elements
  - D. references
9. Browsers that do not support JavaScript, will display JavaScript as .....
- A. Page URL Data
  - B. Page Content

- C. Images
- D. .Error Messages

10. Add an HTML comment tag .....before the first JavaScript statement, and a --> (end of comment) after the last JavaScript statement.

- A. <-- !
- B. <!
- C. <-!-
- D. <--

11. .... data types are the types that can be assigned a single literal value.

- A. Boolean
- B. Bitwise
- C. User defined
- D. Primitive

12. .... are rows of characters enclosed in either double or single quotes.

- A. String Literals
- B. Character Literals
- C. Alphanumeric Literals
- D. Text Literals

13. To get the value of the ..... element, we can use the value property of the text input object

- A. Test Box
- B. Text Area
- C. Text Input
- D. Input

14. The code for obtaining a reference to a ..... element is oTextarea=oForm.elements["textarea\_element\_name"].

- A. Test Box
- B. Text Area
- C. input
- D. Text input

15. .... allows you to access a specific value as if it were of a different type.

- A. Type face
- B. Data Casting
- C. Type Conversion
- D. Type Casting

16. Type casts ..... casts the given value as a number.

17. An ..... is a special variable, which can hold more than one value, at a time.

18. Each element in the array has its own ..... so that it can be easily accessed.
19. .... operators test to see if two variables relate to each other in the specified way.
20. .... is called Bitwise NOT Operator which is a unary operator and operates by reversing all bits in the operand.
21. The operator ..... is the multiply AND assignment operator, it multiplies right operand with the left operand and assign the result to left operand.
22. The decrement operator ..... the variable.
23. .... Operator first evaluates an expression for a true or false value and then execute one of the two given statements depending upon the result of the evaluation.
24. The ..... is a unary operator that is placed before its single operand, which can be of any type.
25. The ..... of operators determines the order they are applied when evaluating an expression.
26. The operator ..... checks if the value of two operands is equal or not, if values are not equal then condition becomes true.
27. Due to the possibly confusing nature of pre-and post-increment behavior, code can be easier to read if the ..... operators are avoided.
28. An operator | is called..... Operator. It performs a Boolean OR operation on each bit of its integer arguments.
29. An ..... is any valid set of literals, variables, operators, and expressions that evaluates to a single value.
30. The special keyword null denotes a.....
31. A expression can have one of two values based on a.....
32. .... expression evaluates to a character string
33. Variables that have not been assigned a value are undefined, and cannot be used without a ..... error.

### Answers for Self Assessment

- |                   |               |                 |                |                |
|-------------------|---------------|-----------------|----------------|----------------|
| 1. C              | 2. B          | 3. D            | 4. A           | 5. D           |
| 6. B              | 7. A          | 8. C            | 9. B           | 10. B          |
| 11. D             | 12. A         | 13. C           | 14. B          | 15. D          |
| 16. Number(value) | 17. Array     | 18. ID          | 19. Comparison | 20. ~          |
| 21. *=            | 22. Reduces   | 23. Conditional | 24. Type of    | 25. Precedence |
| 26. !=            | 27. Increment | 28. Bitwise OR  | 29. Expression | 30. Null Value |
| 31. Condition     | 32. String    | 33. Run-Time    |                |                |

## **Review Questions**

1. Why scripting languages are used?
2. Write the brief history about JavaScript.
3. What is the difference between Java and JavaScript?
4. Describe about the data types in JavaScript.
5. How JavaScript can be tagged with HTML?
6. Describe JavaScript Browsers compatibility.
7. Why JavaScript named as JavaScript?
8. Explain the Typecasting in JavaScript.
9. Describe the arrays in JavaScript.
10. How do you convert numbers between different bases in JavaScript?
11. What is the purpose of backslash in JavaScript?
12. What is operator? Discuss with example.
13. Differentiate between arithmetic and bitwise operators.
14. Why comparison operators are used?
15. Describe logical operators with the help of example.
16. What is === operator?
17. What does the delete operator do?
18. What is function of Boolean operators in JavaScript?
19. Evaluate "1"+2+4.
20. Solve 2+5+"8".
21. What do you mean by expression in JavaScript?



## **Further Readings**

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.
- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



## **Web Links**

- <http://en.wikipedia.org/wiki/JavaScript>
- [http://www.homeandlearn.co.uk/JS/javascript\\_tag\\_placement.html](http://www.homeandlearn.co.uk/JS/javascript_tag_placement.html)
- <http://javascript.about.com/library/blbitop.htm>
- <http://www.howtocreate.co.uk/tutorials/javascript/operators>
- [http://www.quackit.com/javascript/tutorial/javascript\\_operators.cfm](http://www.quackit.com/javascript/tutorial/javascript_operators.cfm)
- [http://www.tutorialspoint.com/javascript/javascript\\_operators.htm](http://www.tutorialspoint.com/javascript/javascript_operators.htm)
- [https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Operators/Arithmetic\\_Operators](https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Operators/Arithmetic_Operators)



## Unit 08: Programming Constructs in JavaScript

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### Objectives

After studying this unit, you will be able to:

- understand the conditional statements in JavaScript
- explain looping structures
- discuss about the functions and its uses
- illustrate the user-defined function
- illustrate the use of dialog boxes in JavaScript

### Introduction

JavaScript statements consist of keywords used with the appropriate syntax. A single statement may span multiple lines. Multiple statements may occur on a single line if each statement is separated by a semicolon. These include flow control (if-else, switch), loops (while, do-while, for), and loop control (break, and continue). JavaScript also supports some object-related statements (with, for-in).

Functions are blocks of JavaScript code that perform a specific task and often return a value. A JavaScript function may take zero or more parameters. Parameters are a standard technique via which control data can be passed to a function. JavaScript provides the ability to pick up user input or display small amount of the text to the user by using dialog boxes. This dialog appear as separate windows and their content depends on the information provided by the user.

### 8.1 Conditional Statements

Conditional Statements give the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks. These Conditional statements were borrowed from older, more polished languages like C, C++, and Java.

#### **If...Else Statement**

The if conditional is used to perform an action “if” the condition is met. Examine the below syntax example to get a feel for how to build a simple if conditional.

*if (expression)*

*statement;*

The example shows the if keyword followed by an expression within brackets. Within these brackets are the conditions that must be met in order to execute the statement. If the condition is never met, the statement is never executed. Simply put, the expression must evaluate to true in order for the statement to be executed. Within this simple conditional are an infinite number of variations. Basically, you're letting the script make decisions based on the condition, the expression, you supply. While performing an action if a value of true is returned from the expression is great, you will eventually have a need for something to happen if the expression evaluates to false. Assigning an action to the false output of the expression involves a very simple addition to the if statement given above. The else keyword is used to supply an action to be taken if the expression is false.

Examine the syntax example below.

```
if (expression) {
    statement if expression is true;
} else {
    statement If expression is False;
```

Notice the addition not only of the else keyword and an additional statement, but also the use of the opening and closing curly braces - { }. The braces are used to encapsulate the true statement and the false statement, as well as divide the entire statement into its "if" and "else" sections. Notice also that the basic JavaScript syntax rules haven't been broken – a semi-colon is present after both the true statement and the false statement.



**Example** if (80<100)

```
document.write("The expression has evaluated to true!!");
```

You can see the basic if statement used very simply here. Notice the "less-than" operator used within the conditional expression - "80<100". This if statement simply states that if 80 is less than 100, the statement is considered to be true. Since 80 is actually less than 100, the document.write statement is written to the screen. If the conditional expression were "101<100" (which is read as "if 101 is less than 100"), then nothing would be written to the screen as the conditional expression would have evaluated to false. Use the if statement if you want something to happen only if the conditional expression evaluates to true.

If you'd like an action to be taken when the conditional expression evaluates to false as well as true, use the else addition to provide an action to be taken when the conditional expression returns a false value, as shown below.

```
if (101<100) {
    document.write("The expression has evaluated to true!!");
} else {
    document.write("The expression has evaluated to false!!");
}
```

The above if/else statement says that if 101 is less than 100, write the first **document.write** statement to the screen. If 101 isn't less than 100 the second **document.write** statement is written to the screen. Since 101 is not less than 100, the conditional expression returns false, and the second **document.write** statement ("The expression has evaluated to false!!") is written to the screen. So now that you know the basic structure of the if and if/else statements, we'll delve into another aspect – nesting your if/else statements. This nesting structure is used when you have an initial condition to be met with a true or false value, and then you require another set of conditions that you'd like to have tested to acquire your end result.

Examine the below syntax example to understand more clearly what is meant by the term "nesting".

```
if (expression1) {
    statement If expression1 is True;
} else {
```

```

if (expression2) {
    statement If expression2 is True;
} else {
    statement If expression2 is False;
}
}

```

You can see that the second if / else statement is nested within the “false” area of the first if / else statement. If expression1 evaluates to true, then the first **document.write** statement of the first if / else statement is written to the screen. If expression1 evaluates to false, then the second if / else statement is evaluated. If expression2 evaluates to true, the first **document.write** statement of the second if / else statement is written to the screen. If expression2 evaluates to false, then the second **document.write** statement of the second if / else statement is written to the screen. This somewhat complicated (but very useful) method will be used widely within your future JavaScript coding.



**Example:** To illustrate further, we’ll use the nesting of if / else statements in a couple of working examples, shown below.

```

if (99<100) {
    document.write("Expression1 has evaluated to true!!");
} else {
    if (80<100) {
        document.write("Expression2 has evaluated to true!!");
    } else {
        document.write("Expression2 has evaluated to false!!");
    }
}
}

```

The example shows the nesting of an if / else statement within another. The first if / else statement shows the less than operator being used to evaluate the weights of two numbers, 99 and 100. Since 99 is indeed less than 100, the conditional expression returns a value of true, and the first **document.write** statement (“Expression1 has evaluated to true!!”) is written to the screen. The false section of the first if / else statement is never consulted, since the conditional expression of the first if / else statement evaluated to true. Examine the below example, which utilizes the decision making ability of the second, nested,

if / else statement.

```

if (101<100) {
    document.write("Expression1 has evaluated to true!!");
} else {
    if (80<100) {
        document.write("Expression2 has evaluated to true!!");
    } else {
        document.write("Expression2 has evaluated to false!!");
    }
}
}

```

Since 101 is less than 100, and the conditional expression of the first if / else statement returns false, the second if / else statement is executed. Since 80 is less than 100, the conditional expression returns a value of true and the first **document.write** statement of the second if / else statement is executed, writing “Expression2 has evaluated to true!!” to the screen.

## Switch Statement

The switch case conditional statement is used to test all of the possible outcomes for the application you are designing. Used with the case keyword, the switch statement can give you the control you require, with many actions possible instead of just the two given with an if / else statement. That is, you are not limited to a true or false answer to decide between only two actions. While the true or false decision is still used at a very basic level, you may have as many outcomes as you have a need for.

Examine the syntax example, given below.

```
switch (expression)
{
  case caseLabel:
    statement;
    break;
  case caseLabel:
    statement;
    break;
  case caseLabel:
    statement;
    break;
  default:
    statement;
}
```

Notice the colons following the case and caseLabel keywords. This is absolutely required. Don't leave them out. Don't substitute the colons with semi-colons, or your script won't work. And don't forget the colon following the default keyword near the end of the script. The switch statement begins with, of course, the switch keyword. Within the brackets following the switch keyword is the expression, which is used to set the parameter that the rest of the script will use as the data to be used to decide. Once this decision is made, the script looks for a match among the various case keywords. Each case keyword has a unique caseLabel associated with it. This is used to define each case statement as a unique and individual entity to your script. Once a case with the matching caseLabel is found, the statement within the case statement is executed. On the end of the switch statement, you'll see that a "default" keyword was used, with a statement of its own given. This default statement is executed when none of the given cases match the expression given in brackets following the switch keyword.

Notice also that break; statements were used. The break statements used in this way are required to "break" out of the switch/case structure and go on to further actions. It is required so that the rest of the case options below the selected case (as well as the default actions) aren't executed.



Example: To further illustrate the concept, examine the following working example which utilizes the switch/case statement.

```
var varOne = 100;
switch (varOne)
{
  case 90:
    document.write("The value of varOne is 90");
    break;
  case 100:
    document.write("The value of varOne is 100");
    break;
  case 110:
    document.write("The value of varOne is 110");
    break;
  default:
    document.write("The value of varOne is unknown");
}
```

The example shows the declaration of a variable, `varOne`. `varOne` contains a number, which is 100. This `varOne` variable is then used as the expression of the switch statement. Now that the script has the expression with to find a match, the several cases given are searched until a case is found that matches the `varOne` value, which is 100. Since the second label matches the `varOne` value given as the expression, the statement within that case statement is executed, which is `adocument.write` statement which writes the words "The value of `varOne` is 100" to the screen. It should be noted that you aren't limited to using a variable with a static, unchanging value. You may use a variable that changes dynamically with either user driven or script driven actions associated with it to obtain a changing value.

## 8.2 Looping Statements

Often when you write code, you want the same block of code to run over and over again in a row. Instead of adding several almost equal lines in a script we can use loops to perform a task like this. In JavaScript, there are two different kinds of loops:

- **for** - loops through a block of code a specified number of times
- **while** - loops through a block of code while a specified condition is true

### The For Loop

The for loop is used when you know in advance how many times the script should run. Some important points to note are:

- The initialization statements are executed once; only when the *for* loop is encountered.
- After execution of initialization statements, the condition is evaluated.
- After every iteration, the updation statements are executed and then the condition is checked

Syntax

```
for (var=startvalue;var<=endvalue;var=var+increment)
{
    code to be executed
}
```

!



**Caution:** The increment parameter could also be negative, and the `<=` could be any comparing statement.



**Example:** Loop example

The example below defines a loop that starts with `i=0`. The loop will continue to run as long as `i` is less than, or equal to 5. `i` will increase by 1 each time the loop runs.

```
<html>
<body>
<script type="text/javascript">
var i=0;
for (i=0;i<=5;i++)
{
    document.write("The number is " + i);
    document.write("<br />");
}
</script>
</body>
</html>
```

**Output**

The number is 0  
The number is 1  
The number is 2  
The number is 3  
The number is 4  
The number is 5

**Explanation:**

This for loop starts with `i=0`. As long as `i` is less than, or equal to 5, the loop will continue to run. `i` will increase by 1 each time the loop runs.

**The While Loop**

The while loop loops through a block of code while a specified condition is true.

**Syntax**

```
while (var<=endvalue)
{
    code to be executed
}
```



Did u know?

The `<=` could be any comparing statement.

**Example:** while loop example

The example below defines a loop that starts with `i=0`. The loop will continue to run as long as `i` is less than, or equal to 5. `i` will increase by 1 each time the loop runs

```
<html>
<body>
<script type="text/javascript">
var i=0;
while (i<=5)
{
    document.write("The number is " + i);
    document.write("<br />");
    i++;
}
</script>
</body>
</html>
```

**Output**

The number is 0  
The number is 1  
The number is 2

The number is 3

The number is 4

The number is 5

**Explanation:**

i is equal to 0.

While i is less than, or equal to, 5, the loop will continue to run.

i will increase by 1 each time the loop runs.

**The do...while Loop**

The do...while loop is a variant of the while loop. This loop will execute the block of code ONCE, and then it will repeat the loop as long as the specified condition is true.

**Syntax**

```
do
{
code to be executed
}
while (var<=endvalue);
```

**Example:** do while example

The example below uses a do...while loop. The do...while loop will always be executed at least once, even if the condition is false, because the statements are executed before the condition is tested:

```
<html>
<body>
<script type="text/javascript">
var i=0;
do
{
document.write("The number is " + i);
document.write("<br />");
i++;
}
while (i<=5);
</script>
</body>
</html>
```

**Output**

The number is 0

The number is 1

The number is 2

The number is 3

The number is 4

The number is 5

**Explanation:**

i equal to 0.

The loop will run

i will increase by 1 each time the loop runs.

While i is less than, or equal to, 5, the loop will continue to run.



**Task:** Give examples of while loop and do ... while loop.

**Break**

The break statement will break the loop and continue executing the code that follows after the loop (if any).



Example: Break example

```
<html>
<body>
<script type="text/javascript">
var i=0;
for (i=0;i<=10;i++)
{
if (i==3)
{
break;
}
document.write("The number is " + i);
document.write("<br />");
}
</script>
</body>
</html>
```

**Output**

The number is 0

The number is 1

The number is 2

**Explanation:**

The loop will break when i=3.

**Continue Statements**

The continue statement will break the current loop and continue with the next value.



**Example:** It is showing an example of continue.

```
<html>
```



```
<body>
<script type="text/javascript">
var i=0
for (i=0;i<=10;i++)
{
if (i==3)
{
continue;
}
document.write("The number is " + i);
document.write("<br />");
}
</script>
</body>
</html>
```

### Output

The number is 0  
The number is 1  
The number is 2  
The number is 4  
The number is 5  
The number is 6  
The number is 7  
The number is 8  
The number is 9  
The number is 10

**Explanation:** The loop will break the current loop and continue with the next value when i=3.

### Summary

- JavaScript statements consist of keywords used with the appropriate syntax.
- Conditional Statements give the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.
- The switch/case conditional statement is used to test all of the possible outcomes for the application you are designing.
- The for loop is used when you know in advance how many times the script should run.
- The break statement will break the loop and continue executing the code that follows after the loop (if any).

### Keywords

**Alert dialog box:** An alert dialog box is mostly used to give a warning message to the users.

**Break statement:** It will break the loop and continue executing the code that follows after the loop (if any).

**Conditional Statements:** It gives the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.

**Confirmation dialog box:** A confirmation dialog box is mostly used to take user's consent on any option.

### Self Assessment

1. .... statements give the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.
  - A. conditional
  - B. decision
  - C. header
  - D. filter
  
2. The ..... conditional statement is used to perform an action if the condition is met.
  - A. do-while
  - B. if
  - C. continue
  - D. break
  
3. The ..... conditional statement is used to test all of the possible outcomes for the application you are designing.
  - A. Switch case
  - B. for
  - C. if
  - D. while
  
4. The ..... loop is used when you know in advance how many times the script should run.
  - A. For
  - B. do-while
  - C. if
  - D. while
  
5. The ..... loop loops through a block of code while a specified condition is true.
  - A. For
  - B. do-while
  - C. While.
  - D. if
  
6. The ..... loop will execute the block of code ONCE, and then it will repeat the loop as long as the specified condition is true.
  - A. while

- B. do-while
  - C. if
  - D. switch
7. The ..... statement will break the loop and continue executing the code that follows after the loop (if any).
- A. continue
  - B. else
  - C. if
  - D. break
8. The ..... statement will break the current loop and continue with the next value.
- A. break
  - B. else
  - C. continue
  - D. if
9. A/An ..... dialog box is mostly used to give a warning message to the users.
- A. alert
  - B. confirmation
  - C. prompt
  - D. control
10. The ..... dialog box is very useful when you want to pop-up a text box to get user input.
- A. alert
  - B. confirmation
  - C. control
  - D. prompt
11. A ..... dialog box is mostly used to take user's consent on any option
- A. alert
  - B. confirmation
  - C. control
  - D. prompt
12. In ..... loop, you know in advance how many times the script should run.
- A. while
  - B. for
  - C. if
  - D. do-while

## Fundamentals of Web Programming

13. The ..... gives the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.
14. To test all of the possible outcomes for the application being designed, the .....conditional statement is used.
15. In case of the ..... loop, the block of code will execute ONCE, and then it will repeat the loop as long as the specified condition is true.

### Answers for Self Assessment

- |       |       |                       |                 |              |
|-------|-------|-----------------------|-----------------|--------------|
| 1. A  | 2. B  | 3. A                  | 4. A            | 5. C         |
| 6. B  | 7. D  | 8. C                  | 9. A            | 10. D        |
| 11. B | 12. B | 13. control statement | 14. Switch-case | 15. do-while |

### Review Questions

1. What is the use of if-else and switch statements?
2. Discuss break-continue statements with example.
3. What is the difference between for and while loop statements?
4. What is the difference between do-while and while loop statements?
5. “The switch case conditional statement is used to test all of the possible outcomes for the application being designed”. Do you agree with the statement? Give reasons to support your answer.



### Further Readings

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Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### Web Links

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<http://www.roseindia.net/tutorial/javascript/javascriptbasics/JavaScript-User-Defined-Functions.html>

[http://www.tutorialspoint.com/javascript/javascript\\_function\\_literals.htm](http://www.tutorialspoint.com/javascript/javascript_function_literals.htm)

[http://www.webdevelopersnotes.com/tutorials/javascript/global\\_local\\_variables\\_scope\\_javascript.php3](http://www.webdevelopersnotes.com/tutorials/javascript/global_local_variables_scope_javascript.php3)

[https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Functions\\_and\\_function\\_scope/arguments](https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Functions_and_function_scope/arguments)

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## Unit 09: Functions in JavaScript

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### Objectives

After studying this unit, you will be able to:

- Discuss about the conditional statements in JavaScript
- Explain looping structures
- Discuss about the functions and its uses
- Discuss about the user-defined function
- Describe the use of dialog boxes in JavaScript

### Introduction

Functions are blocks of JavaScript code that perform a specific task and often return a value. A JavaScript function may take zero or more parameters. Parameters are a standard technique via which control data can be passed to a function. JavaScript provides the ability to pick up user input or display small amount of the text to the user by using dialog boxes. This dialog appear as separate windows and their content depends on the information provided by the user.

### 9.1 Functions

To keep the browser from executing a script when the page loads, you can put your script into a function. A function contains code that will be executed by an event or by a call to the function. You may call a function from anywhere within a page (or even from other pages if the function is embedded in an external .js file).

*Notes* Functions can be defined both in the <head> and in the <body> section of a document. However, to assure that a function is read/loaded by the browser before it is called, it could be wise to put functions in the <head> section.

#### **Function Literals**

JavaScript 1.2 introduces the concept of *function literals* which is one more new way of defining functions.

A function literal is an expression that defines an unnamed function.

**Syntax**

The syntax for a *function literal* is much like that of the function statement, except that it is used as an expression rather than as a statement and no function name is required.

```
<script type="text/javascript">
<!--
var variablename = function(Argument List){
Function Body
};
// -->
</script>
```

Syntactically, you can specify a function name while creating a literal function as follows:

```
<script type="text/javascript">
<!--
var variablename = function FunctionName(Argument List){
Function Body
};
// -->
</script>
```

But this name does not have any significance, so worth not to use it.

**Built-in Functions**

Javascript, first introduced by Netscape, changed the static fate of the HTML web pages. Before Javascript came into existence, HTML pages were just used to render static content. Inserting Javascript to a web page, can give it a significant degree of interactivity and functionality. It lets you control the behavior of the web browser and how the elements of the web page are displayed. Most web browsers have a built in javascript interpreter. When a browser downloads an html file that contains javascript, the javascript interpreter reacts to any script.

Javascript is an object oriented programming language. It supports the concept of objects in the form of attributes. If an object attribute consists of function, then it is a method of that object, or if an object attribute consists of values, then it is a property of that object.

*Example:*

```
var status=document.readyState;
```

readyState is a property of the document object which can contain values such as

"uninitialized", "loading", "interactive", "complete" whereas,

```
document.write("Hello World");
```

write() is a method of the document object that writes the content "Hello World" on the webpage.

There are several Javascript built-in objects such as:

- Number
- String
- RegExp
- Array
- Math

- Date
- Boolean

Each of the above objects hold several built-in functions to perform object related functionality. Apart from these methods, Javascript provides few predefined functions which do not stick to a particular object type but are global.

*Example:* These global built-in functions are explained below with examples.

### isNaN()

isNaN() method determines whether value of a variable is a legal number or not.

```
document.write(isNaN(0));  
document.write(isNaN("Javascript"));  
document.write(isNaN(-2.45));  
document.write(isNaN("77"));  
document.write(isNaN("2012/4/8"));
```

### Results:

```
false  
true  
false  
false  
true
```

There is a property called NaN of the Number Object which can be used to assign a variable with 'not a number' value.

```
var year= Number.NaN;  
document.write(year);
```

### Result:

```
NaN
```

### isFinite()

As the name indicates, this function is used to find whether a number is a finite legal number.

```
document.write(isFinite("5678"));  
document.write(isFinite(" ABCD"));  
document.write(isFinite("123_456"));
```

### Result:

```
true  
false  
false
```

### eval()

eval() is used to execute Javascript source code. It evaluates or executes the argument passed to it and generates output.

```
eval("var number=2;number=number+2;document.write(number)");
```

### Result:

```
4
```

### Number()

Number() method takes an object as an argument and converts it to the corresponding number



value. If the object passed cannot be converted to a number, that is if the object is not in a format to be represented as a number, then it returns NaN(not a number).

```
var obj1=new String("123");
var obj2=new Boolean("false");
var obj3=new Boolean("true");
var obj4=new Date();
var obj5=new String("9191 9999");
document.write(Number(obj1));
document.write(Number(obj2));
document.write(Number(obj3));
document.write(Number(obj4));
document.write(Number(obj5));
```

**Result:**

```
123
0
1
1342720050291
NaN
```

For date object it returns the number of milliseconds since January 1,1970 UTC.

**String()**

String() function converts the object argument passed to it to a string value.

```
var obj1=new Boolean(0);
var obj2=new Boolean(1);
var obj3=new Date();
document.write(String(obj1));
document.write(String(obj2));
document.write(String(obj3));
```

**Result:**

```
false
true
Thu Jul 19 2012 23:28:08 GMT+0530 (India Standard Time)\
```

**parseInt()**

parseInt() function takes string as a parameter and converts it to integer.

```
document.write(parseInt("50"));
document.write(parseInt("77 days"));
document.write(parseInt("this is 7"));
```

**Result:**

```
50
77
```

NaN
-----

An optional radix parameter can also be used to specify the number system to be used to parse the string argument. For example,

```
document.write(parseInt("10",16));
```

### Result:

16
----

16 is the radix value passed, which means the string should be converted from hexadecimal to decimal value. If the radix is 8, then the string should be converted from octal to decimal value.

If the radix parameter is not specified, then Javascript

- Assumes radix to be 16(hexadecimal), if the string starts with "0x"
- Assumes radix to be 8(octal), if the string starts with 0
- Assumes radix to be 10(decimal), if the string starts with any other number.

### parseFloat()

parseFloat() function takes a string as parameter and parses it to a floating point number.

```
document.write(parseFloat("10.33"));
document.write(parseFloat("15 66 75"));
document.write(parseFloat("this is 77"));
document.write(parseFloat(" 77 "));
```

### Result:

10.33
15
NaN
77

This function allows leading and trailing spaces. If the first character in the string is not a number, then it returns NaN. If the string has more than one set of number separated by delimiters such as spaces, semicolons, commas then it returns only the first set of number before the first delimiter.

### escape()

escape() function encodes the string passed to it so that it can be used across any network, say for example in query strings.

```
document.write(escape("testing escape function!!"));
```

### Result:

```
testing%20escape%20function%21%21
```

escape() function leaves digits, latin letters and the characters + - \* / . \_ @ unchanged and replaces all other characters with ASCII code of the original character preceded by % symbol.

!

**Caution** The radix can be any number ranging from 2 to 36 that represents a numeral system.

*Did u know?* unescape() method is used to decode the encoded strings.

**Notes** Use of eval method is not advised for the following reasons:

- security risk
- debugging may be difficult

- may result at resource hog since each invocation of eval() creates a new instance of javascript interpreter.

## User-defined Functions

A user-defined function saves us from rewriting the same code again and again and helps us to make our application smaller. The given examples will help you to understand how can you put them to work. JavaScript has so many built-in functions, besides that you can make your own as per the need.

General structure of the user defined function is:

```
function function_name(par1, par2,...){ statement}
```

par1, par2 are the name of the parameter, one function could have one, more than one or no parameter. Parameters could be of any datatype.

Example (Simple Function):

```
<html>
<head>
<title>Write your title here </title>
<script type="text/javascript" >
function display()
{document.write("Hello there");
}display();
</script>
</head>
</html>
```

Output:

Hello there
-------------

## 9.2 Calling Functions

You can call the function from any other JavaScript. After the function is executed, the other script that called it goes on from the call.

```
alert('Example 1: the House');
```

```
example(1,'house');
```

```
(do more stuff)
```

So this script first generates an alert box, then calls the function and after the function is finished it continues to do the rest of the instructions in the calling code.

## Functions Properties

Functions in JavaScript are actually an object. Therefore any created function created using the "function" declaration will have the properties of a function. These properties are:

- arguments - An array of arguments passed to the function. This is an array object which has a property of length which enables the programmer to tell how many arguments (or variables) are passed to the function.
- caller - The name of the function that called the function.

- prototype - Used to make more properties.

### Using the Arguments Array

The arguments object is a local variable available within all functions; arguments as a property of Function can no longer be used.

You can refer to a function's arguments within the function by using the arguments object. This object contains an entry for each argument passed to the function, the first entry's index starting at 0.

For example, if a function is passed three arguments, you can refer to the argument as follows:

```
arguments[0]
arguments[1]
arguments[2]
```

The arguments can also be set:

```
arguments[1] = 'new value';
```

The arguments object is not an Array. It is similar to an Array, but does not have any Array properties except length.

*Example:* It does not have the pop method. However it can be converted to a real Array:

```
var args = Array.prototype.slice.call(arguments);
```

If Array generics are available, one can use the following instead:

```
var args = Array.slice(arguments);
```

The arguments object is available only within a function body. Attempting to access the arguments object outside a function declaration results in an error.

You can use the arguments object if you call a function with more arguments than it is formally declared to accept. This technique is useful for functions that can be passed a variable number of arguments. You can use arguments.length to determine the number of arguments passed to the function, and then process each argument by using the arguments object. (To determine the number of arguments declared when a function was defined, use the Function.length property.)

### Local Variables

Local variables exist only inside a particular function hence they have *Local Scope*. *Global variables* on the other hand are present throughout the script and their values can be accessed by any function. Thus, they have *Global Scope*.

#### How to initialize a Local variable?

Any variable that is initialized inside a function using the *var* keyword will have a local scope. If a variable is initialized inside a function without *var*, it will have a global scope. A local variable can have the same name as a global variable.

```
var a = 10;
disp_a();
function disp_a()
{
  var a = 20;
  alert("Value of 'a' inside the function " + a);
}
alert("Value of 'a' outside the function " + a);
```

### 9.3 Dialog Boxes

JavaScript supports three important types of dialog boxes. These dialog boxes can be used to raise and alert, or to get confirmation on any input or to have a kind of input from the users. Here we will see each dialog box one by one:

#### Alert Dialog Box

An alert dialog box is mostly used to give a warning message to the users. Like if one input field requires to enter some text but user does not enter that field then as a part of validation you can use alert box to give warning message as follows:

```
<head>
<script type="text/javascript">
<!--
alert("Warning Message");
// -->
</script>
</head>
```

Nonetheless, an alert box can still be used for friendlier messages. Alert box gives only one button "OK" to select and proceed.

#### Confirmation Dialog Box

A confirmation dialog box is mostly used to take user's consent on any option. It displays a dialog box with two buttons: **OK** and **Cancel**.

If the user clicks on OK button the window method `confirm()` will return true. If the user clicks on the Cancel button `confirm()` returns false. You can use confirmation dialog box as follows:

```
<head>
<script type="text/javascript">
<!--
var retVal = confirm("Do you want to continue?");
if( retVal == true ){
    alert("User wants to continue!");
    return true;
}else{
    alert("User does not want to continue!");
    return false;
}
// -->
</script>
</head>
```

*Task* Compare and contrast Alert dialog box and Confirmation dialog box.

#### Prompt Dialog Box

The prompt dialog box is very useful when you want to pop-up a text box to get user input. Thus it enable you to interact with the user. The user needs to fill in the field and then click OK. This dialog box is displayed using a method called *prompt()* which takes two parameters

(i) A label which you want to display in the text box (ii) A default string to display in the text box. This dialog box with two buttons: **OK** and **Cancel**. If the user clicks on OK button the window method *prompt()* will return entered value from the text box. If the user clicks on the Cancel button the window method *prompt()* returns *null*.

You can use prompt dialog box as follows:

```
<head>
<script type="text/javascript">
<!--
var retVal = prompt("Enter your name : ", "your name here");
alert("You have entered : " + retVal);
// -->
</script>
</head>
```

## Summary

- Functions are blocks of JavaScript code that perform a specific task and often return a value.
- A JavaScript function may take zero or more parameters. Parameters are a standard technique via which control data can be passed to a function.
- JavaScript provides the ability to pick up user input or display small amount of the text to the user by using dialog boxes
- A function contains code that will be executed by an event or by a call to the function.
- A function literal is an expression that defines an unnamed function.
- A user-defined function saves us from rewriting the same code again and again and helps us to make our application smaller.
- Dialog boxes can be used to raise and alert, or to get confirmation on any input or to have a kind of input from the users.

## Keywords

**Alert dialog box:** An alert dialog box is mostly used to give a warning message to the users.

**Break statement:** It will break the loop and continue executing the code that follows after the loop (if any).

**Conditional Statements:** It gives the JavaScript code you are writing the ability to make decisions or perform single or multiple tasks.

**Confirmation dialog box:** A confirmation dialog box is mostly used to take user's consent on any option.

**Function literal:** A function literal is an expression that defines an unnamed function.

**Switch case:** Conditional statement is used to test all of the possible outcomes for the application you are designing.

**User-defined function:** An user-defined function saves us from rewriting the same code again and again and helps us to make our application smaller.

**While loop:** This loop loops through a block of code while a specified condition is true.

### **Self Assessment**

1. To keep the browser from executing a script when the page loads, you can put your script into a .....
  - A. function
  - B. web page
  - C. jQuery
  - D. macro
  
2. A/an ..... is an expression that defines an unnamed function.
  - A. arithmetic literal
  - B. control statement
  - C. function literal
  - D. macro
  
3. An ..... function saves us from rewriting the same code again and again and helps us to make our application smaller.
  - A. Built-in
  - B. derived
  - C. micro
  - D. user-defined
  
4. The ..... object is a local variable available within all functions.
  - A. derived
  - B. arguments
  - C. global
  - D. static
  
5. ....variables exist only inside a particular function hence they have Local Scope.
  - A. global
  - B. static
  - C. local
  - D. dynamic
  
6. An ..... dialog box is mostly used to give a warning message to the users.
  - A. prompt
  - B. alert
  - C. input
  - D. control
  
7. The ..... dialog box is very useful when you want to pop-up a text box to get user input.

- A. prompt
  - B. control
  - C. alert
  - D. input
8. .... are blocks of JavaScript code that perform a specific task and often return a value.
- A. prompt
  - B. Routines
  - C. Functions
  - D. Parameters
9. .... are a standard technique via which control data can be passed to a function.
- A. prompt
  - B. strings
  - C. URL
  - D. Parameters.
10. JavaScript provides the ability to pick up user input or display small amount of the text to the user by using .....
- A. prompt
  - B. dialog boxes
  - C. code
  - D. alert
11. A function contains ..... that will be executed by an event or by a call to the function.
- A. code
  - B. prompt
  - C. dialog box
  - D. literal
12. A ..... is an expression that defines an unnamed function.
- A. prompt
  - B. function literal
  - C. code
  - D. alert
13. A ..... function saves us from rewriting the same code again and again and helps us to make our application smaller.
- A. prompt
  - B. built-in
  - C. derived
  - D. user-defined



14. .... can be used to raise an alert, or to get confirmation on any input or to have a kind of input from the users.
- prompt
  - dialog boxes
  - code
  - alert
15. .... function takes a string as parameter and parses it to a floating point number.
- parseFloat()
  - isNaN()
  - string()
  - number()

### Answers for Self Assessment

- |       |       |       |       |       |
|-------|-------|-------|-------|-------|
| 1. A  | 2. C  | 3. D  | 4. B  | 5. C  |
| 6. B  | 7. A  | 8. C  | 9. D  | 10. B |
| 11. A | 12. B | 13. D | 14. B | 15. A |

### Review Questions

- Differentiate between functions and statements in JavaScript.
- What are the built-in functions in JavaScript?
- Differentiate between built-in functions and user-defined functions.
- What is the use of dialog boxes in JavaScript? **Notes**
- Differentiate between alert and prompt dialog boxes in JavaScript.
- What is the use of confirm dialog box in JavaScript?
- What are the differences between confirm and alert dialog boxes in JavaScript?



### Further Readings

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.
- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### Web Links

- <http://www.quirksmode.org/js/function.html>
- <http://www.roseindia.net/tutorial/javascript/javascriptbasics/JavaScript-User->

Defined-Functions.html

- [http://www.tutorialspoint.com/javascript/javascript\\_function\\_literals.htm](http://www.tutorialspoint.com/javascript/javascript_function_literals.htm)
- [http://www.webdevelopersnotes.com/tutorials/javascript/global\\_local\\_variables\\_scope\\_javascript.php3](http://www.webdevelopersnotes.com/tutorials/javascript/global_local_variables_scope_javascript.php3)
- [https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Functions\\_and\\_function\\_scope/arguments](https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Functions_and_function_scope/arguments)
- <http://www.programming-free.com/2012/07/javascript-built-in-Functionswith.html#.UYFBhVIg7IU>

## **Unit 10: DOM Model& Browser Objects**

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### **Objectives**

After studying this unit, you will be able to:

- Understand DOM Model
- Discuss Objects in HTML
- Discuss the Window objects
- Explain the Navigator objects
- Describe the History objects
- Discuss the Location objects
- Explain the Document object

### **Introduction**

The Document Object Model (DOM) is a programming API for HTML and XML documents. It defines the logical structure of documents and the way a document is accessed and manipulated. In the DOM specification, the term “document” is used in the broad sense – increasingly, XML is being used as a way of representing many different kinds of information that may be stored in diverse systems, and much of this would traditionally be seen as data rather than as documents.

Nevertheless, XML presents this data as documents, and the DOM may be used to manage this data. With the Document Object Model, programmers can create and build documents, navigate their structure, and add, modify, or delete elements and content. Anything found in an HTML or XML document can be accessed, changed, deleted, or added using the Document Object Model, with a few exceptions – in particular, the DOM interfaces for the internal subset and external subset have not yet been specified.

All browsers are split into different parts (objects) that can be accessed using Javascript. Collectively, these parts are known as the Browser Object Model, or the BOM. At the very top of this browser hierarchy is the Window object. This represents the entire browser, with its toolbars, menus, status bar, the page itself, and a whole lot more besides. Effectively, the Window is the browser.

## 10.1 DOM Model - An Overview

The Document Object Model is a programming API for documents. The object model itself closely resembles the structure of the documents it models. For instance, consider this table, taken from an HTML document:

```
<TABLE>
<ROWS>
<TR>
<TD>Shady Grove</TD>
<TD>Aeolian</TD>
</TR>
<TR>
<TD>Over the River, Charlie</TD>
<TD>Dorian</TD>
</TR>
</ROWS>
</TABLE>
```

The Document Object Model represents this table like Figure 10.1.

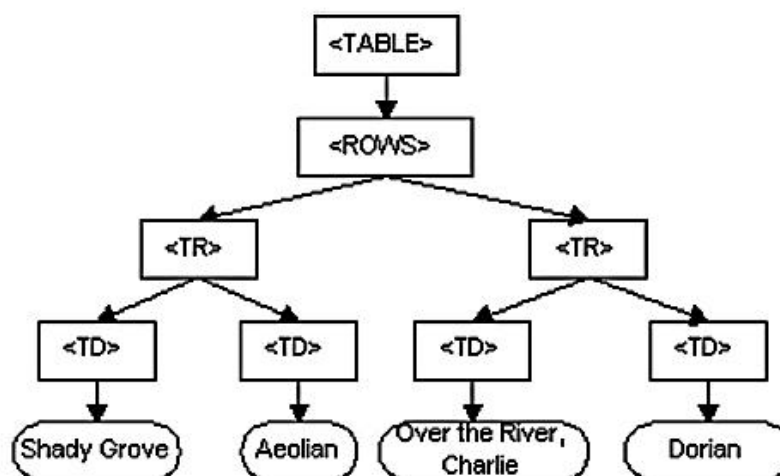


Figure 10.1: DOM Representation of the Example Table

The name "Document Object Model" was chosen because it is an "object model" is used in the traditional object oriented design sense: documents are modeled using objects, and the model encompasses not only the structure of a document, but also the behavior of a document and the objects of which it is composed. In other words, the nodes in the above diagram do not represent a data structure, they represent objects, which have functions and identity. As an object model, the Document Object Model identifies:

- the interfaces and objects used to represent and manipulate a document
- the semantics of these interfaces and objects – including both behavior and attributes
- the relationships and collaborations among these interfaces and objects

The Document Object Model currently consists of two parts, DOM Core and DOM HTML. The DOM Core represents the functionality used for XML documents, and also serves as the basis for DOM HTML.



**Caution** All DOM implementations must support the interfaces listed as “fundamental” in the Core specification; in addition, XML implementations must support the interfaces listed as “extended” in the Core specification.



**Did u know?** The Level 1 DOM HTML specification defines additional functionality needed for HTML documents.

## Objects of Desire

The objects are self-contained bundles of data. Variables associated with an object are called *properties* of the object. Functions that can be executed by an object are called *methods* of the object.

There are three kinds of objects in JavaScript:

- User-defined objects created from scratch by the programmer.
- Native objects like Array, Math, and Date, which are built in to JavaScript.
- Host objects that are provided by the browser.

From the earliest days of JavaScript, some very important host objects have been made available for scripting. The most fundamental of these is the window object.

The window object is nothing less than a representation of the browser window itself. The properties and methods of the window object are often referred to as the Browser Object Model (although perhaps Window Object Model would be more semantically correct).

The Browser Object Model has methods like `window.open` and `window.blur`. These methods, incidentally, are responsible for all those annoying pop-up and pop-under windows that have plagued the Web.

Fortunately, we won't be dealing with the Browser Object Model very much. Instead, we'll focus on what's inside the browser window. The object that handles the contents of a web page is the document object. For the rest of this book, we're going to be dealing almost exclusively with the properties and methods of the document object.

## Model in DOM

The *M* in DOM stands for Model, but it could just as easily stand for Map. A model, like a map, is a representation of something. A model train represents a real train. A street map of a city represents the real city. The DOM represents the web page that's currently loaded in the browser window. The browser provides a map (or model) of the page. You can use JavaScript to read this map.

Maps make use of conventions like direction, contours, and scale. In order to read a map, you need to understand these conventions – and it's the same with the DOM. The most important convention used by the DOM is the representation of a document as a tree. More specifically, the document is represented as a family tree.

In order to gain information from the model, you need to understand what conventions are being used to represent the document.



**Task** Analyze the uses of *Dial M* for Model.

## Nodes

A Node is an interface from which a number of DOM types inherit, and allows these various types to be treated (or tested) similarly; the Node object represents a single node in the document tree. A node can be an element node, an attribute node, a text node, or any other of the node types. Notice

that while all objects inherits the Node properties/methods for dealing with parents and children, not all objects can have parents or children.



**Caution** All DOM implementations must support the interfaces listed as “fundamental” in the Core specification; in addition, XML implementations must support the interfaces listed as “extended” in the Core specification.

*Example:* Text nodes may not have children, and adding children to such nodes results in a DOM error.

## 10.2 Objects in HTML

The Object object represents an HTML object element. The <object> tag is used to include objects such as images, audio, videos, Java applets, ActiveX, PDF, and Flash into a webpage.

### Document Object

The Document object is the root of a document tree. The Document object gives us access to the document's data. Since element nodes, text nodes, attributes, comments, etc. cannot exist outside the document, the Document object contains methods to create these objects. All Node objects have a owner Document property which associates them with the Document where they were created. Object is supported in all major browsers.

### Document Object Properties

The “DOM” column indicates in which DOM Level the property was introduced.

Property	Description	DOM
doctype	Returns the Document Type Declaration associated with the document	1
documentElement	Returns the Document Element of the document (the HTML element)	1
documentURI	Sets or returns the location of the document	3
domConfig	Returns the configuration used when normalize Document() is invoked	3
implementation	Returns the DOMImplementation object that handles this document	1
inputEncoding	Returns the encoding, character set, used for the document	3
strictErrorChecking	Sets or returns whether error-checking is enforced or not	3
xmlEncoding	Returns the XML encoding of the XML document	3
doctype	Returns the Document Type Declaration associated with the document	1
documentElement	Returns the Document Element of the document (the HTML element)	1

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documentURI	Sets or returns the location of the document	3
domConfig	Returns the configuration used when normalize Document() is invoked	3
implementation	Returns the DOMImplementation object that handles this document	1
inputEncoding	Returns the encoding, character set, used for the document	3
strictErrorChecking	Sets or returns whether error-checking is enforced or not	3
xmlEncoding	Returns the XML encoding of the XML document	3
xmlStandalone	Sets or returns whether the XML document is standalone or not	3
xmlVersion	Sets or returns the XML version of the XML document	3

Property	Description	DOM
doctype	Returns the Document Type Declaration associated with the document	1
documentElement	Returns the Document Element of the document (the HTML element)	1
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implementation	Returns the DOMImplementation object that handles this document	1
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documentElement	Returns the Document Element of the document (the HTML element)	1
documentURI	Sets or returns the location of the document	3
domConfig	Returns the configuration used when normalize Document() is invoked	3
implementation	Returns the DOMImplementation object that handles this document	1
inputEncoding	Returns the encoding, character set, used for the document	3

strictErrorChecking	Sets or returns whether error-checking is enforced or not	3
xmlEncoding	Returns the XML encoding of the XML document	3
xmlStandalone	Sets or returns whether the XML document is standalone or not	3
xmlVersion	Sets or returns the XML version of the XML document	3

## Document Object Methods

The “DOM” column indicates in which DOM Level the method was introduced.

Method	Description	DOM
adoptNode(node)	Adopts a node from another document to this document. Returns the adopted node	3
createAttribute()	Creates an attribute node	1
createAttributeNS(URI,name)	Creates an attribute with the specified name and namespaceURI	2
createCDATASection()	Creates a CDATA node with the specified text. For XML DOM only	1
createComment()	Creates a Comment node with the specified text	1
createDocumentFragment()	Creates an empty DocumentFragment node	1
createElement()	Creates an Element node	1
createElementNS()	Creates an element with the specified namespace	2
createEntityReference()	Creates an EntityReference node. For XML DOM only	1
createProcessingInstruction()	Creates an EntityReference node. For XML DOM only	1
createTextNode()	Creates a Text node	1
getElementById()	Returns the element that has the ID attribute with the specified value	2
getElementsByName()	Returns a NodeList containing all elements with the specified tagname	1
getElementsByNameNS()	Returns a NodeList containing all elements with the specified namespaceURI and tagname	2
importNode()	Imports a node from another document	2
normalizeDocument()	Removes empty Text nodes, and joins adjacent nodes	3
renameNode()	Renames the specified node	

## Event Object



By using JavaScript, we have the ability to create dynamic web pages. Events are actions that can be detected by JavaScript.

Every element on a web page has certain events which can trigger a JavaScript.



**Example** We can use the `onClick` event of a button element to indicate that a function will run when a user clicks on the button.

We define the events in the HTML tags.

Examples of events:

- A mouse click
- A web page or an image loading
- Mousing over a hot spot on the web page
- Selecting an input field in an HTML form
- Submitting an HTML form
- A keystroke



**Notes** Events are normally used in combination with functions, and the function will not be executed before the event occurs

- ***onLoad and onUnload:*** The `onLoad` and `onUnload` events are triggered when the user enters or leaves the page. The `onLoad` event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.



**Did You know?** Both the `onLoad` and `onUnload` events are also often used to deal with cookies that should be set when a user enters or leaves a page.



**Example** You could have a popup asking for the user's name upon his first arrival to your page. The name is then stored in a cookie. Next time the visitor arrives at your page, you could have another popup saying something like: "Welcome upendra!"

- ***onFocus, onBlur and onChange:*** The `onFocus`, `onBlur` and `onChange` events are often used in combination with validation of form fields.



**Example** Below is an example of how to use the `onChange` event. The `checkEmail()` function will be called whenever the user changes the content of the field:

```
<input type="text" size="30" id="email" onchange="checkEmail()">
```

- ***onSubmit:*** The `onSubmit` event is used to validate ALL form fields before submitting it.



**Example** Below is an example of how to use the `onSubmit` event. The `checkForm()` function will be called when the user clicks the submit button in the form.

```
<form method="post" action="xxx.htm" onSubmit="return checkForm()">
```



**Caution** If the field values are not accepted, the submit should be cancelled.

The function `checkForm()` returns either true or false. If it returns true the form will be submitted, otherwise the submit will be cancelled:

*onMouseOver and onMouseOut*

*onMouseOver and onMouseOut are often used to create "animated" buttons.*



**Example:** Below is an example of an `onMouseOver` event. An alert box appears when an `onMouseOver` event is detected:

```
<a href="a.html" onmouseover="alert('An onMouseOver event');return false">/a>
```

*Task* Compare and contrast `onLoad` and `onUnload` events.

## Event Association

Events are associated with HTML tags. The definitions of the events described below are as follows:

- **abort** - A user action caused an abort of an image or document load.
- **blur** - A frame set, document, or form object such as a text field loses the focus for input.
- **click** - Happens when a link or image map is clicked on.
- **change** - Happens when a form field is changed by the user and it loses the focus.
- **error** - An error happened loading a image or document.
- **focus** - A frame set, document, or form object such as a text field gets the focus for input.
- **load** - The event happens when an image or HTML page has completed the load process in the browser.
- **mouseout** - The event happens when the mouse is moved from on top of a link or image map
- **mouseover** - The event happens when the mouse is placed on a link or image map.
- **reset** - The user reset the object which is usually a form.
- **submit** - The user submitted an object which is usually a form.
- **unload** - The object such as a frameset or HTML document was exited by the user.

The events for each HTML tag are as follows:

<A>

- click (`onClick`)
- mouseOver (`onMouseOver`)
- mouseOut (`onMouseOut`)

<AREA>

- mouseOver (`onMouseOver`)
- mouseOut (`onMouseOut`)

<BODY>

- blur (`onBlur`)
- error (`onError`)
- focus (`onFocus`)
- load (`onLoad`)
- unload (`onUnload`)

<FORM>

- submit (`onSubmit`)
- reset (`onReset`)

<FRAME>

- blur (`onBlur`)
- focus (`onFocus`)

<FRAMESET>

- blur (onBlur)
- error (onError)
- focus (onFocus)
- load (onLoad)
- unload (onUnload)

<IMG>

- abort (onAbort)
- error (onError)
- load (onLoad)

<INPUT TYPE = "button">

- click (onClick)

<INPUT TYPE = "checkbox">

- click (onClick)

<INPUT TYPE = "reset">

- click (onClick)

<INPUT TYPE = "submit">

- click (onClick)

<INPUT TYPE = "text">

- blur (onBlur)
- focus (onFocus)
- change (onChange)
- select (onSelect)

<SELECT>

- blur (onBlur)
- focus (onFocus)
- change (onChange)

<TEXTAREA>

- blur (onBlur)
- focus (onFocus)
- change (onChange)
- select (onSelect)



*Example:*

```
<html>
<head>
<script type="text/javascript">
function popup()
{
  alert("Hello upendra!")
}
```

```

</script>
</head>
<body>
<input type="button" value="Click Me!" onclick="popup()"><br />
<a href="#" onmouseover="" onMouseout="popup()">
Hover Me!</a>
</body>
</html>

```

**Output****Element Object**

The following properties, and methods can be used on all HTML elements.



**Notes:** All elements can also use the properties/methods of the Node object and the Element

**Properties**

| Property     | Description  | W3C |
|--------------|--|-----|
| accessKey    | Sets or returns an accesskey for an element  | Yes |
| className    | Sets or returns the class attribute of an element  | Yes |
| clientHeight | Returns the viewable height of the content on a page (not including borders, margins, or scrollbars) | No  |
| clientWidth  | Returns the viewable width of the content on a page (not including borders, margins, or scrollbars)  | No  |
| Dir          | Sets or returns the text direction of an element   | Yes |
| id           | Sets or returns the id of an element   | Yes |
| innerHTML    | Sets or returns the HTML contents (+text) of an element  | Yes |
| lang         | Sets or returns the language code for an element   | Yes |
| offsetHeight | Returns the height of an element, including borders and  | No  |

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|              |   |     |
|--------------|---|-----|
|              | padding if any, but not margins   |     |
| offsetLeft   | Returns the horizontal offset position of the current element relative to its offset container      | No  |
| offsetParent | Returns the offset container of an element  | No  |
| offsetTop    | Returns the vertical offset position of the current element relative to its offset container        | No  |
| offsetWidth  | Returns the width of an element, including borders and padding if any, but not margins              | No  |
| scrollHeight | Returns the entire height of an element (including areas hidden with scrollbars)                    | No  |
| scrollLeft   | Returns the distance between the actual left edge of an element and its left edge currently in view | No  |
| scrollTop    | Returns the distance between the actual top edge of an element and its top edge currently in view   | No  |
| scrollWidth  | Returns the entire width of an element (including areas hidden with scrollbars)                     | No  |
| style        | Sets or returns the style attribute of an element   | Yes |
| tabIndex     | Sets or returns the tab order of an element   | Yes |
| title        | Sets or returns the title attribute of an element   | Yes |

**HTML Element Methods**

| Method     | Description                     | W3C |
|------------|---------------------------------|-----|
| toString() | Converts an element to a string | Yes |

**10.3 JavaScript Browser Objects**

The Browser objects are automatically created by a browser at the time of loading a Web page. When an HTML document is opened in a browser window, the browser interprets the document as a collection of hierarchical objects and accordingly displays the data contained in these objects.

The browser parses the document and creates a collection of objects, which defines the document and its details. The different Browser objects can be categorized as:

- 1) JavaScript Window Object
- 2) JavaScript Navigator Object
- 3) JavaScript History Object
- 4) JavaScript Screen Object
- 5) JavaScript Location Object

## 1. JavaScript Window Objects

The window object, which is a top-level object in Client Side JavaScript, represents a window or a frame (within a frameset). Since window object is a top-level object, it contains other objects like 'document', 'history' etc. within it.

*Example:* Window.document.frames[i], where i is 1,2,3....., refers to the index of the frame residing in the current window.

For a top-level window, the parent and top properties refer to the window itself. For frame, the top refers to the topmost browser window, and parent refers to the parent window of the current window.

If a frame has name and src attribute you can refer to that frame from a sibling frame by using parent.frameName or parent.frames[i], where i is 1,2,3.....



### Did You know?

A window object is opened with window.open() and closed with window.close(), if the window does not refer to a frame.

In the subsequent pages we have discussed window object in detail with lots of examples.

### JavaScript Window Objects Property

| Name          | Description   | Version                       |
|---------------|---|-------------------------------|
| closed        | Determine whether a window is closed or not.                                      | Implemented in JavaScript 1.1 |
| defaultStatus | Retrieves the default message displayed in the window's status bar at the bottom. | Implemented in JavaScript 1.0 |
| document      | Contains information about the current document.                                  | Implemented in JavaScript 1.0 |
| innerHeight   | Specifies the vertical dimension (height of the window), in pixels.               | Implemented in JavaScript 1.2 |
| innerWidth    | Specifies the horizontal dimension (width of the document), in pixels.            | Implemented in JavaScript 1.2 |
| location      | Specify the information of the current URL.                                       | Implemented in JavaScript 1.0 |
| locationbar   | Test whether the location bar is visible or not.                                  | Implemented in JavaScript 1.2 |
| menubar       | Refers the browser window's menu bar.   | Implemented in JavaScript 1.2 |
| name          | Get the unique name of a specified window.  | Implemented in JavaScript 1.0 |
| opener        | Specifies the window of the calling document.                                     | Implemented in JavaScript 1.1 |
| outerHeight   | Specifies the vertical dimension, in pixels, of the window's outside boundary.    | Implemented in JavaScript 1.2 |

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|             |   |                               |
|-------------|---|-------------------------------|
| outerWidth  | Specifies the horizontal dimension of the window's outside boundary.                | Implemented in JavaScript 1.2 |
| pageXOffset | Refers the current x-position of a page in a window.                                | Implemented in JavaScript 1.2 |
| pageYOffset | Refers the current y-position of a page in a window.                                | Implemented in JavaScript 1.2 |
| personalbar | Refers the browser window's personal bar.   | Implemented in JavaScript 1.2 |
| screenX     | Specify the x coordinate of the left edge of the window.                            | Implemented in JavaScript 1.2 |
| screenY     | Refers the y-coordinate of the upper edge of a window.                              | Implemented in JavaScript 1.2 |
| scrollbars  | Refers the scroll bars of the browser window.                                       | Implemented in JavaScript 1.2 |
| status      | Specifies a string displayed in the browser status bar at the bottom of the window. | Implemented in JavaScript 1.0 |
| statusbar   | Refers the status bar of the browser window.  | Implemented in JavaScript 1.2 |
| toolbar     | Refers the toolbar of the browser window.   | Implemented in JavaScript 1.2 |



**Task:** Compare and contrast inner Height and inner Width property.

### JavaScript Window Objects Methods

| Name  | Description  | Version                       |
|-------|--|-------------------------------|
| alert | Displays an Alert dialog box with a message and an OK button.      | Implemented in JavaScript 1.0 |
| atob  | Decodes a string of encoding data using base-64 encoding.          | Implemented in JavaScript 1.2 |
| back  | Takes the browser to the previous URL in the current history list. | Implemented in JavaScript 1.2 |
| blur  | Removes focus from a specific window                               | Implemented in JavaScript 1.0 |

Fundamentals of Web Programming

|               |  |                               |
|---------------|--|-------------------------------|
|               | orframe.   |                               |
| btoa          | Convert a given string to a encoded data (using base-64 encoding) string.                              | Implemented in JavaScript 1.2 |
| clearInterval | Cancels a timeout that which was set withthe setInterval method.                                       | Implemented in JavaScript 1.2 |
| clearTimeout  | Cancels a timeout which was set with thesetTimeout method.   | Implemented in JavaScript 1.0 |
| Close         | Closes the specified window.   | Implemented in JavaScript 1.0 |
| confirm       | Displays a Confirm dialog box with the specified message and two buttons OK and Cancel.                | Implemented in JavaScript 1.0 |
| Find          | Search the specified text string in thecontents of the specified window.                               | Implemented in JavaScript 1.2 |
| Focus         | Gives focus to a specific window.  | Implemented in JavaScript 1.1 |
| Forward       | Takes the browser to the next URL in thecurrent history list.  | Implemented in JavaScript 1.2 |
| Home          | Returns the browser to the user's specifiedhome page.  | Implemented in JavaScript 1.2 |
| moveBy        | Move the window relative to its currentposition in pixels.   | Implemented in JavaScript 1.2 |
| moveTo        | Move the top-left corner of the window tothe given screen coordinates.                                 | Implemented in JavaScript 1.2 |
| Open          | Opens a new web browser window.  | Implemented in JavaScript 1.0 |
| Print         | Prints the contents of the window.   | Implemented in JavaScript 1.2 |
| Prompt        | Displays a Prompt dialog box including a message and an input field.                                   | Implemented in JavaScript 1.0 |
| resizeBy      | Resizes an entire window by moving the window's bottom-right corner by the specified number of pixels. | Implemented in JavaScript 1.2 |
| resizeTo      | Resizes an entire window to thespecified pixel dimensions.   | Implemented in JavaScript 1.2 |
| scrollBy      | Scrolls the specified window by thenumber of pixels passed to the method.                              | Implemented in JavaScript 1.2 |
| scrollTo      | Scrolls the viewing area of the window so that the specified point becomes the top left corner.        | Implemented in JavaScript 1.2 |
| setInterval   | Either evaluates an expression or calls a function after every specified number of milliseconds        | Implemented in JavaScript 1.2 |



## 2. JavaScript Navigator Objects

Contains information about the version, mime type and what plug-ins users have installed of Navigator in use. It is important to note that the navigator object cannot be created by user. It is automatically created by the JavaScript runtime engine.

### Navigator Objects – Properties

| Name       | Description  | Version                       |
|------------|--|-------------------------------|
| appName    | Specifies the code name of the browser.                          | Implemented in JavaScript 1.0 |
| appName    | Specifies the name of the browser.                               | Implemented in JavaScript 1.0 |
| appVersion | Specifies version information for the Navigator.                 | Implemented in JavaScript 1.0 |
| language   | Indicates the translation of the Navigator being used.           | Implemented in JavaScript 1.2 |
| mimeType   | An array of all MIME types supported by the client.              | Implemented in JavaScript 1.1 |
| platform   | Indicates the machine type for which the Navigator was compiled. | Implemented in JavaScript 1.2 |
| plugins    | An array of all plug-ins currently installed on the client.      | Implemented in JavaScript 1.1 |
| userAgent  | Specifies the user-agent header.                                 | Implemented in JavaScript 1.0 |

### Navigator Objects – Methods

| Name         | Description                                 | Version                       |
|--------------|---|-------------------------------|
| javaEnabled  | Tests whether Java is enabled.              | Implemented in JavaScript 1.1 |
| taintEnabled | Specifies whether data tainting is enabled. | Implemented in JavaScript 1.1 |

## 3. JavaScript History Objects

The JavaScript History Object is property of the window object.

### History Objects – Properties

The JavaScript history object contains the following properties:

- *current* - The current document URL.
- *length* - The number of entries in the history object.
- *next* - The URL of the next document in the history object.
- *previous* - The URL of the last document in the history object.

## History Objects - Methods

The Methods of JavaScript history objects are as follows:

- **back()** - Go to the previous URL entry in the history list. This does the same thing as the browser back button.
- **forward()** - Go to the next URL entry in the history list. This does the same thing as the browser forward button. This is only effective when there is a next document in the history list. The back function or browser back button must have previously been used for this function to work.
- **go(relPos | string)** - This function will accept an integer or a string. If an integer is used, the browser will go forward or back (if the value is negative) the number of specified pages in the history object (if the requested entry exists in the history object).

## 4. JavaScript Screen Object

The screen object in JavaScript represents the current display screen in your browser. Here is the general form to access the screen object property:

**screen.propertyname**

### JavaScript Screen Object Properties

The following table describes the properties of the Screen object in JavaScript.

| Property    | Description  |
|-------------|--|
| availHeight | specifies the height of the screen, excluding the Windows Taskbar    |
| availWidth  | specifies the width of the screen, excluding the Windows Taskbar     |
| colorDepth  | specifies the depth of the color palette, in bits, to display images |
| height      | specifies the total height of the screen                             |
| pixelDepth  | specifies the color resolution, in bits per pixel, of the screen     |
| width       | specifies the total width of the screen                              |

### JavaScript Screen Object Example

Here is an example illustrating screen object in JavaScript:



#### Example:

```

<!DOCTYPE HTML>
<html>
<head>
<title>JavaScript Screen Object</title>
</head>
<body>
<h3>JavaScript Screen Object Example</h3>
<script type="text/javascript">

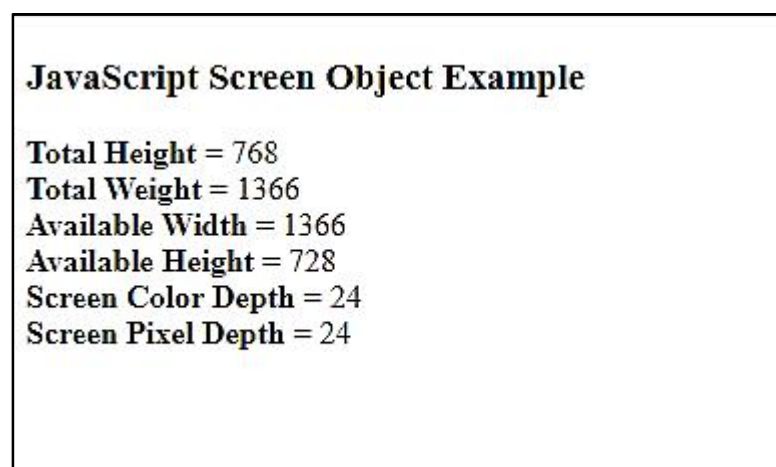
```

```

document.writeln("<b>Total Height = </b>" + screen.height + "<br/>");
document.writeln("<b>Total Weight = </b>" + screen.width + "<br/>");
document.writeln("<b>Available Width = </b>" + screen.availWidth + "<br/>");
document.writeln("<b>Available Height = </b>" + screen.availHeight + "<br/>");
document.writeln("<b>Screen Color Depth = </b>" + screen.colorDepth + "<br/>");
document.writeln("<b>Screen Pixel Depth = </b>" + screen.pixelDepth + "<br/>");
</script>
</body>
</html>

```

Output:



## 5. JavaScript Location Objects

The JavaScript location object is a property of the window object. It can be used to control the web page displayed by the browser.

### Location Objects – Properties

JavaScript location object has the following properties:

- **hash** - The URL anchor part including the leading hash mark if one exists. This is the part of the URL that is used to point to a particular part of a page where a named anchor is.



**Notes:** The hash is the part containing the # sign that points to the particular page location.

- **host** - The URL hostname and port. The URL `http://abc.com/index.html` has the host value of `ctdp.tripod.com:80`. The colon and port is only included when specified. The URL `http://ctdp.abc.com/index.html` has the host value of `ctdp.tripod.com`.
- **hostname** - The URL hostname section.
- **href** - The entire URL. The following code will load the home CTDTP page: `location.href = "http://ctdp.tripod.com/"`. The following code will display the URL of the current page: `document.write(location.href)`.
- **pathname** - The URL pathname section.
- **port** - The URL port section.
- **protocol** - The URL protocol section including the colon after the protocol name. The values are normally `http` or `file`.

The following JavaScript code may be used to identify the source of the URL.

```

switch (window.location.protocol)
{
case "http:":
document.write("From Web<BR>\n")
break
case "file:":
document.write("From Local computer<BR>\n")
break
default:
document.write("Unknown Source<BR>\n")
break
}

```

- **search** - The URL query string section. This is the section after and including the questionmark.
- **target** - The URL link's target name.



**Task** Analyze the use of Location objects

### Location Objects – Methods

The following methods are used in location objects:

- **reload()** - The current window document is reloaded. If a value of true is passed to the reload function, the reload is forced to do an HTTP GET of the document.

*Notes* This is not normally done but is useful when you think the server contents may be different from your cache.

- **replace(URL)** - Requires a URL as a parameter. It loads the document at the URL on top of the current document.



**Did You know?** A new entry is not placed in the history object.

### Example:

Here is an example demonstrating location object in JavaScript:

```

<!DOCTYPE HTML>
<html>
<head>
<title>JavaScript Location Object</title>
<script type="text/javascript">
function gotoUrl()
{
window.location.href = window.document.loctn.ProtocolFld.
options[window.document.loctn.ProtocolFld.selectedIndex].
text + document.loctn.HostnameFld.value + document.loctn.
PathnameFld.value

```

```
    }  
</script>  
</head>  
<body>  
<h3>Enter URL in following sections</h3>  
<form name="loctn" method="post">  
<pre>Protocol:  
<select name="ProtocolFld" size="1">  
<option>http://</option>  
<option>file://</option>  
<option>javascript:</option>  
<option>ftp://</option>  
<option>mailto:</option>  
</select>  
</pre>  
<pre>  
Hostname:  
<input type="text" size="20" maxlength="256" name="HostnameFld" value="codescracker.com">  
</pre>  
<pre>  
Pathname:  
<input type="text" size="20" maxlength="100" name="PathnameFld" value="/">  
</pre>  
<pre>  
<input type="button" name="Go" value="Go" onclick="gotoUrl()">  
</pre>  
</form>  
</body>  
</html>
```

Output:

**Enter URL in following sections**

Protocol:

Hostname:

Pathname:

## 10.4 Document Object

The JavaScript Document object is the container for all HTML HEAD and BODY objects associated within the HTML tags of an HTML document.

### Document Object - Properties

Document object has the following properties:

- **alinkColor**- The color of active links.
- **bgColor**- Sets the background color of the web page. It is set in the <body> tag. The following code sets the background color to white.
  - `document.bgColor = "#FFFFFF"`
- **cookie** - Used to identify the value of a cookie.
- **defaultCharset**
- **domain** - The domain name of the document server.
- **embeds** - An array containing all the plugins in a document.
- **fgColor**- The text color attribute set in the <body> tag.
- **FileCreatedDate**- Use this value to show when the loaded HTML file was created.
- **fileModifiedDate**- Use this value to show the last change date of the loaded HTML file
- **fileSize**
- **fileUpdatedDate**
- **lastModified**- The date the file was modified last.
- **layers** - An array containing all the layers in a document.
- **linkColor**- The color of HTML links in the document. It is specified in the <body> tag.
- **location**
- **mimeType**
- **nameProp**
- **protocol**
- **readyState**
- **referrer** - The Universal Resource Locator (URL) of the document that we got the link to the present document from.
- **security**
- **title** - The name of the current document as described between the header TITLE tags.

- **URL** - The location of the current document.
- **visitedColor** - The color of visited links as specified in the <body> tag/

### Document Object – Methods

The following methods are used in document object:

- **clear()** - This is depreciated.
- **close()** - Closes an output stream that was used to create a document object.
- **contextual()** - It can be used to specify type of specific tags.

The following example specified that text in blockquotes is to be blue:

```
document.contextual(document.tags.blockquote).color = "blue";
```

Multiple styles may be specified in the contextual method to set the value of text in a H3 tag that is underlined to the color blue, for example.

```
document.contextual(document.tags.H3, document.tags.U).color = "blue";
```

- **elementFromPoint(x, y)** - Returns the object at point x, y in the HTML document.
- **getSelection()** - Get the selected text (if any is selected).
- **open([mimeType])** - Opens a new document object with the optional MIME type.
- **write(expr1[,expr2...exprN])** - Add data to a document. Writes the values passed to the write function to the document.

```
document.write("<H3>") document.writeln("This is a Header") document.write("</H3>")
```

- **writeln(expr1[,expr2...exprN])** - Adds the passed values to the document appended with a new line character.

### Summary

- The Document Object Model (DOM) is a programming API for HTML and XML documents.
- The Document Object Model currently consists of two parts, DOM Core and DOM HTML.
- The DOM Core represents the functionality used for XML documents, and also serves as the basis for DOM HTML.
- The objects are self-contained bundles of data.
- Object tag is used to include objects such as images, audio, videos, Java applets, ActiveX, PDF, and Flash into a webpage.
- The M in DOM stands for Model, but it could just as easily stand for Map.
- A Node is an interface from which a number of DOM types inherit, and allows these various types to be treated (or tested) similarly.
- The Document object is the root of a document tree. The Document object gives us access to the document's data.
- By using JavaScript, we have the ability to create dynamic web pages. Events are actions that can be detected by JavaScript.
- All browsers are split into different parts (objects) that can be accessed using Javascript.
- The window object, which is a top-level object in Client Side JavaScript, represents a window or a frame (within a frameset).
- For a top-level window, the parent and top properties refer to the window itself.

- A window object is opened with `window.open()` and closed with `window.close()`, if the window does not refer to a frame.
- The JavaScript History Object is property of the window object.
- The JavaScript Document object is the container for all HTML HEAD and BODY objects associated within the HTML tags of an HTML document.
- Navigator Objects contains information about the version, mimetype and what plug-ins users have installed of Navigator in use.
- The JavaScript location object is a property of the window object. It can be used to control the web page displayed by the browser.

## **Keywords**

**abort** : It is a user action caused an abort of an image or document load.

**blur** : It is a frame set, document, or form object such as a text field loses the focus for input.

**change**: It happens when a form field is changed by the user and it loses the focus.

**click**: It happens when a link or image map is clicked on.

**DOM Model**: The Document Object Model is a programming API for documents.

**error**: An error happened loading a image or document.

**Note**: It is an interface from which a number of DOM types inherit, and allows these various types to be treated (or tested) similarly.

**Object**: This tag is used to include objects such as images, audio, videos, Java applets, ActiveX, PDF, and Flash into a webpage.

**contextual()**: It can be used to specify stype of specific tags.

**Cookie**: This property is used to identify the value of a cookie.

**Document Object**: The JavaScript Document object is the container for all HTML HEAD and BODY objects associated within the HTML tags of an HTML document.

**go(relPos | string)**: This function will accept an integer or a string.

**History Object**: The JavaScript History Object is property of the window object.

**Location Object**: The JavaScript location object is a property of the window object. It can be used to control the web page displayed by the browser.

**Navigator Objects**: It Contains information about the version, mimetype and what plug-ins users have installed of Navigator in use.

**Window object**: The window object, which is a top-level object in Client Side JavaScript, represents a window or a frame (within a frameset).

## **Self Assessment**

1. The ..... is a programming API for documents.
  - A. jQuery
  - B. JavaScript
  - C. Document Object Model
  - D. CSS
2. The DOM Core represents the functionality used for ..... documents.
  - A. CSS
  - B. XML



- C. jQuery
  - D. JavaScript
3. Variables associated with an object are called ..... of the object.
- A. properties
  - B. values
  - C. descriptors
  - D. associates
4. The M in DOM stands for Model, but it could just as easily stand for .....
- A. Mark
  - B. Meta
  - C. Meter
  - D. Map
5. A ..... is an interface from which a number of DOM types inherit, and allows these various types to be treated (or tested) similarly.
- A. Node
  - B. attribute
  - C. object
  - D. Meta
6. The ..... tag is used to include objects such as images, audio, videos, Java applets, ActiveX, PDF, and Flash into a webpage.
- A. <Meta>
  - B. <ins>
  - C. <object>
  - D. <Script>
7. The Document object is the root of a/an .....
- A. DOM
  - B. Object
  - C. attribute
  - D. Document tree
8. .... is used to create an attribute node.
- A. setAttribute()
  - B. createAttribute()
  - C. newAttribute()
  - D. Attribute()
9. .... method is used to import a node from another document.
- A. callNode()
  - B. importNode()
  - C. inNode()
  - D. iNode()
10. .... are actions that can be detected by JavaScript.

- A. Event
  - B. Attributes
  - C. Codes
  - D. Data Lists
11. Every element on a ..... has certain events which can trigger a JavaScript.
- A. Web Browser
  - B. Web Server
  - C. Web page
  - D. Web Link
12. The ..... event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.
- A. onClick
  - B. onSubmit
  - C. onLoad
  - D. onMouseOver
13. The ..... event is used to validate ALL form fields before submitting it.
- A. onMouseOver
  - B. onClick
  - C. onLoad
  - D. onSubmit
14. onMouseOver and onMouseOut are often used to create "....." buttons.
- A. Hypertext
  - B. Animated
  - C. Reference
  - D. Link
15. .... is a frame set, document, or form object such as a text field loses the focus for input.
- A. Del
  - B. Blur
  - C. Mark
  - D. Nav
16. For a ..... window, the parent and top properties refer to the window itself.
17. .... method decodes a string of encoding data using base-64 encoding.
18. .... evaluates an expression or calls a function after a specified number of milliseconds.
19. .... contains information about the version, mimetype and what plug-ins users have installed of Navigator in use.
20. .... property specifies version information for the Navigator.
21. .... property tests whether Java is enabled.
22. The JavaScript ..... is property of the window object.
23. .... function will accept an integer or a string.

24. The ..... property specifies the number of entries in the history object.
25. The JavaScript ..... is a property of the window object.
26. .... is the part of the URL that is used to point to a particular part of a page where a named anchor is.
27. .... property specifies the URL hostname and port.
28. The JavaScript ..... is the container for all HTML HEAD and BODY objects associated within the HTML tags of an HTML document.
29. .... property sets the background color of the web page.
30. .... property specifies the text color attribute set in the <body> tag.

### **Answers for Self Assessment**

- |                 |                    |                         |                       |                     |
|-----------------|--------------------|-------------------------|-----------------------|---------------------|
| 1. C            | 2. B               | 3. A                    | 4. D                  | 5. A                |
| 6. C            | 7. D               | 8. B                    | 9. B                  | 10. A               |
| 11. C           | 12. C              | 13. D                   | 14. B                 | 15. B               |
| 16. top-level   | 17. Atob           | 18. setTimeout          | 19. Navigator objects | 20. appVersion      |
| 21. javaEnabled | 22. History Object | 23. go(relPos   string) | 24. length            | 25. location object |
| 26. Hash        | 27. Host           | 28. Document object     | 29. bgColor           | 30. fgColor         |

### **Review Questions**

1. What is DOM?
2. Explain the DOM interface.
3. How do you define DOM?
4. How do you define nodes in HTML DOM?
5. How do you define node tree in HTML DOM?
6. What are the properties and methods of HTML DOM?
7. Write a short note on HTML Element Properties.
8. Describe the properties of Document Object.
9. Illustrate the representation of DOM with example.
10. Make distinction between onMouseOver and onMouseOut.
11. What is History object function in JavaScript?
12. Write a short note on Location object properties.
13. What is document object model?
14. How do you assign object properties?
15. How do you create a new object in JavaScript?
16. What is the function of NaN?
17. What is the function of document object model?
18. Define screen object properties.
19. Discuss the methods of navigator object.



### Further Readings

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.
- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### Web Links

- <http://books.google.co.in/books?id=Yg9BXNIAwloC&pg=PA32&lpg=PA32&dq=dial+m+in+dom+model&source=bl&ots=X3Ac6Ftw5x&sig=4TIsRZz4-SgE6DT1WXPNRieZDd0&hl=en&sa=X&ei=aKBUbidFcysrAfA2YCYAw&ved=0CDAQ6AEwAg#v=onepage&q=dial%20m%20in%20dom%20model&f=false>
- [http://www.w3schools.com/dom/dom\\_node.asp](http://www.w3schools.com/dom/dom_node.asp)
- [http://www.w3schools.com/jsref/dom\\_obj\\_core\\_document.asp](http://www.w3schools.com/jsref/dom_obj_core_document.asp)  
<http://www.comptechdoc.org/independent/web/cgi/javamanual/javadocument.html>
- <http://www.w3resource.com/javascript/client-object-property-method/window.php>

## Unit 11: Handling Events Using JavaScript

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Objectives

Introduction

11.1 Working on Event

11.2 onClick Event Handler and onSelect Event Handler

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### Objectives

After studying this unit, you will be able to:

- Explain the working of event
- Describe different events in JavaScript

### Introduction

By using JavaScript, we have the ability to create dynamic web pages. Events are actions that can be detected by JavaScript. Every element on a web page has certain events which can trigger a JavaScript. For example, we can use the onClick event of a button element to indicate that a function will run when a user clicks on the button. We define the events in the HTML tags.



#### Examples of events:

- A mouse click
- A web page or an image loading
- Move the mouse over a hot spot on the web page
- Selecting an input field in an HTML form
- Submitting an HTML form
- A keystroke

### 11.1 Working on Event

Events are normally used in combination with functions, and the function will not be executed before the event occurs!

#### **onLoad and onUnload**

The onLoad and onUnload events are triggered when the user enters or leaves the page. The onLoad event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.

Both the onLoad and onUnload events are also often used to deal with cookies that should be set when a user enters or leaves a page.



**Example:** You could have a popup asking for the user's name upon his first arrival to your page. The name is then stored in a cookie. Next time the visitor arrives at your page, you could have another popup saying something like: "Welcome upendra!".

### onFocus, onBlur and onChange

The onFocus, onBlur and onChange events are often used in combination with validation of form fields. Below is an example of how to use the onChange event. The checkEmail() function will be called whenever the user changes the content of the field:

```
<input type="text" size="30" id="email" onchange="checkEmail()">
```

### onSubmit

The JavaScript onSubmit is one of the event handling function used for performing the operations in web based applications. It is used to validate the data and whatever the client user is requested to the server it is to be validated and mainly used in the HTML form controls also it is used to set the HTML contents of the some input like hidden elements is to be validated before the request is submitting to the server side. If suppose the user is forget to submit the required fields in the form they can be cancelled the submission within the onSubmit event.

The onSubmit event is used to validate ALL form fields before submitting it. Below is an example of how to use the onSubmit event. The checkForm() function will be called when the user clicks the submit button in the form. If the field values are not accepted, the submit should be cancelled. The function checkForm() returns either true or false. If it returns true the form will be submitted, otherwise the submit will be cancelled:

```
<form method="post" action="xxx.htm" onSubmit="return checkForm()">
```

### onMouseOver and onMouseOut

onMouseOver and onMouseOut are often used to create "animated" buttons. Below is an example of an onMouseOver event. An alert box appears when an onMouseOver event is detected:

```
<a href="a.html" onmouseover="alert('An onMouseOver event');return false"
</a>
```



**Example:** Triggering the function on mouse pointer over the image.

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseover Event</h2>

<p>The function bigImg() is triggered when the user moves the mouse pointer over the
image.</p>
<p>The function normalImg() is triggered when the mouse pointer is moved out of the
image.</p>
<script>
function bigImg(x) {
```

```
x.style.height = "64px";  
x.style.width = "64px";  
}
```

```
function normalImg(x) {  
x.style.height = "32px";  
x.style.width = "32px";  
}
```

```
</script>
```

```
</body>
```

```
</html>
```

Output:

Before Mouseover:

## HTML DOM Events

### The onmouseover Event



The function `bigImg()` is triggered when the user moves the mouse pointer over the image.

The function `normalImg()` is triggered when the mouse pointer is moved out of the image.

After Mouseover:

## HTML DOM Events

### The onmouseover Event



The function `bigImg()` is triggered when the user moves the mouse pointer over the image.

The function `normalImg()` is triggered when the mouse pointer is moved out of the image.

## 11.2 onClick Event Handler and onSelect Event Handler

In this section, we will discuss `onClick` Event Handler and `onSelect` Event Handler.

## onClick Event Handler

The onclick property returns the onClick event handler code on the current element.



Notes

When using the onclick event to trigger an action, also consider adding this same action to the onkeydown event, to allow the use of that same action by people who don't use a mouse or a touch screen.

### Syntax

```
element.onclick = functionRef;
```

where *functionRef* is a function - often a name of a function declared elsewhere or a *functionexpression*.



**Example:** Using onClick event to display system time

```
<!DOCTYPE html>

<html>

<body>

<button   onclick="document.getElementById('demo').innerHTML=Date()">The   time
is?</button>

<p id="demo"></p>

</body>

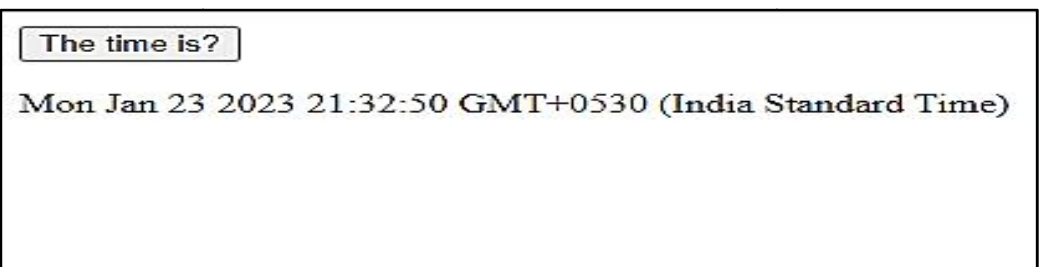
</html>
```

Output:

Before Clicking the Button:



After clicking the Button:



**Did You know?**

The event object passed to the specified event handler function is a MouseEvent.

## onSelect Event Handler



---

Unit 11: Handling Events Using JavaScript

A select event occurs when a user selects some of the text within a text or textarea field. The onselect event is mostly used on <input type="text"> or <textarea> elements.



**Caution** The onSelect event handler executes JavaScript code when a select event occurs.



**Example** The following example uses an onSelect handler in the *valueField* text object to call the *selectState()* function.



**Example** <INPUT TYPE="text" VALUE="" NAME="valueField" onSelect="selectState()">



**Example:**

```
<!DOCTYPE html>
<html>
<body>
```

```
Select some of the text: <input type="text" value="Hello world!"
onselect="myFunction()">
```

```
<script>
function myFunction() {
  alert("You selected some text!");
}
</script>
```

```
</body>
</html>
```

Output:

Select some of the text:



**Example:** Assigning an onSelect event to an input element.

```
<!DOCTYPE html>
<html>
```

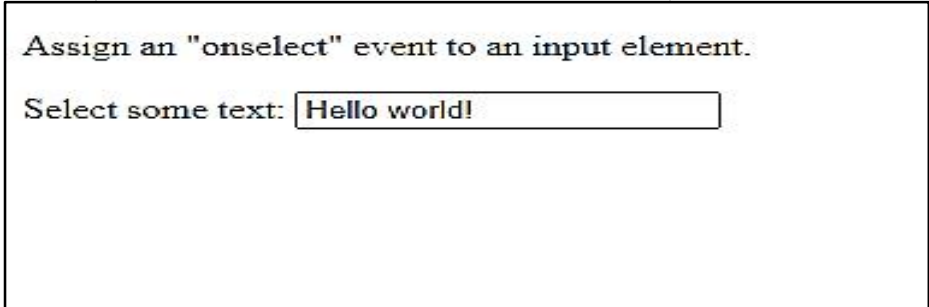
```

<body>
  <p>Assign an "onselect" event to an input element.</p>
  Select some text: <input type="text" value="Hello world!" onselect="myFunction()">
  <p id="demo"></p>
  <script>
    function myFunction() {
      document.getElementById("demo").innerHTML = "You selected some text!";
    }
  </script>

</body>
</html>

```

Output:



Assign an "onselect" event to an input element.

Select some text:



Example: Using the select() method of the HTML DOM Input Text Object to select some content of a text field. When this happens, the onselect event fires, which will trigger an alert function.

```

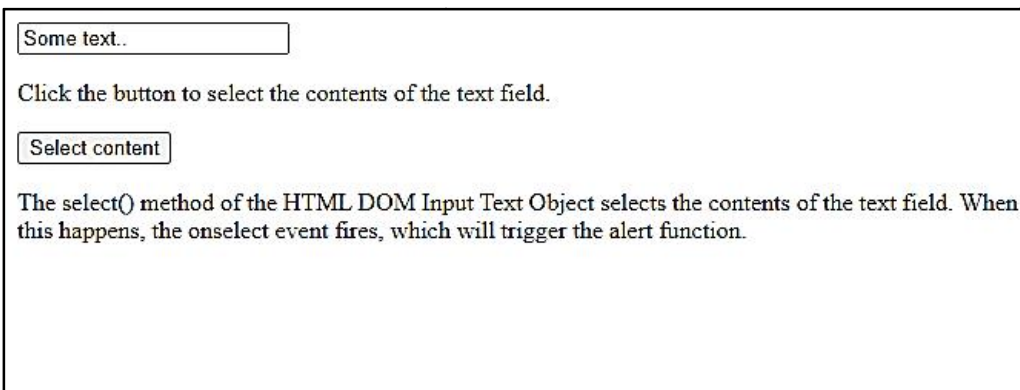
<!DOCTYPE html>
<html>
<body>
  <input type="text" id="myText" value="Some text.." onselect="myAlertFunction()">
  <p>Click the button to select the contents of the text field.</p>
  <button type="button" onclick="mySelectFunction()">Select content</button>
  <p>The select() method of the HTML DOM Input Text Object selects the contents of
  the text field. When this happens, the onselect event fires, which will trigger the alert
  function.</p>
  <script>
    // Select the contents of a text field with id="myText"
    function mySelectFunction() {
      document.getElementById("myText").select();
    }
    // Alert some text when the text in the text field has been selected
    function myAlertFunction() {

```

```
    alert("You selected some text!");  
  }  
</script>  
</body>  
</html>
```

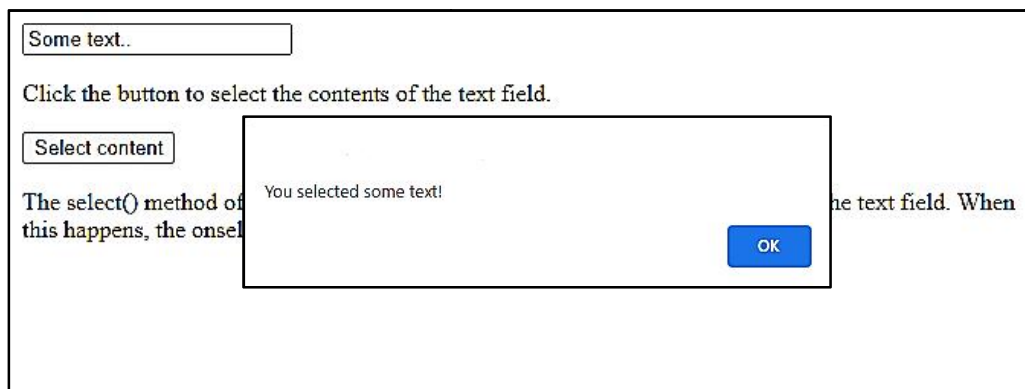
Output:

Before Clicking:



A screenshot of a web page. At the top, there is a text input field containing the text "Some text..". Below the input field, there is a line of text: "Click the button to select the contents of the text field." Underneath this text is a button labeled "Select content". At the bottom of the page, there is a paragraph of text: "The select() method of the HTML DOM Input Text Object selects the contents of the text field. When this happens, the onselect event fires, which will trigger the alert function."

After Clicking:



A screenshot of the same web page as before, but with an alert dialog box open in the center. The dialog box has a white background and a blue border. It contains the text "You selected some text!" and a blue "OK" button at the bottom right. The background page is slightly dimmed, but the text input field, the instruction text, the "Select content" button, and the paragraph about the select() method are still visible.

## Summary

- By using JavaScript, we have the ability to create dynamic web pages.
- Events are normally used in combination with functions, and the function will not be executed before the event occurs!
- The onLoad and onUnload events are triggered when the user enters or leaves the page.
- The onFocus, onBlur and onChange events are often used in combination with validation of form fields.
- The onSubmit event is used to validate ALL form fields before submitting it.
- When using the onclick event to trigger an action, also consider adding this same action to the onkeydown event.
- The onclick property returns the onClick event handler code on the current element.

- The event object passed to the specified event handler function is a MouseEvent.

### **Keywords**

**Events:** Events are normally used in combination with functions, and the function will not be executed before the event occurs.

**MouseEvent:** The event object passed to the specified event handler function is a MouseEvent.

**onclick:** The onclick property returns the onClick event handler code on the current element.

**onLoad:** This event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.

**onSelect:** A select event occurs when a user selects some of the text within a text or textarea field.

**onSubmit:** This event is used to validate ALL form fields before submitting it.

### **Self Assessment**

1. .... are normally used in combination with functions, and the function will not be executed before the event occurs!  
A. Methods  
B. Procedures  
C. Events  
D. Validations
2. The ..... and onUnload events are triggered when the user enters or leaves the page.  
A. onload  
B. onclick  
C. onSelect  
D. onSubmit
3. The ..... event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.  
A. onclick  
B. onSelect  
C. onSubmit  
D. onLoad
4. The onFocus, onBlur and onChange events are often used in combination with ..... of form fields.  
A. Selection  
B. Validation  
C. Submission  
D. Clicking
5. The ..... event is used to validate ALL form fields before submitting it.

---

*Unit 11: Handling Events Using JavaScript*

---

- A. onLoad
  - B. onclick
  - C. MouseEvent
  - D. onSubmit
6. onMouseOver and onMouseOut are often used to create “.....” buttons.
- A. Animation
  - B. Validation
  - C. Submission
  - D. Selection
7. The ..... property returns the onClick event handler code on the current element.
- A. onLoad
  - B. onSelect
  - C. onclick
  - D. onSubmit
8. .... is often a name of a function declared elsewhere or a function expression.
- A. memberFunction.
  - B. functionRef
  - C. globalDeclaration
  - D. staticDeclaredFunc
9. The event object passed to the specified event handler function is a .....
- A. MouseEvent
  - B. onSubmit
  - C. onclick.
  - D. onLoad
10. A ..... event occurs when a user selects some of the text within a text or text area field.
- A. onclick.
  - B. onLoad
  - C. Select
  - D. onSubmit
11. The ..... handler executes JavaScript code when a select event occurs.
- A. onLoad
  - B. onclick
  - C. onSubmit
  - D. onSelect event

12. The onSubmit event is used to validate ALL form fields before submitting it.
13. When using the onclick event to trigger an action, there is no need to consider adding this same action to the onkeydown event.
14. The onclick property returns the onClick event handler code on the previous element.
15. MouseEvent is an event object passed to the specified event handler function.

### Answers for Self Assessment

- |       |       |       |       |       |
|-------|-------|-------|-------|-------|
| 1. C  | 2. A  | 3. D  | 4. B  | 5. D  |
| 6. A  | 7. C  | 8. B  | 9. A  | 10. C |
| 11. D | 12. A | 13. B | 14. B | 15. A |

### Review Questions

1. What do you mean by events?
2. Why we use events in JavaScript?
3. How to use onMouseOver and onMouseOut events?
4. How to change the background color of an element?
5. How do you define onLoad and onUnload event?
6. Define onLoad calls and onUnload calls.
7. Explain onBlur Event Handler.
8. Why we use onSelect Event Handler?
9. Describe onSubmit Event Handler.
10. Make distinction between onMouseOver and onMouseOut.



### Further Readings

- Hall, 2009, *Core Web Programming*, 2/E, Pearson Education India.
- Jon Duckett, 2011, *Beginning Web Programming with HTML, XHTML and CSS*, John Wiley & Sons.
- Robert F. Breedlove, 1996, *Web Programming Unleashed*, Sams.net.
- Tim Downey, 2012, *Guide to Web Development with Java: Understanding Website Creation*, Springer.



### Web Links

- <http://en.wikipedia.org/wiki/JavaScript>
- [http://www.homeandlearn.co.uk/JS/javascript\\_tag\\_placement.html](http://www.homeandlearn.co.uk/JS/javascript_tag_placement.html)
- <http://javascript.about.com/library/blbitop.htm>
- <http://books.google.co.in/books?id=Yg9BXNIAwloC&pg=PA32&lpg=PA32&dq=dial+m+in+dom+model&source=bl&ots=X3Ac6Ftw5x&sig=4TIsRZz4-SgE6DT1WXPNRieZDd0&hl=en&sa=X&ei=aKBUbidFcysrAfA2YCYAw&ved=0CDAQ6AEwAg#v=onepage&q=dial%20m%20in%20dom%20model&f=false>



## **Unit 12: HTML Forms**

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### **Objectives**

After studying this unit, you will be able to:

- Explain the properties and methods of HTML forms
- Discuss HTML Button
- Explain HTML Text
- Describe HTML Text Area
- Explain HTML Checkboxes
- Discuss the HTML Radio Button
- Explain in detail the HTML option and select element

### **Introduction**

A form is exactly what it says it is, a form that the user fills-in. It can have a variety of different types of input fields that you specify when you design the form (e.g. name, address, age, etc.) and the user fills-in prior to submitting the form. The only problem with HTML forms is that they are not much use by themselves because a traditional HTML form will only work in conjunction with a specially written server-side CGI program or script.

### **12.1 Properties and Methods**

The method attribute tells the server how to submit the form information. There are two methods, get and post. The default method is get.

*method="get"*



This sends the form information by including it on the URL. The get method sends the information to the server in one step. It is best used for forms where the information is not secure (as it can be seen in the URL), and the amount of information passed is small. Get requests are useful if you want to call a CGI from a link.

```
<form method="get" action="">
```

When to use the get method:

- Short forms, with only 1 or 2 input fields
- Forms with primarily select, radio, and checkbox fields
- When the form needs to be called from a link
- For mailto forms

```
method="post"
```

This sends the form information in the HTTP environment. It is a little more secure, as your customers can't see it directly (although it is sent in clear text, so it can be hijacked by hackers with packet sniffers).



**Notes** The post method sends the data to the server in two steps. First the browser contacts the server and after the contact is made, it sends the information.

It is best used when you have a lot of information to pass (either textarea tags, or just a lot of fields.)

```
<form method="post" action="">
```

When to use the post method:

- Longer forms, more than 3 input fields
- Forms with large textarea fields
- Forms where security is more important (but if security is important, you should use a secure server too)



**Task** Compare and contrast get method and post method.

## HTML Form E-mail

Generally, the button should be the last item of your form and have its name attribute set to "Send" or "Submit". In addition to adding the submit button, we must also add a destination for this information and specify how we want it to travel to that place. Adding the following attributes to your <form> will do just this.

*Method:* We will only be using the post functionality of method, which sends the data without displaying any of the information to the visitor.

*Action:* Specifies the URL to send the data to. We will be sending our information to a fake email address.

## 12.2 Button

We use the <input> tag to create a basic button. Within the code, we use type="button" to set the control to a button.

*Example:*

```
<button type="button" onclick="JavaScript:alert('You liked that, didn\'t
you!')">Go ahead... make my day!</button>
```

Output:



**Input Button**

Go ahead... make my day!

### 12.3 Text

Text fields offer a small rectangular box that's always ready to receive information from viewers. Users will notice that when they click these fields, the cursor will change from the typical arrow to a pipe character ( | ), allowing for text entries to be typed inside each input field.

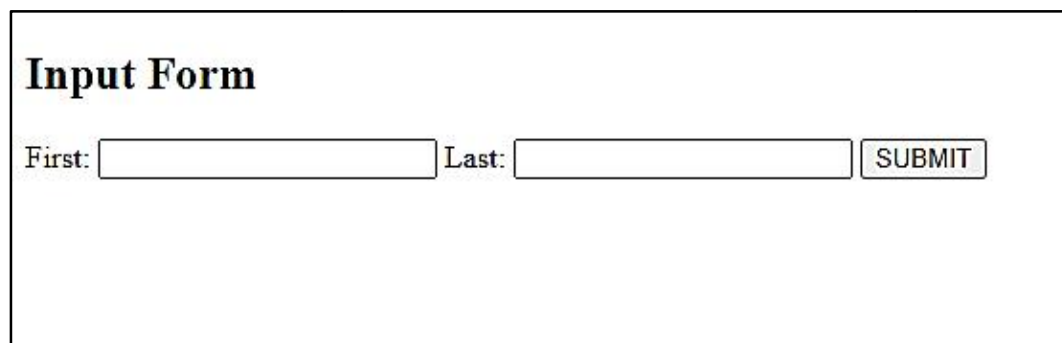
#### TYPE Attribute

A text field is placed on a web page using the `<input>` tag, with the *type* attribute set with a value of "text".

Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>Input Form</h2>
<form name="MyForm" action="to:youremail@email.com" method="post">
First: <input title="Enter First Name" id="first" name="first" type="text"
/> Last: <input title="Please Enter Your Last Name" id="last" name="last"
type="text" />
<input type="submit" value="SUBMIT" />
</form>
</body>
</html>
```

Output:



**Input Form**

First:  Last:

Text fields are designed to capture single words or phrases from the user. That information may then be processed through some kind of client/server side script (PHP, PERL, JavaScript). If you do plan on processing the data, be sure to include the *name* and *id* attributes.

**Did You know?**

A descriptive *title* is also a great visual aid for providing a tool-tip display for your web elements.

**HTML - Text Links**

The World Wide Web got its spidery name from the plentiful connections (links) that link websites together with the click of a button. What most people don't know is that HTML links are actually HTML anchors constructed using anchor tags (<a>).

Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>Text Link</h2>
<a href="https://www.google.com">Click here for Google </a>
</body>
</html>
```

Output:

**Font**

Font face and color depends entirely on the computer and browser that is being used to view your page. But the <font> tag is used to add style, size, and color to the text on your site. You can use a <basefont> tag to set all of your text to the same size, face, and color.

The font tag is having three attributes called size, color, and face to customize your fonts. To change any of the font attributes at any time within your page, simply use the <font> tag.

**Caution**

The text that follows will remain changed until you close with the </font> tag. You can change any or all of the font attributes at the one time, by including all the required changes within the one <font> tag.

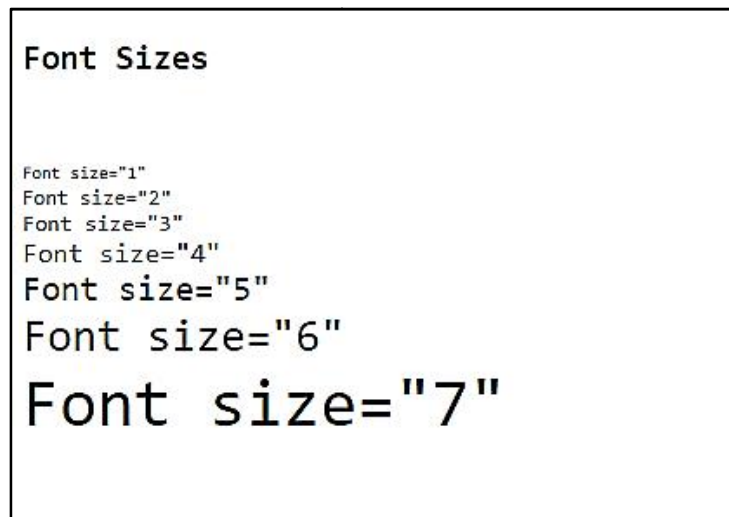


Example:

```
<!DOCTYPE html>
<html>
<body>
<pre>
<h2>Font Sizes</h2>
```

```
<font size="1">Font size="1"</font>
<font size="2">Font size="2"</font>
<font size="3">Font size="3"</font>
<font size="4">Font size="4"</font>
<font size="5">Font size="5"</font>
<font size="6">Font size="6"</font>
<font size="7">Font size="7"</font>

</pre>
</body>
</html>
```

**Output:****Headers**

The HTML <header> tag represents a group of introductory or navigational aids. Headers can contain headings, subheadings, version information, navigational controls, etc.

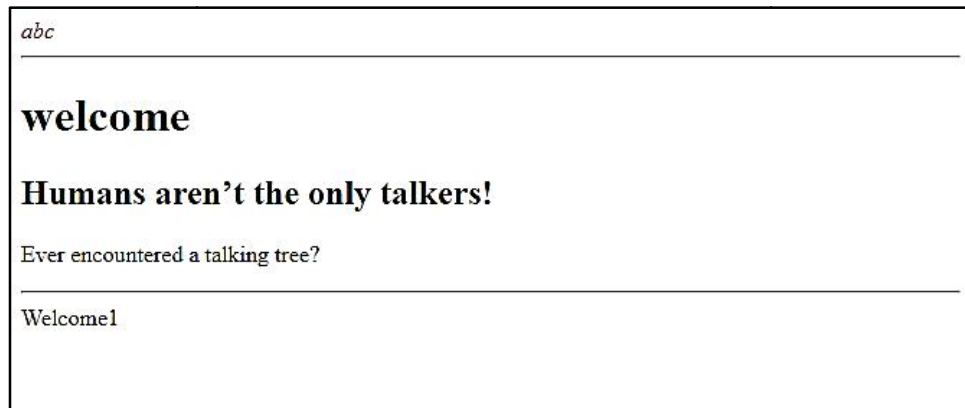
The <header> element is intended to usually contain the section's heading (an <h1>-<h6> element or an <hgroup> element), but this is not required. The <header> element can also be used to wrap a section's table of contents, a search form, or any relevant logos.

**Example:**

```
<html>
<head></head>
<body>
<header>
<span style="color:brown;font-style:italic;">abc</span>
<hr>
<hgroup>
```

```
<h1>welcome </h1>
<h2>Humans aren't the only talkers!</h2>
</hgroup>
</header>
<article>
<p>Ever encountered a talking tree? </p>
</article>
<footer>
<hr>
Welcome1
</footer>
</body>
</html>
```

Output:



## Commenting in the HTML Coding

Comments are a great asset to new developers and a great way to place little notes to yourself reminding yourself what pieces of code are doing what. Comments are also great ways to troubleshoot bugs and code errors, as they give you the ability to comment out lines of code one at a time to search for the exact line causing problems.

As a sprouting young web developer, HTML code comments are your friends! A comment is a way to control which lines of code are to be ignored by the web browser and which lines of code to incorporate into your web page. There are three main reasons why you may want your code to be commented out or ignored.

- Comment out elements temporarily rather than removing them, especially if they've been left unfinished.
- Write notes or reminders to yourself inside your actual HTML documents.
- Create notes for other scripting languages like JavaScript which requires them.

Comment Tags:

```
<!-- Opening Comment Tag
--> Closing Comment Tag
```

## 12.4 Text Area

Text areas are text fields that can span several lines. Unlike most other form fields, text areas are not defined with an `<input>` tag.

Instead you enter a `<textarea>` tag where you want the text area to start and a closing `</textarea>` tag where you want the area to end.

Everything written between these tags will be presented in the text area box.



**Example:**

```
<html>
<head>
<title>My Page</title>
</head>
<body>
<form name="myform" action="http://www.mydomain.com/myformhandler.cgi"
method="POST">
<div align="center">
This is outside the area<br><br>
    <textarea cols="40" rows="5" name="myname">
    Now we are inside the area - which is nice.
    </textarea>
<br><br>
And now we are outside the area again.
</div>
</form>
</body>
</html>
```

Output:

The screenshot shows a web browser window. Inside the window, there is a large rectangular box. At the top of this box, the text "This is outside the area" is displayed. In the center of the box, there is a smaller rectangular text area. Inside this text area, the text "Now we are inside the area - which is nice." is displayed. Below the text area, the text "And now we are outside the area again." is displayed.

## 12.5 HTML Checkboxes

Check boxes are used when you want to let the visitor select one or more options from a set of alternatives. If only one option is to be selected at a time you should use radio buttons instead.



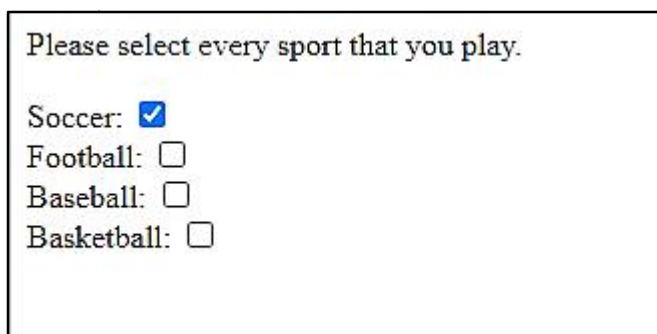
**Example:**

```

<html>
<head>
<title>My Page</title>
</head>
<body>
    <form      name="myForm"      action="http://localhost:8080/abc.html"
    method="post">
        <p>Please select every sport that you play.</p>
        Soccer: <input type="checkbox" name="sports" value="soccer" /><br />
        Football: <input type="checkbox" name="sports" value="football" /><br />
        Baseball: <input type="checkbox" name="sports" value="baseball" /><br />
        Basketball: <input type="checkbox" name="sports" value="basketball" />
    </form>
</body>
</html>

```

Output:



## 12.6 HTML Radio Buttons

The Radio Button in HTML are type of input form, which allows a user to select any one option from the alternative options.



### Caution

To achieve this, we must specify the name of radio button properly. The code enables a user to select one radio button at a time among alternative buttons.

**<input type>:** The <input> type specify the component type is radio button.

**<value>:** The <value> specify the output value of input element in html page, when it is clicked.



### Did You know?

The text that follows will remain changed until you close with the </font> tag. You can change any or all of the font attributes at the one time, by including all the required changes within the one <font> tag.

The Output result is sent to the specified form's action URL.



### Example:

```

<html>
<head>

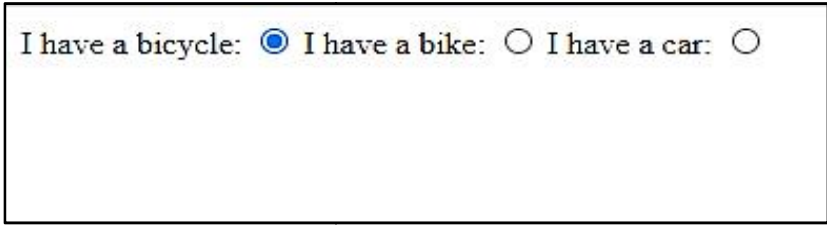
```

```

<title>My Page</title>
</head>
<body>
    <form action="" ">
        I have a bicycle:
        <input type="radio" name="vehicle" value="bicycle">
        I have a bike:
        <input type="radio" name="vehicle" value="bike">
        I have a car:
        <input type="radio" name="vehicle" value="car">
    </form>
</body>
</html>

```

Output:



## 12.7 Select and Option Element

HTML *select* fields provide essentially the same functionality as HTML Checkbox Fields. They allow the user to select one or more values from a predetermined series of options.

*Notes* Incorporating a select field into a web page is done using the `<select>` tag.

List values are then added to the field using the `<option>` tag, similar to how list items `<li>` are added to ordered list elements (`<ol>`).



Example:

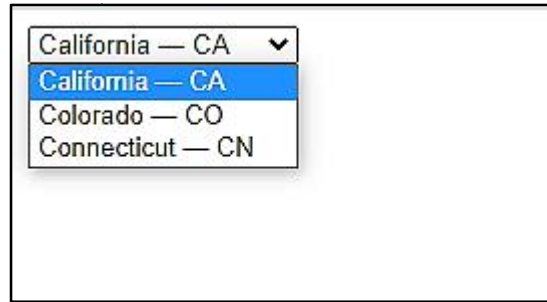
```

<html>
<head>
<title>My Page</title>
</head>
<body>
    <select name="selectionField">
        <option value="CA" >California – CA </option>
        <option value="CO" >Colorado – CO</option>
        <option value="CN" >Connecticut – CN</option>
    </select>
</body>
</html>

```

Output:





## HTML Drop Down Lists

Drop-down menus are probably the most flexible objects you can add to your forms. Depending on your settings, drop-down menus can serve the same purpose as radio buttons (one selection only) or check boxes (multiple selections allowed).

The advantage of a drop-down menu, compared to radio buttons or check boxes, is that it takes up less space.

But that is also a disadvantage, because people can't see all options in the menu right away. There is a workaround for this - with the size setting, you can customize the menu so it shows more than just one option at a time, but when you do that - you also lose the advantage of taking up less space. Sometimes you may want to replace text fields with drop-down menus. This might be because selecting from a menu is easier than typing. But it could also be because the script that handles the form can't interpret just any text entry.

*Example:* You will often be asked to choose your state from a drop-down menu. This might be because picking it from the menu is easier than typing the name of the state. Along the same line, you may often ask to enter the 2 letter initials of your state from a dropdown menu as well.

This could prevent confusion for the script that handles the form input. If, say, the script was programmed to only accept capital letters, then a drop-down menu would secure that no invalid entries were made.



Example:

```
<html>
<head>
<title>My Page</title>
</head>
<body>
<form name="myform" action="http://www.mydomain.com/myformhandler.cgi"
method="POST">
<div align="center">
<select name="mydropdown">
<option value="Milk">Fresh Milk</option>
<option value="Cheese">Old Cheese</option>
<option value="Bread">Hot Bread</option>
</select>
</div>
</form>
</body>
</html>
```

Output:



Task Analyze the use of HTML Drop Down Lists.

## Summary

- A form is exactly what it says it is, a form that the user fills-in.
- The method attribute tells the server how to submit the form information.
- Text fields offer a small rectangular box that's always ready to receive information from viewers.
- A text field is placed on a web page using the `<input>` tag, with the *type* attribute set with a value of "text".
- The World Wide Web got its spidery name from the plentiful connections (links) that link websites together with the click of a button.
- Font face and color depends entirely on the computer and browser that is being used to view your page.
- The HTML `<header>` tag represents a group of introductory or navigational aids.
- Comments are a great asset to new developers and a great way to place little notes to yourself reminding yourself what pieces of code are doing what.

## Keywords

**<header> tag:** This tag represents a group of introductory or navigational aids.

**Check boxes:** These are used when you want to let the visitor select one or more options from a set of alternatives.

**Comments:** Comments are a great asset to new developers and a great way to place little notes to yourself reminding yourself what pieces of code are doing what.

**Drop down menus:** Depending on your settings, drop-down menus can serve the same purpose as radio buttons (one selection only) or check boxes (multiple selections allowed).

**get:** The get method sends the form information by including it on the URL.

**Method:** The method attribute tells the server how to submit the form information.

**post:** Post method sends the form information in the HTTP environment.

**Text area:** These are text fields that can span several lines.

## Self Assessment

1. .... method sends the form information by including it on the URL.

- A. post
  - B. action
  - C. get
  - D. href
2. .... method sends the form information in the HTTP environment.
- A. get
  - B. Post
  - C. action
  - D. href
3. .... attribute specifies the URL to send the data to.
- A. Action
  - B. method
  - C. get
  - D. post
4. We use the ..... tag to create a basic button.
- A. button
  - B. font
  - C. meta
  - D. <input>
5. Within the code, we use type="....." to set the control to a button.
- A. button
  - B. input
  - C. text
  - D. submit
6. A text field is placed on a web page using the <input> tag, with the ..... attribute set with a value of "text".
- A. text
  - B. text area
  - C. type
  - D. name
7. The HTML ..... tag represents a group of introductory or navigational aids.
- A. <title>
  - B. <header>
  - C. <head>
  - D. <input>
8. .... are text fields that can span several lines.

- A. Texts
  - B. Options
  - C. Lists
  - D. Text areas
9. We use ..... tag to end the text area.
- A. `</textarea>`
  - B. `</pre>`
  - C. `</input>`
  - D. `<end>`
10. .... are used when you want to let the visitor select one or more options from a set of alternatives.
- A. Data lists
  - B. Radio
  - C. Check boxes
  - D. Range
11. If only one option is to be selected at a time you should use .....
- A. Radio buttons
  - B. Check boxes
  - C. Range
  - D. Data Lists
12. The Radio Button in HTML are type of ..... form, which allows a user to select any one option from the alternative options.
13. The ..... specify the output value of input element in html page, when it is clicked.
14. HTML .....fields provide essentially the same functionality as HTML Checkbox Fields.
15. Depending on your settings, ..... can serve the same purpose as radio buttons or check boxes.

### **Answers for Self Assessment**

- |       |           |                                |            |                     |
|-------|-----------|--------------------------------|------------|---------------------|
| 1. C  | 2. B      | 3. A                           | 4. D       | 5. A                |
| 6. C  | 7. B      | 8. D                           | 9. A       | 10. C               |
| 11. A | 12. Input | 13. <code>&lt;value&gt;</code> | 14. Select | 15. drop-down menus |

### **Review Questions**

1. What are forms? How they are created?

2. How do you use scripts on HTML?
3. How do you use Form's Action Attribute and Submit Button in HTML?
4. How do you use Text Field and Radio Button in Form?
5. How do you understand about Forms output?
6. How to create tables in HTML?
7. Write some useful table tags that we use in HTML.
8. Discuss the significance of comments in HTML.
9. Illustrate how to use HTML Checkboxes in form. Give example.
10. Describe the use of <font> with example.



### **Further Readings**

Hall, 2009, Core Web Programming, 2/E, Pearson Education India.

Jon Duckett, 2011, Beginning Web Programming with HTML, XHTML and CSS, John Wiley & Sons.

Robert F. Breedlove, 1996, Web Programming Unleashed, Sams.net.

Tim Downey, 2012, Guide to Web Development with Java: Understanding Website Creation, Springer.



### **Web Links**

<http://www.echoecho.com/>

[http://www.quackit.com/html\\_5/tags/html\\_header\\_tag.cfm](http://www.quackit.com/html_5/tags/html_header_tag.cfm)

<http://www.tizag.com/>

[http://www.tutorialspoint.com/html/html\\_fonts.htm](http://www.tutorialspoint.com/html/html_fonts.htm)

## **Unit 13: Building Object of JavaScript**

### **CONTENTS**

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Summary

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### **Objectives**

After studying this unit, you will be able to:

- Using JavaScript as a scientific calculator
- Explain Math Object
- Explain String Object
- Explain Date Object
- User Defined Object

### **Introduction**

Objects in JavaScript, just as many other programming languages, can be compared to objects in real life. The concept of objects in JavaScript can be understood with real life, tangible objects. In JavaScript, an object is a standalone entity, with properties and type. For example, the text within a “boldface container” would be boldfaced. Similarly, paragraphs are defined using a “paragraph container.” Some commands do not consist of a begin and end tag, but just of a single tag. In HTML, this is just a begin tag: <tag>. Compare it with a cup. A cup is an object, with properties. A cup has a colour, a design, weight, a material it is made of, etc. The same way, JavaScript objects can have properties, which define their characteristics.

### 13.1 Creating objects in JavaScript

The JavaScript objects can be created in three different ways:

1. JavaScript Object by object literal
  2. JavaScript Object by creating instance of Object directly (using new keyword)
  3. JavaScript Object by using an object constructor (using new keyword)
1. JavaScript object by object literal:

The syntax of creating object using object literal is given below:

**object={property1:value1,property2:value2.....propertyN:valueN}**

As you can see, property and value is separated by : (colon).

Example: Creating object in JavaScript

```
<html>
<body>
    <script>
        emp={id:1101,name:"Akshay Kumar",salary:100000}
        document.write(emp.id+" "+emp.name+" "+emp.salary);
    </script>
</body>
</html>
```

Output:

1101 Akshay Kumar 100000

2. JavaScript object by creating instance of Object:

The syntax of creating object directly is given below:

**var objectname=new Object();**

Here, new keyword is used to create object.




**Example:** Creating Object Directly

```
<html>
<body>
    <script>
        var emp=new Object();
        emp.id=1101;
        emp.name="Anirudh Shah";
        emp.salary=500000;
```

```
document.write(emp.id+" "+emp.name+" "+emp.salary);  
</script>  
</body>  
</html>
```

Output:



101 Anirudh Shah 500000

### 3. JavaScript object by using an Object constructor:

Here, you need to create function with arguments. Each argument value can be assigned in the current object by using this keyword. The this keyword refers to the current object.



**Example:** Creating object by object constructor:

```
<html>  
<body>  
<script>  
    function emp(id,name,salary){  
        this.id=id;  
        this.name=name;  
this.salary=salary;  
    }  
    e=new emp(1101,"Amit Modi",100000);  
document.write(e.id+" "+e.name+" "+e.salary);  
</script>  
</body>  
</html>
```

Output:



1101 Amit Modi 100000

## 13.2 Defining method in JavaScript Object

We can define method in JavaScript object. But before defining method, we need to add property in the function with same name as method.



**Example:**Defining method in object

```

<html>
<body>

  <script>

    function emp(id,name,salary){
      this.id=id;
      this.name=name;
      this.salary=salary;
      this.changeSalary=changeSalary;
      function changeSalary(otherSalary){
        this.salary=otherSalary;
      }
    }

    e=new emp(1101,"Amit Modi",100000);
    document.write(e.id+" "+e.name+" "+e.salary);
    e.changeSalary(250000);
    document.write("<br>" +e.id+" "+e.name+" "+e.salary);

  </script>

</body>
</html>

```

**Output:**

```

1101 Amit Modi 100000
1101 Amit Modi 250000

```

### 13.3 JavaScript Object Methods

The various methods of Object are as follows:

S.No	Methods	Description
1	<u>Object.assign()</u>	This method is used to copy enumerable and own properties from a source object to a target object
2	<u>Object.create()</u>	This method is used to create a new object with the specified prototype object and properties.
3	<u>Object.defineProperty()</u>	This method is used to describe some behavioral attributes of the property.
4	<u>Object.defineProperties()</u>	This method is used to create or configure multiple object properties.
5	<u>Object.entries()</u>	This method returns an array with arrays of the key, value pairs.
6	<u>Object.freeze()</u>	This method prevents existing properties from being removed.

7	<u>Object.getOwnPropertyDescriptor()</u>	This method returns a property descriptor for the specified property of the specified object.
8	<u>Object.getOwnPropertyDescriptors()</u>	This method returns all own property descriptors of a given object.
9	<u>Object.getOwnPropertyNames()</u>	This method returns an array of all properties (enumerable or not) found.
10	<u>Object.getOwnPropertySymbols()</u>	This method returns an array of all own symbol key properties.
11	<u>Object.getPrototypeOf()</u>	This method returns the prototype of the specified object.
12	<u>Object.is()</u>	This method determines whether two values are the same value.
13	<u>Object.isExtensible()</u>	This method determines if an object is extensible
14	<u>Object.isFrozen()</u>	This method determines if an object was frozen.
15	<u>Object.isSealed()</u>	This method determines if an object is sealed.
16	<u>Object.keys()</u>	This method returns an array of a given object's own property names.
17	<u>Object.preventExtensions()</u>	This method is used to prevent any extensions of an object.
18	<u>Object.seal()</u>	This method prevents new properties from being added and marks all existing properties as non-configurable.
19	<u>Object.setPrototypeOf()</u>	This method sets the prototype of a specified object to another object.
20	<u>Object.values()</u>	This method returns an array of values.

Table 13.1: Various Methods of Objects

### 13.4 JavaScript Array

JavaScript array is an object that represents a collection of similar type of elements.

There are 3 ways to construct array in JavaScript

1. By array literal
2. By creating instance of Array directly (using new keyword)
3. By using an Array constructor (using new keyword)

#### 1) JavaScript array literal

The syntax of creating array using array literal is given below:

```
var arrayname=[value1,value2.....valueN];
```

The values are contained inside [ ] and separated by , (comma).

**For Example:**

```
<html>
<body>
  <script>
    var emp=["Ajay","Balraj","Rishi"];
    for (i=0;i<emp.length;i++){
      document.write(emp[i] + "<br/>");
```

```
    }  
    </script>  
</body>  
</html>
```

Output:



```
Ajay  
Balraj  
Rishi
```

## 2) JavaScript Array directly (new keyword)

The syntax of creating array directly is given below:

```
var arrayname=new Array();
```


Here, new keyword is used to create instance of array.



**Example:** Creating array directly

```
<html>  
<body>  
    <script>  
        var i;  
        var emp = new Array();  
        emp[0] = "Amit";  
        emp[1] = "Ajay";  
        emp[2] = "Rishi";  
  
        for (i=0;i<emp.length;i++){  
            document.write(emp[i] + "<br>");  
        }  
    </script>  
</body>  
</html>
```

Output:



```
Amit  
Ajay  
Rishi
```

## 3) JavaScript array constructor (new keyword)

Here, you need to create instance of array by passing arguments in constructor so that we don't have to provide value explicitly.



**Example:** Creating object by array constructor

```
<html>
<body>
  <script>
    var emp=new Array("Amit","Ajay","Rishi");
    for (i=0;i<emp.length;i++){
      document.write(emp[i] + "<br>");
    }
  </script>
</body>
</html>
```

**Output:**

```
Amit
Ajay
Rishi
```

#### JavaScript Array Methods

The different JavaScript array methods are discussed in the following table.

Methods	Description
<u>concat()</u>	It returns a new array object that contains two or more merged arrays.
<u>copywithin()</u>	It copies the part of the given array with its own elements and returns the modified array.
<u>entries()</u>	It creates an iterator object and a loop that iterates over each key/value pair.
<u>every()</u>	It determines whether all the elements of an array are satisfying the provided function conditions.
<u>flat()</u>	It creates a new array carrying sub-array elements concatenated recursively till the specified depth.
<u>flatMap()</u>	It maps all array elements via mapping function, then flattens the result into a new array.
<u>fill()</u>	It fills elements into an array with static values.
<u>from()</u>	It creates a new array carrying the exact copy of another array element.
<u>filter()</u>	It returns the new array containing the elements that pass the provided function conditions.
<u>find()</u>	It returns the value of the first element in the given array that satisfies the specified condition.
<u>findIndex()</u>	It returns the index value of the first element in the given array that satisfies the specified condition.

<u>forEach()</u>	It invokes the provided function once for each element of an array.
<u>includes()</u>	It checks whether the given array contains the specified element.
<u>indexOf()</u>	It searches the specified element in the given array and returns the index of the first match.
<u>isArray()</u>	It tests if the passed value is an array.
<u>join()</u>	It joins the elements of an array as a string.
<u>keys()</u>	It creates an iterator object that contains only the keys of the array, then loops through these keys.
<u>lastIndexOf()</u>	It searches the specified element in the given array and returns the index of the last match.
<u>map()</u>	It calls the specified function for every array element and returns the new array
<u>of()</u>	It creates a new array from a variable number of arguments, holding any type of argument.
<u>pop()</u>	It removes and returns the last element of an array.
<u>push()</u>	It adds one or more elements to the end of an array.
<u>reverse()</u>	It reverses the elements of given array.
<u>reduce(function, initial)</u>	It executes a provided function for each value from left to right and reduces the array to a single value.
<u>reduceRight()</u>	It executes a provided function for each value from right to left and reduces the array to a single value.
<u>some()</u>	It determines if any element of the array passes the test of the implemented function.
<u>shift()</u>	It removes and returns the first element of an array.
<u>slice()</u>	It returns a new array containing the copy of the part of the given array.
<u>sort()</u>	It returns the element of the given array in a sorted order.
<u>splice()</u>	It add/remove elements to/from the given array.
<u>toLocaleString()</u>	It returns a string containing all the elements of a specified array.
<u>toString()</u>	It converts the elements of a specified array into string form, without affecting the original array.
<u>unshift()</u>	It adds one or more elements in the beginning of the given array.
<u>values()</u>	It creates a new iterator object carrying values for each index in the array.

**Table 13.2:** JavaScript methods and Objects

### 13.5 Using JavaScript as a Scientific Calculator

JavaScript's Math object provides advanced arithmetic and trigonometric functions, expanding on JavaScript's basic arithmetic operators (plus, minus, multiply, divide). The Math object in JavaScript is borrowed from Java. In fact, the implementation of the Math object in JavaScript closely parallels the Math class in Java, except that the JavaScript Math object offers fewer methods.

JavaScript's Math object properties are treated as constants. In fact, the property names are in all upper-case, following the usual convention of capitalizing variable constants. These properties return often-used values, including *pi* and the square root of 2. The Math methods are used in mathematical and trigonometric calculations.



**Notes** Handy Math-object methods include `ceil`, `floor`, `pow`, `exp` (exponent), `max`, `min`, `round`, and `random`. (Random is only available when using the X Window platform, however.)

The Math object is static, so you don't need to create a new Math object in order to use it. To access the properties and method of the Math object, you merely specify the Math object, along with the method or property.



**Example:** To return the value of *pi*, you use:  
`var pi = Math.PI;`

Similarly, to use a math method you provide the name of the method, along with the parameter to use.



**Example:** To round the value of *pi*, you'd use:  
`var pi = Math.PI;`  
`var pieAreRound = Math.round(pi); // displays`

JavaScript does not recognize the keywords `PI` and `round` all by themselves. Exception: you may use with statement to associate the names of methods and properties with the Math object.



**Did you know?**

This technique is a handy space-saver when you must use several

The previous example can be written as

```
With (Math)
{
  var pi = PI;
  var pieAreRound = round(pi);
  alert (pieAreRound)
}
```

### JavaScript Objects for a Date

The Date object is useful when you want to display a date or use a timestamp in some sort of calculation. In Java, you can either make a Date object by supplying the date of your choice, or you can let JavaScript create a Date object based on your visitor's system clock. It is usually best to let JavaScript simply use the system clock.

**Syntax**

```
new Date()
```

```

new Date(milliseconds)
new Date(datestring)
new Date(year,month,date[,hour,minute,second,millisecond ])

```

The Date object has been created, and now we have a variable that holds the current date! To get the information we need to print out, we have to utilize some or all of the following functions:

- *getTime()* - Number of milliseconds since 1/1/1970 @ 12:00 AM
- *getSeconds()* - Number of seconds (0-59)
- *getMinutes()* - Number of minutes (0-59)
- *getHours()* - Number of hours (0-23)
- *getDay()* - Day of the week(0-6). 0 = Sunday, ... , 6 = Saturday
- *getDate()* - Day of the month (0-31)
- *getMonth()* - Number of month (0-11)
- *getFullYear()* - The four digit year (1970-9999)

## Creating Arrays and Objects

JavaScript objects are collections of properties and methods. A method is a function that is a member of an object. A property is a value or set of values (in the form of an array or object) that is a member of an object. JavaScript supports four kinds of objects: intrinsic objects, objects you create, host objects, which are provided by the host (such as window and document in Internet Explorer) and ActiveX objects.

All objects in JavaScript support “expando” properties and methods, or properties that can be added and removed at run time. These properties and methods can have any name, including numbers. If the name of the property or method is a simple identifier, it can be written after the object name with a period, such as:

```

var myObj = new Object();
myObj.name = "Fred";
myObj.age = 42;
myObj.getAge =
function () {
return this.age;
};
document.write(myObj.name);
document.write("<br/>");
document.write(myObj.age);
document.write("<br/>");
document.write(myObj.getAge());

```

If the name of the property or method is not a simple identifier, or it is not known at the time you write the script, you can use an expression inside square brackets to index the property.



**Caution:** The names of all expando properties in JavaScript are converted to strings before being added to the object.

In JavaScript, objects and arrays are handled almost identically, because arrays are merely a special kind of Object. Both can have properties and methods.

Arrays have a length property, but objects do not. When you assign a value to an element of an array whose index is greater than its length (for example, `myArray[100] = "hello"`), the

lengthproperty is automatically increased to the new length. Similarly, if you make the length property smaller, any element whose index is outside the length of the array is deleted.



#### Example

```
/ An array with three elements
var myArray = new Array(3);

// Add some data
myArray[0] = "Hello";
myArray[1] = 42;
myArray[2] = new Date(2000, 1, 1);
document.write("original length is: " + myArray.length);
document.write("<br/>");

// Add some expando properties
myArray.expando = "JavaScript!";
myArray["another Expando"] = "Windows";

// This will still display 3, since the two expando properties
// don't affect the length.
document.write("new length is : " + myArray.length);
```

## 13.6 String Object

The **String** object let's you work with a series of characters and wraps Javascript's string primitive data type with a number of helper methods. Because Javascript automatically converts between string primitives and String objects, you can call any of the helper methods of the String object on a string primitive.

### Syntax

#### Creating a String Object:

The *string* parameter is series of characters that has been properly encoded.

#### String Properties:

Here is a list of each property and their description.

Property	Description
Constructor	Returns a reference to the String function that created the object.
Length	Returns the length of the string.
prototype	The prototype property allows you to add properties and methods to an object.



**Task** Illustrate the use of string object with example.

## Chaining Methods

JavaScript provides all sorts of shortcut ways of specifying your code which makes the code quicker to write. One of these that relates to objects is the chaining together of two or more methods which need to be run on the same object. Instead of having to specify the object on the front of each method as we want to run it, we can chain all the methods together one after the other on the one object reference.





**Caution** We just need to define the methods the right way in order to allow it. Let's look at an example of this to see how it works. Here's a section of the code where we define an object and then run several methods on the object.

```
var newB = new example();
newB.firstMethod('x');
newB.secondMethod('y');
newB.thirdMethod(1,15,'z');
```

As you can see from the code none of the values returned from any of our three methods are actually being used since none of them have the returned value assigned to anything. Quite probably the way you currently have these methods defined you don't have them returning anything at all. We are going to change that.

What we need to do with all these methods that do not currently return anything is to add one extra line of code to the end of each of the methods.

```
return this;
```

With that line of code in place our methods now each return the object that they belong to. This is the only change that we need to make to methods in order to allow us to use method chaining. Of course we can't add that line if the method already returns a value but then methods that return values are not suited to method chaining in the first place as each of those needs to be specified separately in order to be able to assign the value that is returned.

With our methods that don't normally need to return a value now returning a reference to the object that they belong to it is no longer necessary for us to use three separate statements to call those three methods. We can now combine all three into one statement simply by chaining the methods together.

```
var newB = new example();
newB.firstMethod('x').secondMethod('y').thirdMethod(1,15,'z');
```

This works because the last statement in `firstMethod()` is **return this**; which in this case returns a reference to `newB`. This means that `newB.firstMethod()` after the method has run is equivalent to `newB` and so can be substituted for `newB` where we want the method to be run and the object to be available for further referencing.

### 13.7 The Math Object

JavaScript provides all sorts of shortcut ways of specifying your code which makes the code quicker to write. Unlike the other global objects, *Math* is not a constructor. All properties and methods of *Math* are static and can be called by using *Math* as an object without creating it. Thus, you refer to the constant pi as **Math.PI** and you call the *sine* function as **Math.sin(x)**, where *x* is the method's argument.

Properties	Description
E	The constant of E, the base of natural logarithms.
LN2	The natural logarithm of 2.
LOG <sub>2</sub> E	Base 2 logarithm of E.
LOG <sub>10</sub> E	Base 10 logarithm of E.
SQRT1_2	Square root of 1/2.

## 13.8 Date Object

The Date object is used to work with dates and times. Date objects are created with the Date () constructor. There are four ways of instantiating a date:

```
new Date() // current date and time
new Date(milliseconds) // milliseconds since 1970/01/01
new Date(dateString)
new Date(year, month, day, hours, minutes, seconds, milliseconds)
```

Most parameters above are optional. Not specifying causes 0 to be passed in. Once a Date object is created, a number of methods allow you to operate on it. Most methods allow you to get and set the year, month, day, hour, minute, second, and milliseconds of the object, using either local time or UTC (universal, or GMT) time.

All dates are calculated in milliseconds from 01 January 1970 00:00:00 Universal Time (UTC) with a day containing 86,400,000 milliseconds.

Some examples of instantiating a date:

```
today = new Date()
d1 = new Date("October 13, 1975 11:13:00")
d2 = new Date(79,5,24)
d3 = new Date(79,5,24,11,33,0)
```

## Using Date Methods

We can easily manipulate the date by using the methods available for the Date object. In the example below we set a Date object to a specific date (14th January 2010):

```
var myDate = new Date();
myDate.setFullYear(2010,0,14);
```

And in the following example we set a Date object to be 5 days into the future:

```
var myDate = new Date();
myDate.setDate(myDate.getDate()+5);
```



**Notes** This technique is a handy space-saver when you must use several.

If adding five days to a date shifts the month or year, the Date object itself handles the changes automatically!

## 13.9 User Defined Objects

All user-defined objects and built-in objects are descendants of an object called Object.

### The New Operator

The new operator is used to create an instance of an object. To create an object, the new operator is followed by the constructor method.

In the following example, the constructor methods are Object(), Array(), and Date(). These constructors are built-in JavaScript functions.

```
var employee = new Object();
var books = new Array("C++", "Perl", "Java");
```

```
var day = new Date("August 15, 1947");
```

### The Object () Constructor

A constructor is a function that creates and initializes an object. JavaScript provides a special constructor function called `Object ()` to build the object. The return value of the `Object ()` constructor is assigned to a variable. The variable contains a reference to the new object.



#### **Did You know?**

The properties assigned to the object are not variables and are not defined with the `var` keyword.

This example demonstrates how to create an object:

```
<html>
<head>
<title>User-defined objects</title>
<script type="text/javascript">
var book = new Object(); // Create the object
book.subject = "Perl"; // Assign properties to the object
book.author = "Mohtashim";
</script>
</head>
<body>
<script type="text/javascript">
document.write("Book name is : " + book.subject + "<br>");
document.write("Book author is : " + book.author + "<br>");
</script>
</body>
</html>
```



**Task** Give examples of Math object and Date object.

### Summary

- In JavaScript, an object is a standalone entity, with properties and type.
- JavaScript's Math object properties are treated as constants.
- The Date object is useful when you want to display a date or use a timestamp in some sort of calculation.
- JavaScript objects are collections of properties and methods. A method is a function that is a member of an object.
- A method is a function that is a member of an object.
- All objects in JavaScript support "expandable" properties and methods, or properties that can be added and removed at run time.
- JavaScript provides all sorts of shortcut ways of specifying your code which makes the code quicker to write.
- JavaScript provides all sorts of shortcut ways of specifying your code which makes the code quicker to write.

## **Keywords**

*charAt()*: This is a method returns the character at the index specified.

*getHours()*: Returns the hour

*getMinutes()*: Returns the minutes

*getSeconds()*: Returns the seconds

*indexOf()*: This method can be used to search down a string (from left to right) until it finds a string fragment matching the specified value.

*Javascripts objects*: JavaScript objects are collections of properties and methods.

*Length*: Length is a property of a string and receives its value indirectly based on the number of characters in a string.

*Math object*: JavaScript's Math object provides advanced arithmetic and trigonometric functions, expanding on JavaScript's basic arithmetic operators.

## **Self Assessment**

1. JavaScript's ..... object provides advanced arithmetic and trigonometric functions, expanding on JavaScript's basic arithmetic operators.  
A. var  
B. ins  
C. Math  
D. samp
2. The ..... object is useful when you want to display a date or use a timestamp in some sort of calculation.  
A. Date  
B. Time  
C. Year  
D. Summary
3. A ..... is a value or set of values (in the form of an array or object) that is a member of an object.  
A. field  
B. method  
C. nav  
D. Property
4. A ..... is a function that is a member of an object.  
A. Field  
B. Method  
C. Script  
D. Track
5. The ..... object let's you work with a series of characters and wraps Javascript's string primitive data type with a number of helper methods.  
A. noscript  
B. meta

- C. String
  - D. noframe
6. The ..... property allows you to add properties and methods to an object.
- A. Prototype
  - B. Option
  - C. Param
  - D. Progress
7. Unlike the other global objects, *Math* is not a/an .....
- A. field
  - B. property
  - C. attribute
  - D. constructor
8. All properties and methods of *Math* are ..... and can be called by using *Math* as an object without creating it.
- A. dynamic
  - B. mapped
  - C. linked
  - D. static
9. The ..... is used to work with dates and times.
- A. Time
  - B. Date Object
  - C. Div
  - D. Track
10. Date objects are created with the ..... constructor.
- A. Date()
  - B. Time()
  - C. DateAndTime()
  - D. Dialog
11. All user-defined objects and built-in objects are descendants of an object called.....
- A. Param
  - B. Samp
  - C. Object
  - D. Progress
12. The ..... operator is used to create an instance of an object.
- A. Object
  - B. New
  - C. Var

D. Legend

13. A ..... is a function that creates and initializes an object.

- A. Dialog
- B. Object
- C. New
- D. Constructor

14. The ..... contains a reference to the new object.

- A. Attribute
- B. Variable
- C. Link
- D. Li

15. The properties assigned to the object are not variables and are not defined with the ..... keyword.

- A. Var
- B. Atr
- C. Dir
- D. Div

### **Answers for Self Assessment**

- |       |       |       |       |       |
|-------|-------|-------|-------|-------|
| 1. C  | 2. A  | 3. D  | 4. B  | 5. C  |
| 6. A  | 7. D  | 8. D  | 9. B  | 10. A |
| 11. C | 12. B | 13. D | 14. B | 15. A |

### **Review Questions**

1. Explain, how JavaScript used as a scientific calculator.
2. What are the objects in JavaScript?
3. Define the methods of math object in JavaScript.
4. Discuss the properties of math object used in JavaScript.
5. How do you create a new object in JavaScript?
6. What are the user defined objects?
7. Explain the property and methods of date object.
8. What is string object?
9. Explain the Get methods of date object.
10. Differentiate between indexOf and lastindexOf methods in string object.



### **Further Readings**

- Hall, 2009, Core Web Programming, 2/E, Pearson Education India.
- Jon Duckett, 2011, Beginning Web Programming with HTML, XHTML and CSS, John Wiley & Sons.

- Robert F. Breedlove, 1996, Web Programming Unleashed, Sams.net.
- Tim Downey, 2012, Guide to Web Development with Java: Understanding Website Creation, Springer.



### **Web Links**

<http://javascript.about.com/od/objectorientedjavascript/a/oop20.htm>

<http://www.javascriptkit.com/javatutors/math.shtml>

[https://developer.mozilla.org/en-US/docs/JavaScript/Guide/Working\\_with\\_Objects](https://developer.mozilla.org/en-US/docs/JavaScript/Guide/Working_with_Objects)

## **Unit 14: Basics of jQuery**

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Summary

Keywords

Self Assessment

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### **Objectives**

After studying this unit, you will be able to:



- understand the basics of jQuery
- identify the different jQuery Events
- recognize the animations and effects using jQuery DOM using JavaScript
- illustrate the DOM Concept in JavaScript
- illustrate the use of Windows Navigator
- illustrate the use of Locations Object with Methods

## **Introduction**

jQuery is a small, open source and lightweight JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript. jQuery is cross-platform. The purpose of jQuery is to make it much easier to use JavaScript on your website. jQuery takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code. jQuery also simplifies a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation. jQuery can be used to apply animations and effects using jQuery DOM. The `window.navigator` object contains information about the visitor's browser. Moreover, Locations Object with Methods can be used in different ways to get useful location-based information about the page.

### **14.1 Introduction to jQuery**

jQuery is a small, open source and lightweight JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript. jQuery is cross-platform. jQuery is widely famous with its philosophy of "write less do more". This philosophy can be further elaborated as three concepts:

1. Finding some elements (via CSS selectors) and doing something with them (via jQuery methods) i.e. locate a set of elements in the DOM, and then do something with that set of elements.
2. Chaining multiple jQuery methods on a set of elements
3. Using the jQuery wrapper and implicit iteration

The purpose of jQuery is to make it much easier to use JavaScript on your website. jQuery takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code. jQuery also simplifies a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation.

The jQuery library contains features like HTML/DOM manipulation, CSS manipulation, HTML event methods, Effects and animations, AJAX and Utilities.

### **14.2 Using jQuery (JS) library on HTML page**

There are several ways to start using jQuery on your web site.

1. Use the Google-hosted/ Microsoft-hosted content delivery network (CDN) to include a version of jQuery.
2. Download own version of jQuery from [jquery.com](http://jquery.com) and host it on own server or local filesystem.

All jQuery methods are inside a document-ready event to prevent any jQuery code from running before the document is finished loading (is ready).

Basic syntax for any jQuery function is:

- `$(selector).action()`
- A `$` sign is to define/access jQuery

- A (selector) is to “query (or find)” HTML elements in html page
- A jQuery action() is the action to be performed on the selected element(s)



Example:

```
<!DOCTYPE html>
<html>
<head>
<script
src="https://ajax.googleapis.com/ajax/libs/
jquery/3.5.1/jquery.min.js">
</script>
<script>
$(document).ready(function () {
$("h2").click(function () {
$(this).hover();
});
});
</script>
</head>
<body>
<center>
<h3 style="color: cyan;">
Basics of jQuery
</h3>
</center>
</body>
</html>
```

Output:



### 14.3 Why should jQuery be used?

Some of the key points which support the answer for why to use jQuery:

- It is incredibly popular, which is to say it has a large community of users and a healthy amount of contributors who participate as developers and evangelists.
- It normalizes the differences between web browsers so that you don't have to.
- It is intentionally a lightweight footprint with a simple yet clever plugin architecture.
- Its repository of plugins is vast and has seen steady growth since jQuery's release.
- Its API is fully documented, including inline code examples, which in the world of JavaScript libraries is a luxury. Heck, any documentation at all was a luxury for years.
- It is friendly, which is to say it provides helpful ways to avoid conflicts with other JavaScript libraries.

#### Advantages of using jQuery

The various advantages of using jQuery are:

- It is very fast and extensible.
- It facilitates the users to write UI related function codes in minimum possible lines.
- It improves the performance of an application.
- Browser's compatible web applications can be developed.
- It uses mostly new features of new browsers.

- Wide range of plug-ins. jQuery allows developers to create plug-ins on top of the JavaScript library.
- Large development community
- It has a good and comprehensive documentation
- It is a lot more easy to use compared to standard javascript and other javascript libraries.
- JQuery lets users develop Ajax templates with ease, Ajax enables a sleeker interface where actions can be performed on pages without requiring the entire page to be reloaded.
- Being Light weight and a powerful chaining capabilities makes jQuery more strong.

### Disadvantages of using jQuery are

Despite its advantages, jQuery also has a few disadvantages as listed below:

- While JQuery has an impressive library in terms of quantity, depending on how much customization you require on your website, the functionality may be limited thus using raw javascript may be inevitable in some cases.
- The JQueryjavascript file is required to run JQuery commands, while the size of this file is relatively small (25-100KB depending on the server), it is still a strain on the client computer and maybe your web server as well if you intend to host the JQuery script on your own web server.

## 14.4 Syntax of jQuery

It is used for selecting elements in HTML and performing the action on those elements.

**Syntax:**

**\$(selector).action()**

where:\$ sign - grants access to jQuery.

(selector) - used to find HTML elements.

jQuery action() - used to perform actions on the elements.

1. **\$(this).hide()** - is used to hide the current element.
2. **\$("#p").hide()**- is used to hide all <p> elements.
3. **\$(".test").hide()** - is used to hide all elements with class="test".
4. **\$("#test").hide()**- is used to hide the element with id="test".

## 14.5 Document Ready Event

jQuery Methods are inside a Document ready event for easy reading of code.

```
$(document).ready(function(){
```

```
    // jQuery Method
```

```
});
```

This is to check and stop the jquery before the document is finished loading. This method also allows you to have JavaScript code before the body of your document, in the head section. Some actions that can fail if the method is run before the loaded document:

Get the image size which is not loaded or hide element which is not created yet.

- The shorter method for document ready:

```
$(function(){
```

```
// jQuery Method
});
```

## 14.6 jQuery Selectors and Event Methods

jQuery is a powerful JavaScript library. It is more powerful than the JavaScript. The codes of jQuery are more precise, shorter and simpler than the standard JavaScript codes. It can perform a variety of functions.

### jQuery selectors:

jQuery selectors are used to select the HTML element(s) and allows you to manipulate the HTML element(s) in a way we want. It selects the HTML elements on a variable parameter such as their name, classes, id, types, attributes, attribute values, etc. All selectors in jQuery are selected using a special sign i.e. dollar sign and parentheses:

`$("selector-name")`

#### 1. Elements Selector:

The elements selector selects the element on the basis of its name.

**Example:** In this example, when the user clicks on the button, the <h1> element gets hidden.

Code :-

```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
</head>
<body>
<h1>Welcome!</h1>
<h2>Section1 </h2>
<br/>
<button>Hide</button>
<script type="text/javascript">
    $("button").click(function() {
        $("h1").hide();
    });
</script>
</body>
</html>
```

#### Output:



#### 2. Id Selector :

The id selector selects the element on the basis of its id.



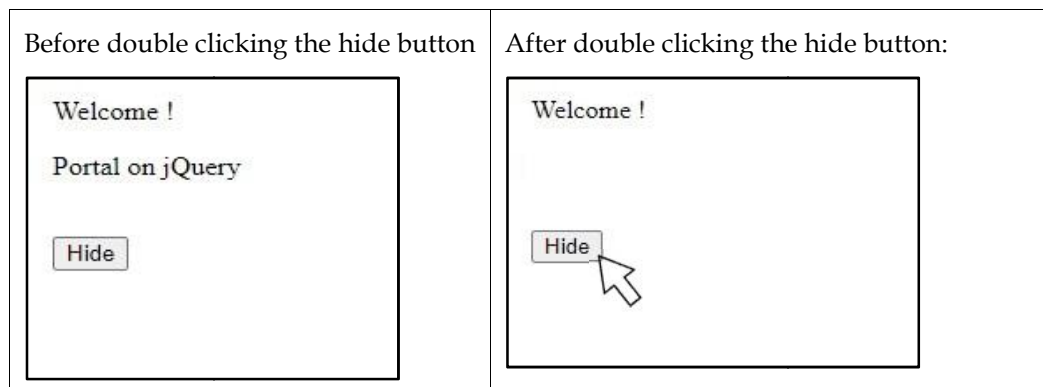
Example :

In this example, when the user double clicks on button, the element with id = "gfg" gets hidden.

Code:-

```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
</head>
<body>
<p id="abc">Welcome !</p>
<p id="ABC">Portal on jQuery</p>
<br/>
<button>Hide</button>
<script type="text/javascript">
    $("button").dblclick(function() {
        $("#gfg").hide();
    });
</script>
</body>
</html>
```

Output:



### 3. Class Selector :

The class selector selects the element on the basis of its class.



Example :

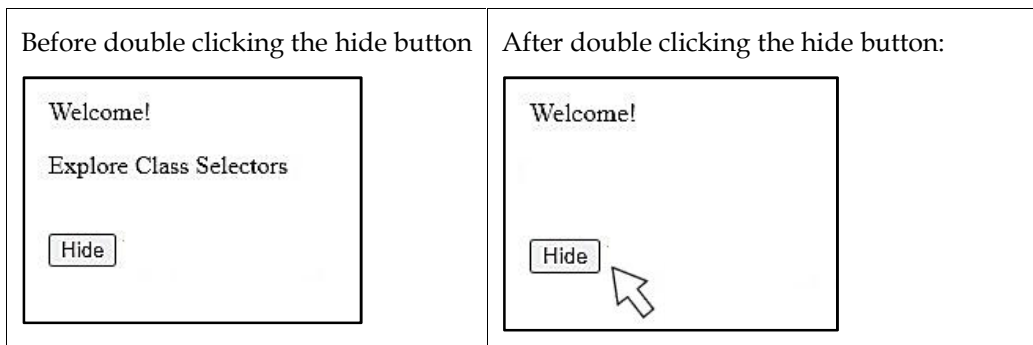
When the user clicks on button, the element with class = "ABC" gets hidden.

```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
</head>
<body>
    <p class="abc">Welcome!</p>
    <p class="ABC">Explore Class Selectors</p>
<br/>
```

```

<button>Hide</button>
<script type="text/javascript">
    $("button").click(function() {
        $(".GFG").hide();
    });
</script>
</body>
</html>

```

**Output:****14.7 jQuery Event methods:**

Event refers to the actions performed by the site visitor during their interactivity with the website (or webpage). There can be various types of events such as

- User clicks on the button.
- User moves mouse pointer over an image.
- User pressed any key from keyboard, etc.

Some of the events methods are given

Method Name	Description
click()	The click() method contains an function for event handling which gets invoked when the user clicks on the particular HTML element.
dblclick()	The dblclick() method contains an function for event handling which gets invoked when the user double clicks on the particular HTML element.
mouseenter()	The mouseenter() method contains an function for event handling which gets invoked when mouse pointer enters the particular HTML element.
mouseleave()	The mouseleave() method contains an function for event handling which gets invoked when mouse pointer is removed from the particular HTML element which was selected earlier.
mousedown()	The mousedown() method contains an function for event handling which gets invoked when mouse left, right or middle button is pressed while the mouse pointer is over the HTML element.
mouseup()	The mouseup() method contains an function for event handling which gets invoked when mouse left, right or middle button is released while the mouse pointer is over the HTML element.

hover()	The hover() method contains an function for event handling which gets invoked when mouse pointer enter and leaves the HTML element. It is a combination of mouseenter() and mouseleave() methods.
---------	---

**Get and Set Methods:**

jQuery has various methods to get the value of an attribute and set the attribute to specific value. These methods are powerful enough to change the website content and its style. Some of them are:

1. text() – This method is used to get or set the text content of selected HTML element.
2. html() – This method is used to get or set the content of selected elements (including HTML elements).
3. val() – This method is used to get or set the value of various form fields in the webpage.
4. attr() – This method is used to get or set the value of various attributes in the webpage.
5. css() – This method is used to get or set the value of various CSS properties in the webpage.



Example :

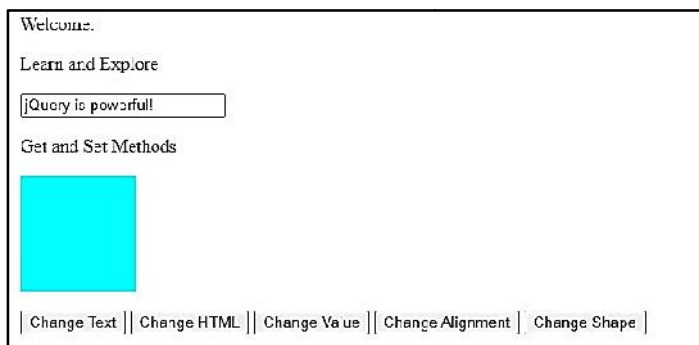
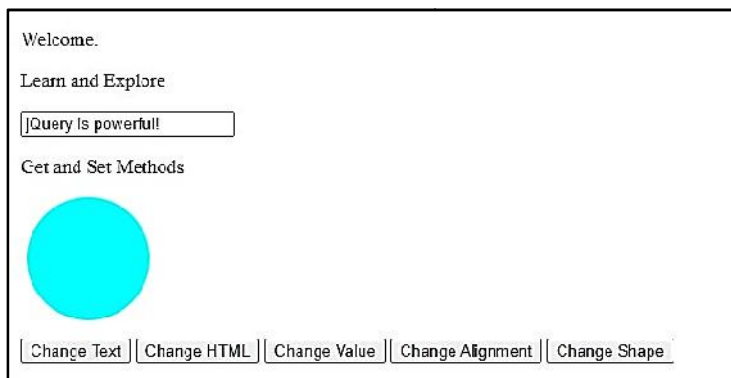
Code :-

```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
<style type="text/css">
    #e5 {
        width: 100px;
        height: 100px;
        border-radius: 0px;
        background-color: aqua;
    }
</style>
</head>
<body>
<p id="e1">Welcome.</p>
<p id="e2">Learn and Explore</p>
<p>
<input type="text" id="e3" value="jQuery is powerful!" />
</p>
<p id="e4" align="left">Get and Set Methods</p>
<p>
    <div id="e5"></div>
</p>
<button id="gfg1">Change Text</button>
<button id="gfg2">Change HTML</button>
<button id="gfg3">Change Value</button>
<button id="gfg4">Change Alignment</button>
<button id="gfg5">Change Shape</button>
<script type="text/javascript">
    $("#gfg1").click(function() {
        $("#e1").text("Get and Set method ");
    });
```

```

$("#gfg2").click(function() {
$("#e2").html("<b>Enrich your Knowledge.</b>");
});
$("#gfg3").click(function() {
$("#e3").val("jQuery Implementation");
});
$("#gfg4").click(function() {
$("#e4").attr("align", "center");
});
$("#gfg5").click(function() {
$("#e5").css("border-radius", "50px");
});
</script>
</body>
</html>

```

**Output:****Before Clicking on Buttons:****After Clicking on Buttons:****14.8 jQuery \* Selector**

The jQuery \* selector selects all the elements in the document, including HTML, body, and head. If the \* selector is used together with another element then it selects all child elements within the element used.

Syntax:

```
$("#*")
```

Parameters:

- \*: This parameter is used to select all elements.



Example 1: Selects all element and change background color.



```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
<script>
$(document).ready(function () {
$(("*").css("background-color","lightgreen");
});
</script>
</head>
<body>
<center>
<h1>Welcome!</h1>
<p>How are you.</p>
<p>I hope you are doing well.</p>
<p>Festive Greetings.</p>
<ul type="square">
<li>Amit</li>
<li>Ajay</li>
</ul>
</center>
</body>
</html>
```

**Output:**



## 14.9 jQuery #id Selector

jQuery is an open-source JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript. Elaborating the terms, it simplifies HTML document traversing and manipulation, browser event handling, DOM animations, Ajax interactions, and cross-browser JavaScript development.

The #id selector specifies an id for an element to be selected. It should not begin with a number and the id attribute must be unique within a document which means it can be used only one time.

Syntax:

`$("#id")`

Parameter:

- id: An element's specific id.



Example:

```
<!DOCTYPE html>
<html>
<head>
<script src=
"https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
<script>
    $(document).ready(function () {
        $("#Welcome").css("background-color", "yellow");
    });
</script>
</head>
<body>
<h1>Welcome here! Welcome</h1>
<p id="Welcome">jQuery | #id selector</p>
</body>
</html>
```

Output:

**Welcome here! Welcome**

**jQuery | #id selector**

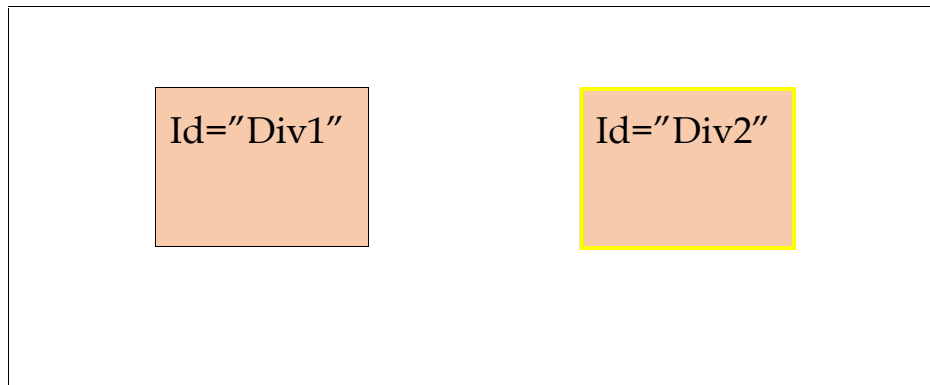


Example:

```
<!DOCTYPE html>
<html lang="en">
<head>
<meta charset="utf-8">
<title>ID</title>
<style>
    div {
        width: 100px;
        height: 100px;
        float: left;
        padding: 10px;
        margin: 10px;
        background-color: pink;
    }
</style>
<script src="https://code.jquery.com/jquery-1.10.2.js">
</script>
</head>
<body>
<div id="DIV1">
<p>id="DIV1"</p>
</div>
<div id="DIV2">id="DIV2"</div>
<script>
$("#DIV2").css("border", "2px solid yellow");
</script>
```

```
</body>
</html>
```

Output:



### 14.10 jQuery Multiple ID selectors

Let us discuss a scenario in which a HTML document. Assume that you want to select the elements with different ID's at the same time using jQuery. This can be achieved with the help of Multiple ID Selectors. There are a few things that need to be done:

1. Selecting the ID's of different element and then use each() method to apply the CSS property on all selected ID's element.
2. Use css() method to set the background color to pink to all selected elements.
3. Display the text which indicates the multiple ID selectors.



Example: Let us see an example in which the elements of different ID's are selected and background color of these elements are changed.

Code:

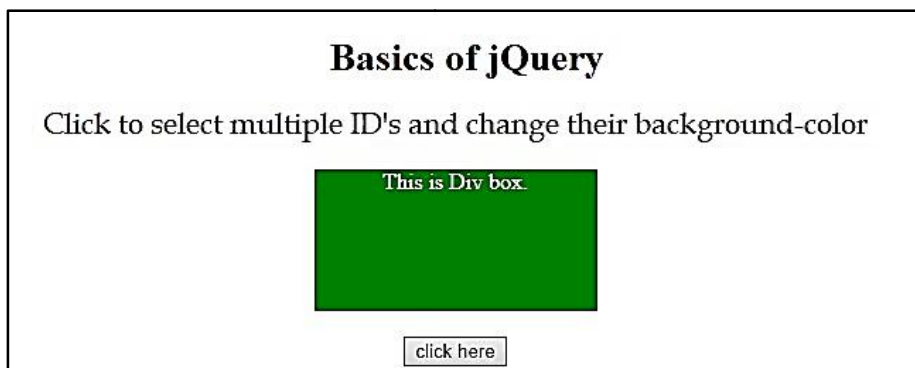
```
<!DOCTYPE HTML>
<html>
<head>
<title>
jQuery Multiple ID selectors
</title>
<style>
    #GFG_DIV {
    background: green;
    height: 100px;
    width: 200px;
    margin: 0 auto;
    color: white;
    }
</style>
<script src = "https://ajax.googleapis.com/ajax/libs/jquery/3.4.0/jquery.min.js">
</script>
</head>
<body style = "text-align:center;">
    <h1 style = "color:green;" >
    Basics of jQuery
    </h1>
    <p id = "GFG_UP" style = "font-size: 19px; font-weight: bold;">
    </p>
    <div id = "GFG_DIV">
    This is Div box.
```

```

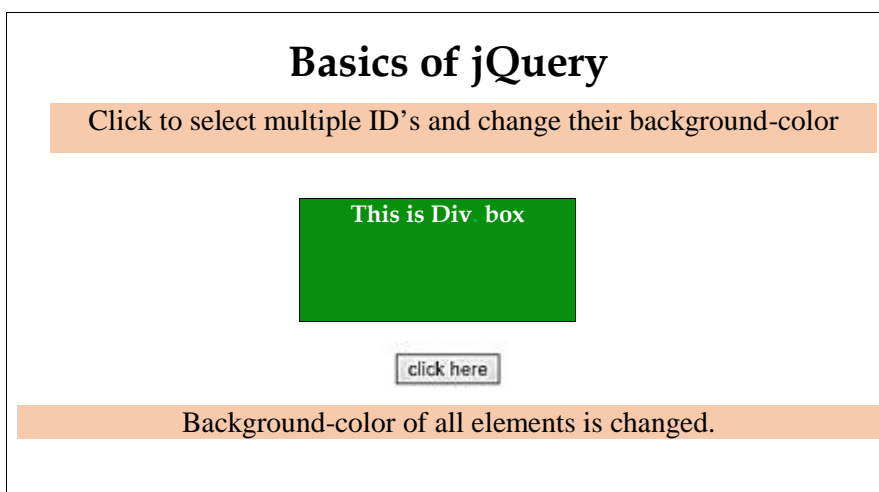
</div>
<br>
<button onClick = "GFG_Fun()">
click here
</button>
<p id = "GFG_DOWN" style ="color: green; font-size: 24px; font-weight: bold;">
</p>
<script>
$('#GFG_UP').text("Click to select multiple" + " ID's and change their background-color");
function GFG_Fun() {
$('#GFG_UP, #GFG_DIV, #GFG_DOWN').each(function(){
$(this).css("background-color", "pink");
});
$('#GFG_DOWN').text("Background-color of all " + "elements is changed.");
}
</script>
</body>
</html>

```

**Output: Before clicking on the button**



**Output after clicking on the button:**



### 14.11 jQuery .class Selector

The jQuery .class selector specifies the class for an element to be selected. It should not begin with a number. It gives styling to several HTML elements.

Syntax:

```
$(".class")
```

The class Parameter: This parameter is required to specify the class of the elements to be selected.

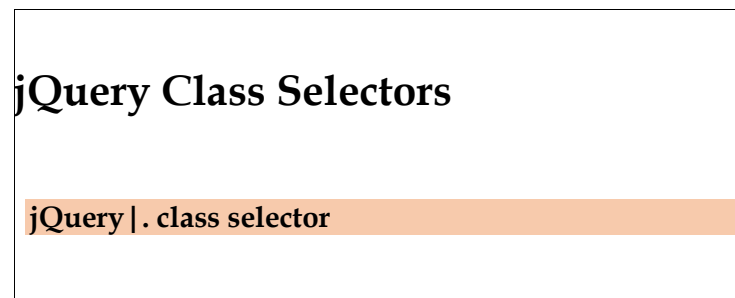


**Example:** Selecting a class by using jQuery .class Selector.

#### HTML Code:

```
<!DOCTYPE html>
<html>
<head>
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.3.1/jquery.min.js">
</script>
<script>
$(document).ready(function () {
$(".ClassSelectors").css("background-color", "pink");
});
</script>
</head>
<body>
<p class="ClassSelectors">jQuery Class Selectors</p>
<span class="ClassSelectors">
jQuery | .class selector
</span>
</body>
</html>
```

#### Output:



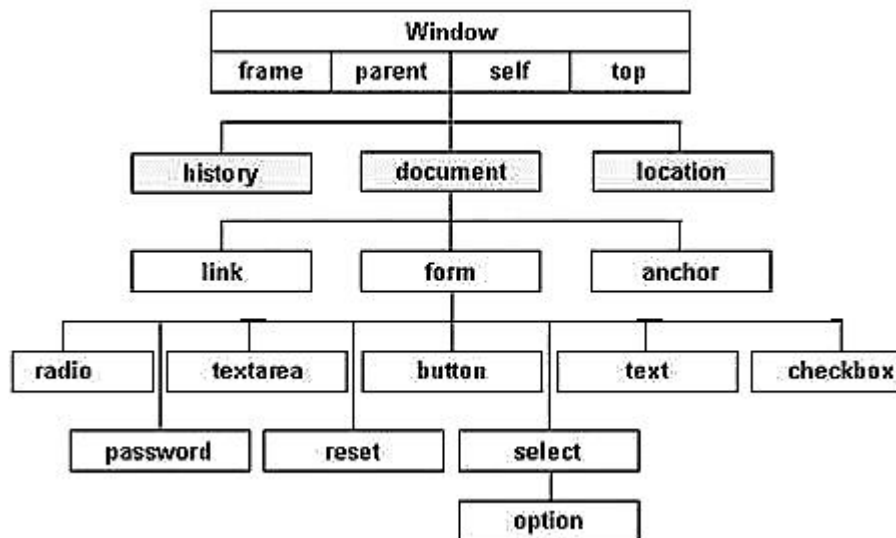
### 14.12 The JavaScript - Document Object Model (DOM)

Every web page resides inside a browser window which can be considered as an object. A Document object represents the HTML document that is displayed in that window. The Document object has various properties that refer to other objects which allow access to and modification of document content.

The way a document content is accessed and modified is called the Document Object Model, or DOM. The Objects are organized in a hierarchy. This hierarchical structure applies to the organization of objects in a Web document.

- Window object – Top of the hierarchy. It is the outmost element of the object hierarchy.
- Document object – Each HTML document that gets loaded into a window becomes a document object. The document contains the contents of the page.
- Form object – Everything enclosed in the <form>...</form> tags sets the form object.
- Form control elements – The form object contains all the elements defined for that object such as text fields, buttons, radio buttons, and checkboxes.

Here is a simple hierarchy of a few important objects –



**Figure:** Hierarchy of a few important objects in DOM

There are several DOMs in existence. The following sections explain each of these DOMs in detail and describe how you can use them to access and modify document content.

- The Legacy DOM – This is the model which was introduced in early versions of JavaScript language. It is well supported by all browsers, but allows access only to certain key portions of documents, such as forms, form elements, and images.
- The W3C DOM – This document object model allows access and modification of all document content and is standardized by the World Wide Web Consortium (W3C). This model is supported by almost all the modern browsers.
- The IE4 DOM – This document object model was introduced in Version 4 of Microsoft's Internet Explorer browser. IE 5 and later versions include support for most basic W3C DOM features.

### 14.13 DOM Compatibility

If you want to write a script with the flexibility to use either W3C DOM or IE 4 DOM depending on their availability, then you can use a capability-testing approach that first checks for the existence of a method or property to determine whether the browser has the capability you desire. For example

```

if (document.getElementById) {
    // If the W3C method exists, use it
} else if (document.all) {
    // If the all[] array exists, use it
} else {
    // Otherwise use the legacy DOM
}

```

### 14.14 JavaScript - HTML DOM Methods

The HTML DOM methods are the actions that can be performed on HTML Elements. HTML DOM properties are the values of HTML Elements, that can be set or changed.

#### The DOM Programming Interface

The HTML DOM can be accessed with JavaScript (and with other programming languages). In the DOM, all HTML elements are defined as objects. The programming interface is the properties and methods of each object. A property is a value that you can get or set (like changing the content of an HTML element). A method is an action you can do (like add or deleting an HTML element).



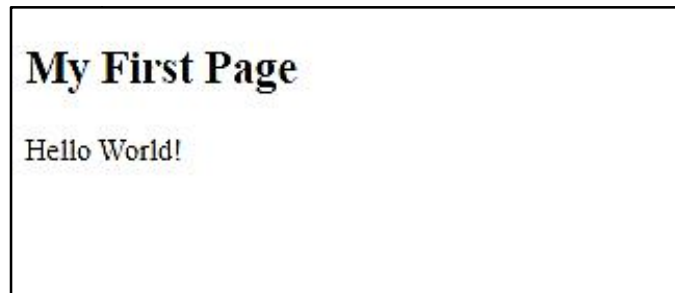
### Example

The following example changes the content (the innerHTML) of the <p> element with id="demo":

#### HTML Code:

```
<!DOCTYPE html>
<html>
<body>
<h2>My First Page</h2>
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "Hello World!";
</script>
</body>
</html>
```

#### Output:



In the above example, getElementById is a method, while innerHTML is a property.

### The getElementById Method

The most common way to access an HTML element is to use the id of the element. In the example above the getElementById method used id="demo" to find the element.

### The innerHTML Property

The easiest way to get the content of an element is by using the innerHTML property. The innerHTML property is useful for getting or replacing the content of HTML elements. The innerHTML property can be used to get or change any HTML element, including <html> and <body>.

## 14.15 JavaScript HTML DOM Document

The HTML DOM document object is the owner of all other objects in your web page.

### The HTML DOM Document Object

The document object represents your web page. If you want to access any element in an HTML page, you always start with accessing the document object. Below are some examples of how you can use the document object to access and manipulate HTML.

#### Finding HTML Elements

Method	Description
document.getElementById(id)	Find an element by element id

<code>document.getElementsByTagName(name)</code>	Find elements by tag name
<code>document.getElementsByClassName(name)</code>	Find elements by class name

### Changing HTML Elements

Property	Description
<code>element.innerHTML = new html content</code>	Change the inner HTML of an element
<code>element.attribute = new value</code>	Change the attribute value of an HTML element
<code>element.style.property = new style</code>	Change the style of an HTML element
Method	Description
<code>element.setAttribute(attribute, value)</code>	Change the attribute value of an HTML element

### Adding and Deleting Elements

Method	Description
<code>document.createElement(element)</code>	Create an HTML element
<code>document.removeChild(element)</code>	Remove an HTML element
<code>document.appendChild(element)</code>	Add an HTML element
<code>document.replaceChild(new, old)</code>	Replace an HTML element
<code>document.write(text)</code>	Write into the HTML output stream

### Adding Events Handlers

Method	Description
<code>document.getElementById(id).onclick = function(){code}</code>	Adding event handler code to an onclick event

### Finding HTML Objects

The first HTML DOM Level 1 (1998), defined 11 HTML objects, object collections, and properties. These are still valid in HTML5. Later, in HTML DOM Level 3, more objects, collections, and properties were added.

Property	Description	DOM
<code>document.anchors</code>	Returns all <a> elements that have a name attribute	1
<code>document.applets</code>	Deprecated	1
<code>document.baseURI</code>	Returns the absolute base URI of the document	3
<code>document.body</code>	Returns the <body> element	1
<code>document.cookie</code>	Returns the document's cookie	1
<code>document.doctype</code>	Returns the document's doctype	3



document.documentElement	Returns the <html> element	3
document.documentMode	Returns the mode used by the browser	3
document.documentURI	Returns the URI of the document	3
document.domain	Returns the domain name of the document server	1
document.domConfig	Obsolete.	3
document.embeds	Returns all <embed> elements	3
document.forms	Returns all <form> elements	1
document.head	Returns the <head> element	3
document.images	Returns all <img> elements	1
document.implementation	Returns the DOM implementation	3
document.inputEncoding	Returns the document's encoding (character set)	3
document.lastModified	Returns the date and time the document was updated	3
document.links	Returns all <area> and <a> elements that have a href attribute	1
document.readyState	Returns the (loading) status of the document	3
document.referrer	Returns the URI of the referrer (the linking document)	1
document.scripts	Returns all <script> elements	3
document.strictErrorChecking	Returns if error checking is enforced	3
document.title	Returns the <title> element	1
document.URL	Returns the complete URL of the document	1

## **14.16 JavaScript HTML DOM Elements**

### *Finding HTML Elements*

Often, with JavaScript, you want to manipulate HTML elements. To do so, you have to find the elements first. There are several ways to do this:

1. Finding HTML elements by id
2. Finding HTML elements by tag name
3. Finding HTML elements by class name
4. Finding HTML elements by CSS selectors
5. Finding HTML elements by HTML object collections
6. Finding HTML Element by Id

The easiest way to find an HTML element in the DOM, is by using the element id. This example finds the element with id="intro":



**Example:**

**HTML Code:**

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p id="intro">Finding HTML Elements by Id</p>
<p>This example demonstrates the <b>getElementsById</b> method.</p>
<p id="demo"></p>
<script>
const element = document.getElementById("intro");
document.getElementById("demo").innerHTML = "The text from the intro paragraph is: " +
element.innerHTML;
</script>
</body>
</html>
```

**Output:****JavaScript HTML DOM**

Finding HTML Elements by Id

This example demonstrates the **getElementsById** method.

The text from the intro paragraph is: Finding HTML Elements by Id

If the element is found, the method will return the element as an object (in element).

If the element is not found, element will contain null.

**Finding HTML Elements by Tag Name**

This example finds all <p> elements:

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Finding HTML Elements by Tag Name.</p>
<p>This example demonstrates the <b>getElementsByTagName</b> method.</p>
<p id="demo"></p>
<script>
constelement = document.getElementsByTagName("p");
document.getElementById("demo").innerHTML = 'The text in first paragraph (index 0) is: ' +
element[0].innerHTML;
</script>
</body>
</html>
```

**Output:****JavaScript HTML DOM**

Finding HTML Elements by Tag Name.

This example demonstrates the **getElementsByTagName** method.

The text in first paragraph (index 0) is: Finding HTML Elements by Tag Name.

This example finds the element with id="main", and then finds all <p> elements inside "main":



Example:

```
<!DOCTYPE html>

<html>
<body>
<h2>JavaScript HTML DOM</h2>
<div id="main">
<p>Finding HTML Elements by Tag Name</p>
<p>This example demonstrates the <b>getElementsByTagName</b> method.</p>
</div>
<p id="demo"></p>
<script>
const x = document.getElementById("main");
const y = x.getElementsByTagName("p");
document.getElementById("demo").innerHTML =
'The first paragraph (index 0) inside "main" is: ' + y[0].innerHTML;
</script>
</body>
</html>
```

**Output:**

## JavaScript HTML DOM

### Finding HTML Elements by Tag Name

This example demonstrates the **getElementsByTagName** method.

The first paragraph (index 0) inside "main" is: Finding HTML Elements by Tag Name

### Finding HTML Elements by Class Name

If you want to find all HTML elements with the same class name, use `getElementsByClassName()`.

This example returns a list of all elements with class="intro".

Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Finding HTML Elements by Class Name.</p>
<p class="intro">Hello World!</p>
<p class="intro">This example demonstrates the <b>getElementsByClassName</b>
method.</p>
<p id="demo"></p>
<script>
const x = document.getElementsByClassName("intro");
document.getElementById("demo").innerHTML =
'The first paragraph (index 0) with class="intro" is: ' + x[0].innerHTML;
</script>
</body>
</html>
```

**Output:**

## JavaScript HTML DOM

Finding HTML Elements by Class Name.

Hello World!

This example demonstrates the `getElementsByName` method.

The first paragraph (index 0) with class="intro" is: Hello World!

## Finding HTML Elements by CSS Selectors

If you want to find all HTML elements that match a specified CSS selector (id, class names, types, attributes, values of attributes, etc), use the `querySelectorAll()` method.

This example returns a list of all `<p>` elements with class="intro".

For Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Finding HTML Elements by Query Selector</p>
<p class="intro">Hello World!</p>
<p class="intro">This example demonstrates the <b>querySelectorAll</b> method.</p>
<p id="demo"></p>
<script>
const x = document.querySelectorAll("p.intro");
document.getElementById("demo").innerHTML =
"The first paragraph (index 0) with class="intro" is: " + x[0].innerHTML;
</script>
</body>
</html>
```

**Output:**

## JavaScript HTML DOM

Finding HTML Elements by Query Selector

Hello World!.

This example demonstrates the `querySelectorAll` method.

The first paragraph (index 0) with class="intro" is: Hello World!.

## Finding HTML Elements by HTML Object Collections

This example finds the form element with id="frm1", in the forms collection, and displays all element values:

HTML Code:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Finding HTML Elements Using <b>document.forms</b>.</p>
<form id="frm1" action="/action_page.php">
First name: <input type="text" name="fname" value="Donald"><br>
Last name: <input type="text" name="lname" value="Duck"><br><br>
<input type="submit" value="Submit">
```

```

</form>
<p>These are the values of each element in the form:</p>
<p id="demo"></p>
<script>
const x = document.forms["frm1"];
let text = "";
for (let i = 0; i<x.length ;i++) {
text += x.elements[i].value + "<br>";
}
document.getElementById("demo").innerHTML = text;
</script>
</body>
</html>

```

### Changing HTML Content

The HTML DOM allows JavaScript to change the content of HTML elements. The easiest way to modify the content of an HTML element is by using the innerHTML property. To change the content of an HTML element, use this syntax:

**document.getElementById(id).innerHTML = new HTML**

This example changes the content of a <p> element:

#### HTML Code:

```

<h2>JavaScript can Change HTML</h2>
<p id="p1">Hello World!</p>
<script>
document.getElementById("p1").innerHTML =
"New text!";
</script>
<p>The paragraph above was changed by a
script.</p>

```

#### Output:

### JavaScript can Change HTML

New text!

The paragraph above was changed by a script.

In the given example the HTML document above contains a <p> element with id="p1". We use the HTML DOM to get the element with id="p1". A JavaScript changes the content (innerHTML) of that element to "New text!". This example changes the content of an <h1> element:

#### HTML Code:

```

<h1 id="id01">Old Heading</h1>
<script>
const          element
document.getElementById("id01");
element.innerHTML = "New Heading";
</script>
<p>JavaScript changed "Old Heading" to
"New Heading".</p>

```

#### Output:

## New Heading

JavaScript changed "Old Heading" to "New Heading".

In the given example, the HTML document above contains an <h1> element with id="id01". We use the HTML DOM to get the element with id="id01". A JavaScript changes the content (innerHTML) of that element to "New Heading". Changing the Value of an Attribute. To change the value of an HTML attribute, use this syntax:

**document.getElementById(id).attribute = new value**

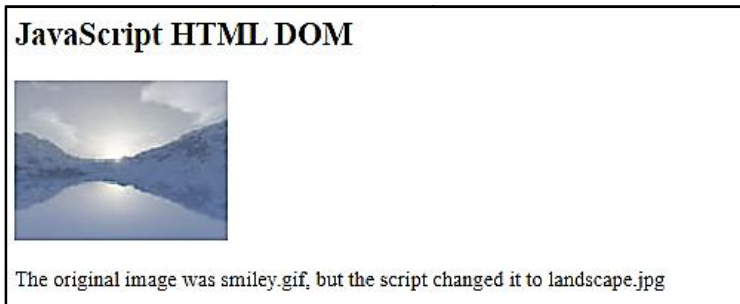
This example changes the value of the src attribute of an <img> element:

**HTML Code:**

```
<body>
<h2>JavaScript HTML DOM</h2>

<script>
document.getElementById("image").src = "landscape.jpg";
</script>
<p>The original image was smiley.gif, but the script changed it to landscape.jpg</p>
```

Output:



In the given example, the HTML document above contains an `<img>` element with `id="myImage"`. We use the HTML DOM to get the element with `id="myImage"`. A JavaScript changes the `src` attribute of that element from `"smiley.gif"` to `"landscape.jpg"`

**Dynamic HTML content**

JavaScript can create dynamic HTML content as: **Date : Wed Jan 18 2023 14:55:55 GMT+0530 (India Standard Time)**. Here it is important to note that this is the current date and time shown dynamically. This can be done with the following code:

**HTML Code:**

```
<!DOCTYPE html>
<html>
<body>
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "Date : " + Date();
</script>
</body>
</html>
```

Output:

Date : Wed Jan 18 2023 15:37:51 GMT+0530 (India Standard Time)

**document.write()**

In JavaScript, `document.write()` can be used to write directly to the HTML output stream:

**HTML Code:**

```
<!DOCTYPE html>
<html>
<body>
<p>Hello how are you</p>
<script>
document.write(Date());
</script>
<p>Hello How are you </p>
```

```
</body>
</html>
```

**Output:**

```
Hello how are you
Wed Jan 18 2023 16:36:43 GMT+0530 (India Standard Time)
Hello How are you
```

### 14.17 JavaScript Form Validation

HTML form validation can be done by JavaScript. If a form field (fname) is empty, this function alerts a message, and returns false, to prevent the form from being submitted:

**JavaScript Code:**

```
function validateForm() {
    let x = document.forms["myForm"]["fname"].value;
    if (x == "") {
        alert("Name must be filled out");
        return false;
    }
}
```

This function can be called when the form is submitted. This can be seen from the following HTML code:

**HTML Code:**

```
<!DOCTYPE html>
<html>
<head>
<script>
function validateForm() {
    let x = document.forms["myForm"]["fname"].value;
    if (x == "") {
        alert("Name must be filled out");
        return false;
    }
}
</script>
</head>
<body>
<h2>JavaScript Validation</h2>
<form name="myForm" action="/action_page.php" onsubmit="return validateForm()"
method="post">
Name: <input type="text" name="fname">
<input type="submit" value="Submit">
</form>
</body>
</html>
```

**Output:**

## JavaScript Validation

Name:

### JavaScript Can Validate Numeric Input

JavaScript is often used to validate numeric input. To understand this let us have a look at the example:

#### HTML Code with JavaScript Validation:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript Validation</h2>
<p>Please input a number between 1 and 10:</p>
<input id="numb">
<button type="button" onclick="myFunction()">Submit</button>
<p id="demo"></p>
<script>
function myFunction() {
  // Get the value of the input field with id="numb"
  let x = document.getElementById("numb").value;
  // If x is Not a Number or less than one or greater than 10
  let text;
  if (isNaN(x) || x < 1 || x > 10) {
    text = "Input not valid";
  } else {
    text = "Input OK";
  }
  document.getElementById("demo").innerHTML = text;
}
</script>
</body>
</html>
```

#### Output:

## JavaScript Validation

Please input a number between 1 and 10:

### Automatic HTML Form Validation

HTML form validation can be performed automatically by the browser. If a form field (fname) is empty, the required attribute prevents this form from being submitted:

#### HTML Code:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript Validation</h2>
<form action="/action_page.php" method="post">
```



```

<input type="text" name="fname" required>
<input type="submit" value="Submit">
</form>
<p>If you click submit, without filling out the text field,
your browser will display an error message.</p>
</body>
</html>

```

**Output:**

**JavaScript Validation**

If you click submit, without filling out the text field, your browser will display an error message.

## 14.18 Data Validation

Data validation is the process of ensuring that user input is clean, correct, and useful. Typical validation tasks are:

- has the user filled in all required fields?
- has the user entered a valid date?
- has the user entered text in a numeric field?

Most often, the purpose of data validation is to ensure correct user input. Validation can be defined by many different methods, and deployed in many different ways.

- **Server side validation** is performed by a web server, after input has been sent to the server.
- **Client side validation** is performed by a web browser, before input is sent to a web server.

### HTML Constraint Validation

HTML5 introduced a new HTML validation concept called constraint validation. HTML constraint validation is based on:

- Constraint validation HTML Input Attributes
- Constraint validation CSS Pseudo Selectors
- Constraint validation DOM Properties and Methods

### Constraint Validation HTML Input Attributes

Attribute	Description
disabled	Specifies that the input element should be disabled
max	Specifies the maximum value of an input element
min	Specifies the minimum value of an input element
pattern	Specifies the value pattern of an input element
required	Specifies that the input field requires an element

type	Specifies the type of an input element
------	--

### Constraint Validation CSS Pseudo Selectors

Selector	Description
:disabled	Selects input elements with the "disabled" attribute specified
:invalid	Selects input elements with invalid values
:optional	Selects input elements with no "required" attribute specified
:required	Selects input elements with the "required" attribute specified
:valid	Selects input elements with valid values

### JavaScript HTML DOM - Changing CSS

The HTML DOM allows JavaScript to change the style of HTML elements.

#### Changing HTML Style

To change the style of an HTML element, use this syntax:

**document.getElementById(id).style.property = new style**

The following example changes the style of a <p> element:

#### Code:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Changing the HTML style:</p>
<p id="p1">Hello World!</p>
<p id="p2">Hello World!</p>
<script>
document.getElementById("p2").style.color = "blue";
document.getElementById("p2").style.fontFamily = "Arial";
document.getElementById("p2").style.fontSize = "larger";
</script>
</body>
</html>
```

#### Output:

**JavaScript HTML DOM**

Changing the HTML style:

Hello World!

Hello World!

### Using Events

The HTML DOM allows you to execute code when an event occurs. Events are generated by the browser when "things happen" to HTML elements:

- An element is clicked on
- The page has loaded
- Input fields are changed

This example given below changes the style of the HTML element with id="id1", when the user clicks a button.

**Code:**

```
<body>
<h1 id="id1">My Heading 1</h1>
<button type="button"
onclick="document.getElementById('id1').style.color
= 'red'">
Click Me!</button>
</body>
```

**Output:****14.19 Animations using JavaScript HTML DOM**

Let's learn the creation of HTML animations using JavaScript. To demonstrate how to create HTML animations with JavaScript, we will use a simple web page using the HTML code given below:

```
<!DOCTYPE html>
<html>
<body>
<h1>My First JavaScript Animation</h1>
<div id="animation">My animation will go here</div>
</body>
</html>
```

**Create an Animation Container**

To apply animations on the above HTML code, all animations should be relative to a container element.

For example

```
<div id="container">
<div id="animate">My animation will go here</div>
</div>
```

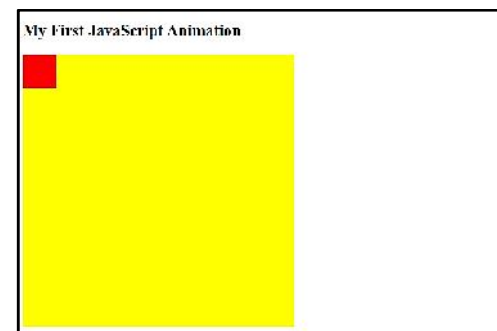
**Style the Elements**

The container element should be created with style = "position: relative". The animation element should be created with style = "position: absolute".

Example:

```
<!Doctype html>
<html>
<style>
#container {
width: 400px;
height: 400px;
position: relative;
background: yellow;
}
#animate {
width: 50px;
height: 50px;
position: absolute;
background: red;
}
</style>
<body>
<h2>My First JavaScript Animation</h2>
<div id="container">
```

Output:



```
<div id="animate"></div>
</div>
</body>

</html>
```

## 14.20 JavaScript HTML DOM Events

HTML DOM allows JavaScript to react to HTML events; like the mouseover event as well as the onclick event.

### Reacting to Events

A JavaScript can be executed when an event occurs, like when a user clicks on an HTML element. To execute code when a user clicks on an element, add JavaScript code to an HTML event attribute:

#### onclick=JavaScript

The different examples of HTML events are:

- When a user clicks the mouse
- When a web page has loaded
- When an image has been loaded
- When the mouse moves over an element
- When an input field is changed
- When an HTML form is submitted
- When a user strokes a key

In this example, the content of the <h1> element is changed when a user clicks on it:

#### For example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML Events</h2>
<h2 onclick="this.innerHTML='Oops!'">Click on this text!</h2>
</body>
</html>
```

#### Output:

Before Clicking on Text:

**JavaScript HTML Events**

**Click on this text!**

After Clicking on Text:

**JavaScript HTML Events**

**Ooops!**

In this example, a function is called from the event handler:



#### Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML Events</h2>
<h2 onclick="changeText(this)">Click on this text!</h2>
<script>
function changeText(id) {
id.innerHTML = "Oops!";
}
```

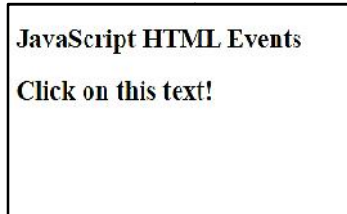
```

</script>
</body>
</html>

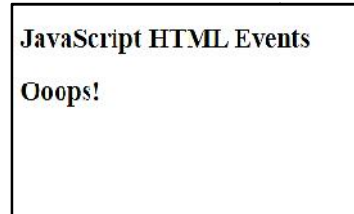
```

**Output:**

Before Clicking on Text:



After Clicking on Text:

**HTML Event Attributes**

To assign events to HTML elements you can use event attributes.

**For example:** To assign an onclick event to a button element, the following code is to be written:

```

<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML Events</h2>
<p>Click the button to display the date.</p>
<button onclick="displayDate()">The time is?</button>
<script>
function displayDate() {
document.getElementById("demo").innerHTML = Date();
}
</script>
<p id="demo"></p>
</body>
</html>

```

Output:

Before Clicking on Text:



After Clicking on Text:

**Assign Events Using the HTML DOM**

The HTML DOM allows you to assign events to HTML elements using JavaScript:

Example: Assign an onclick event to a button element

**Code:**

```

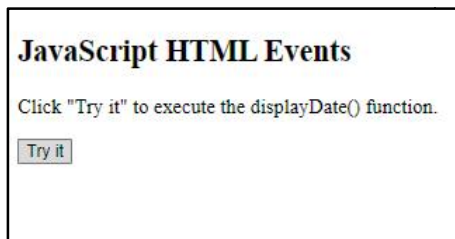
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML Events</h2>
<p>Click "Try it" to execute the displayDate() function.</p>
<button id="myBtn">Try it</button>
<p id="demo"></p>
<script>

```

```
document.getElementById("myBtn").onclick = displayDate;
function displayDate() {
document.getElementById("demo").innerHTML = Date();
}
</script>
</body>
</html>
```

**Output:**

Before Clicking on Text:



After Clicking on Text:



In the example above, a function named `displayDate` is assigned to an HTML element with the `id="myBtn"`.

The function will be executed when the button is clicked. The `onload` and `onunload` Events. The `onload` and `onunload` events are triggered when the user enters or leaves the page. The `onload` event can be used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information. The `onload` and `onunload` events can be used to deal with cookies.

**Example:**

```
<!DOCTYPE html>
<html>
<body onload="checkCookies()">
<h2>JavaScript HTML Events</h2>
<p id="demo"></p>
<script>
function checkCookies() {
var text = "";
if (navigator.cookieEnabled == true) {
text = "Cookies are enabled.";
} else {
text = "Cookies are not enabled.";
}
document.getElementById("demo").innerHTML = text;
}
</script>
</body>
</html>
```

**Output:****The onchange Event**

The `onchange` event is often used in combination with validation of input fields. The example given below shows how to use the `onchange`. The `toUpperCase()` function will be called when a user changes the content of an input field.

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML Events</h2>
Enter your name: <input type="text" id="fname" onchange="toUpperCase()">
```

```

<p>When you leave the input field, a function is triggered which transforms the input text to upper case.</p>
<script>
function upperCase() {
  const x = document.getElementById("fname");
  x.value = x.value.toUpperCase();
}
</script>
</body>
</html>

```

**Output:**

**JavaScript HTML Events**

Enter your name:

When you leave the input field, a function is triggered which transforms the input text to upper case.

**The onmouseover and onmouseout Events**

The onmouseover and onmouseout events can be used to trigger a function when the user mouse over, or out of, an HTML element:

**Code:**

```

<!DOCTYPE html>
<html>
<body>
<div onmouseover="mOver(this)" onmouseout="mOut(this)"
style="background-color:#D94A38;width:120px;height:20px;padding:40px;">
Mouse Over Me</div>
<script>
function mOver(obj) {
  obj.innerHTML = "Thank You"
}
function mOut(obj) {
  obj.innerHTML = "Mouse Over Me"
}
</script>
</body>
</html>

```

**Output:**

Before Mouse Over on Text:



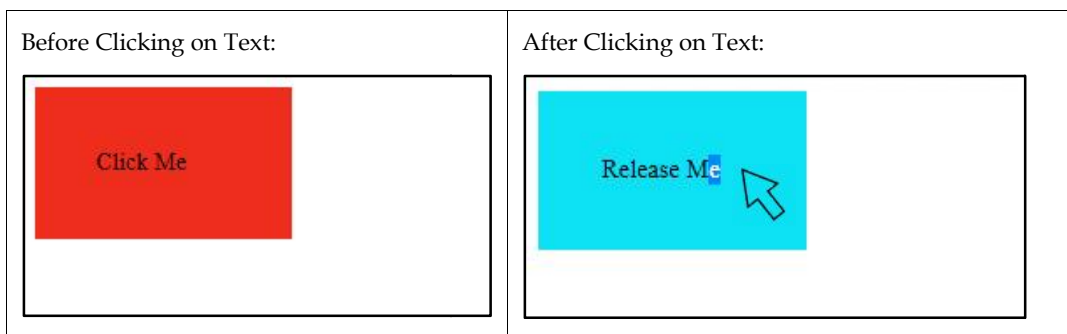
After Mouse Over on Text:

**The onmousedown, onmouseup and onclick Events**

The onmousedown, onmouseup, and onclick events are all parts of a mouse-click. First when a mouse-button is clicked, the onmousedown event is triggered, then, when the mouse-button is released, the onmouseup event is triggered, finally, when the mouse-click is completed, the onclick event is triggered.

**Code:**

```
<!DOCTYPE html>
<html>
<body>
<div onmousedown="mDown(this)" onmouseup="mUp(this)"
style="background-color:#D94A38;width:90px;height:20px;padding:40px;">
Click Me</div>
<script>
function mDown(obj) {
obj.style.backgroundColor = "#1ec5e5";
obj.innerHTML = "Release Me";
}
function mUp(obj) {
obj.style.backgroundColor="#D94A38";
obj.innerHTML="Thank You";
}
</script>
</body>
</html>
```

**Output:**

## 14.21 JavaScript HTML DOM Navigation

With the HTML DOM, you can navigate the node tree using node relationships.

**DOM Nodes**

According to the W3C HTML DOM standard, everything in an HTML document is a node:

- The entire document is a document node
- Every HTML element is an element node
- The text inside HTML elements are text nodes
- Every HTML attribute is an attribute node (deprecated)
- All comments are comment nodes



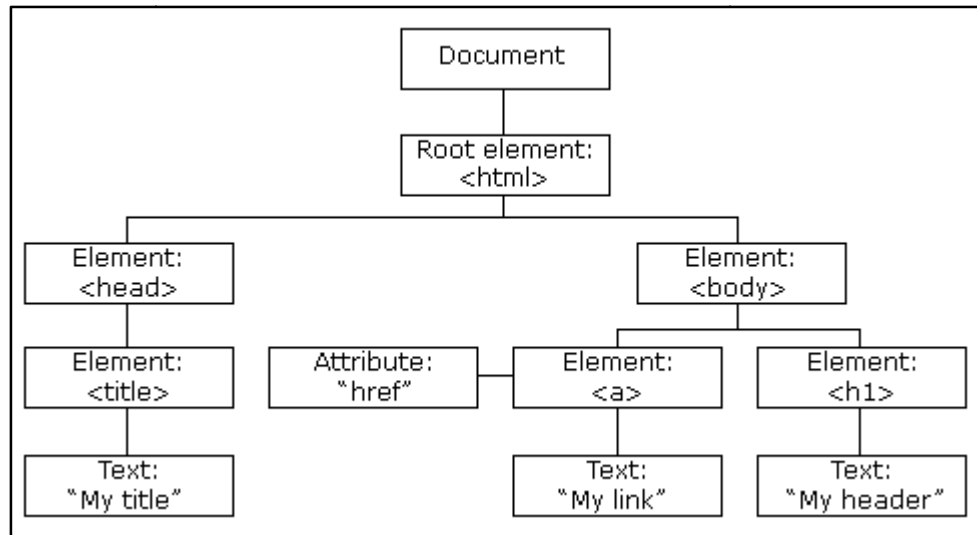


Figure: DOM Nodes

With the HTML DOM, all nodes in the node tree can be accessed by JavaScript. New nodes can be created, and all nodes can be modified or deleted.

### Node Relationships

The nodes in the node tree have a hierarchical relationship to each other. The terms parent, child, and sibling are used to describe the relationships.

- In a node tree, the top node is called the root (or root node).
- Every node has exactly one parent, except the root (which has no parent)
- A node can have a number of children
- Siblings (brothers or sisters) are nodes with the same parent

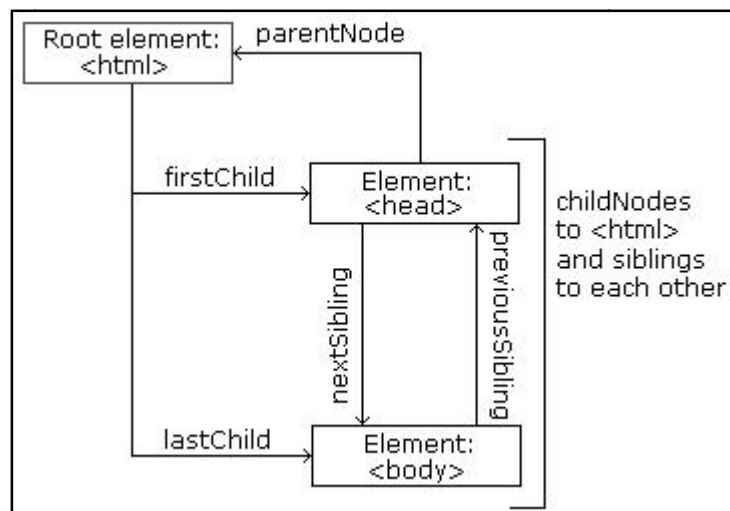


Figure: Node Relationships

Let us try to understand the node relationships with the help of an example. In the given code:

```

<html>
<head>
<title>DOM Tutorial</title>
</head>
<body>
<h1>DOM Lesson one</h1>
<p>Hello world!</p>
</body>
  
```

```
</html>
```

From the HTML above you can read:

- `<html>` is the root node
- `<html>` has no parents
- `<html>` is the parent of `<head>` and `<body>`
- `<head>` is the first child of `<html>`
- `<body>` is the last child of `<html>`

and:

- `<head>` has one child: `<title>`
- `<title>` has one child (a text node): "DOM Tutorial"
- `<body>` has two children: `<h1>` and `<p>`
- `<h1>` has one child: "DOM Lesson one"
- `<p>` has one child: "Hello world!"
- `<h1>` and `<p>` are siblings

## Navigating Between Nodes

You can use the following node properties to navigate between nodes with JavaScript:

- `parentNode`
- `childNodes[nodenum]`
- `firstChild`
- `lastChild`
- `nextSibling`
- `previousSibling`

## Child Nodes and Node Values

A common error in DOM processing is to expect an element node to contain text.

Example: `<title id="demo">DOM Example</title>`

The element node `<title>` (in the example above) does not contain text. It contains a text node with the value "DOM Tutorial".

The value of the text node can be accessed by the node's `innerHTML` property:

```
myTitle = document.getElementById("demo").innerHTML;
```

Accessing the `innerHTML` property is the same as accessing the `nodeValue` of the first child:

```
myTitle = document.getElementById("demo").firstChild.nodeValue;
```

Accessing the first child can also be done like this:

```
myTitle = document.getElementById("demo").childNodes[0].nodeValue;
```

All the (3) following examples retrieves the text of an `<h1>` element and copies it into a `<p>` element:

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h1 id="id01">My First Page</h1>
<p id="id02"></p>
<script>
document.getElementById("id02").innerHTML =
document.getElementById("id01").innerHTML;
</script>
```

Output:

```
</body>  
</html>
```

## My First Page

My First Page

### innerHTML

The innerHTML property is used to retrieve the content of an HTML element. However, learning the other methods above is useful for understanding the tree structure and the navigation of the DOM.

### DOM Root Nodes

There are two special properties that allow access to the full document:

- document.body - The body of the document
- document.documentElement - The full document



#### Example:

```
<!DOCTYPE html>  
<html>  
<body>  
<h2>JavaScript HTMLDOM</h2>  
<p>Displaying document.body</p>  
<p id="demo"></p>  
<script>  
document.getElementById("demo").innerHTML = document.body.innerHTML;  
</script>  
</body>  
</html>
```

#### Output:

## JavaScript HTMLDOM

Displaying document.body

## JavaScript HTMLDOM

Displaying document.body

### The nodeName Property

The nodeName property specifies the name of a node. There are a few important aspects related to nodeName property. These can be listed as:

- nodeName is read-only
- nodeName of an element node is the same as the tag name
- nodeName of an attribute node is the attribute name
- nodeName of a text node is always #text
- nodeName of the document node is always #document

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h1 id="id01">My First Page</h1>
<p id="id02"></p>
<script>
document.getElementById("id02").innerHTML = document.getElementById("id01").nodeName;
</script>
</body>
</html>
```

**Output:****The nodeValue Property**

The nodeValue property specifies the value of a node. There are a few important aspects related to nodeValue property. These can be listed as:

- nodeValue for element nodes is null
- nodeValue for text nodes is the text itself
- nodeValue for attribute nodes is the attribute value
- The nodeType Property
- The nodeType property is read only. It returns the type of a node.

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h1 id="id01">My First Page</h1>
<p id="id02"></p>
<script>
document.getElementById("id02").innerHTML = document.getElementById("id01").nodeType;
</script>
</body>
</html>
```

**Output:**

The most important nodeType properties are:

Node	Type	Example
ELEMENT_NODE	1	<h1 class="heading">W3Schools</h1>
ATTRIBUTE_NODE	2	class = "heading" (deprecated)
TEXT_NODE	3	W3Schools

COMMENT_NODE	8	<!-- This is a comment -->
DOCUMENT_NODE	9	The HTML document itself (the parent of <html>)
DOCUMENT_TYPE_NODE	10	<!Doctype html>

## 14.22 JavaScript HTML DOM Elements (Nodes)

### Creating New HTML Elements (Nodes)

To add a new element to the HTML DOM, you must create the element (element node) first, and then append it to an existing element.

**Example:**



```
<body>
<h2>JavaScript HTML DOM</h2>
<p>Add a new HTML Element.</p>
<div id="div1">
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
<script>
const para = document.createElement("p");
const node = document.createTextNode("This is new.");
para.appendChild(node);
const element = document.getElementById("div1");
element.appendChild(para);
</script>
```

**Output:**



In the above example, the code creates a new `<p>` element:

```
const para =
document.crea
eElement("p");
```

To add text to the `<p>` element, you must create a text node first. This code creates a text node:

```
const node = document.createTextNode("This is a new paragraph.");
```

Then you must append the text node to the `<p>` element:

```
para.appendChild(node);
```

Finally you must append the new element to an existing element. This code finds an existing element:

```
const element = document.getElementById("div1");
```

This code appends the new element to the existing element:

```
element.appendChild(para);
```

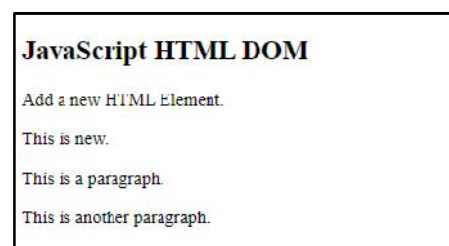
### Creating new HTML Elements - insertBefore()

The `appendChild()` method in the previous example, appended the new element as the last child of the parent. If you don't want that you can use the `insertBefore()` method:

**Example:**

```
<body>
<h2>JavaScript HTML DOM</h2>
<p>Add a new HTML Element.</p>
<div id="div1">
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
<script>
const para = document.createElement("p");
const node = document.createTextNode("This
is new.");
para.appendChild(node);
const element =
```

**Output:**



```
document.getElementById("div1");
const child = document.getElementById("p1");
element.insertBefore(para,child);
</script>
```

## Removing Existing HTML Elements

To remove an HTML element, use the `remove()` method:



### Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<h3>Remove an HTML Element.</h3>
<div>
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
<button onclick="myFunction()">Remove Element</button>
<script>
function myFunction() {
document.getElementById("p1").remove();
}
</script>
</body>
</html>
```

### Output:

Before Clicking on Remove Element Button:	After Clicking on Remove Element Button:

In the above example, the HTML document contains a `<div>` element with two child nodes (two `<p>` elements):

```
<div>
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
```

Find the element you want to remove:

```
const elmnt = document.getElementById("p1");
```

Then execute the `remove()` method on that element:

```
elmnt.remove();
```

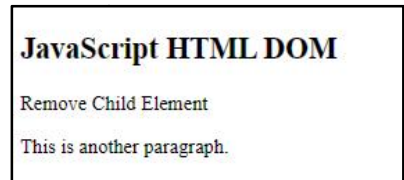
The `remove()` method does not work in older browsers, see the example below on how to use `removeChild()` instead.

### Removing a Child Node

For browsers that does not support the `remove()` method, you have to find the parent node to remove an element. Lets have a look at the following example:

**Example:**

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Remove Child Element</p>
<div id="div1">
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
<script>
const parent = document.getElementById("div1");
const child = document.getElementById("p1");
parent.removeChild(child);
</script>
</body>
</html>
```

**Output:**

In the above example, the HTML document contains a `<div>` element with two child nodes (two `<p>` elements):

```
<div id="div1">
<p id="p1">This is a paragraph.</p>
<p id="p2">This is another paragraph.</p>
</div>
```

Find the element with `id="div1"`:

```
const parent = document.getElementById("div1");
```

Find the `<p>` element with `id="p1"`:

```
const child = document.getElementById("p1");
```

Remove the child from the parent:

```
parent.removeChild(child);
```

Here is a common workaround: Find the child you want to remove, and use its `parentNode` property to find the parent:

```
const child = document.getElementById("p1");
child.parentNode.removeChild(child);
```

**Replacing HTML Elements**

To replace an element to the HTML DOM, use the `replaceChild()` method:

**Example:**

```
<body>
<h2>JavaScript HTML DOM</h2>
<h3>Replace an HTML Element.</h3>
<div id="div1">
<p id="p1">This is a paragraph.</p>
<p id="p2">This is a paragraph.</p>
</div>
<script>
const parent = document.getElementById("div1");
```

**Output:**

```
const child = document.getElementById("p1");
const para = document.createElement("p");
const node = document.createTextNode("This is new.");
para.appendChild(node);
parent.replaceChild(para,child);
</script>
</body>
```

### 14.23 JavaScript HTML DOM Collections

#### The HTMLCollection Object

The `getElementsByTagName()` method returns an `HTMLCollection` object. An `HTMLCollection` object is an array-like list (collection) of HTML elements. The following code selects all `<p>` elements in a document:



#### Example

```
const myCollection = document.getElementsByTagName("p");
```

The elements in the collection can be accessed by an index number.

To access the second `<p>` element you can write as shown in the following example:

#### Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Hello World!</p>
<p>Hello Norway!</p>
<p id="demo"></p>
<script>
const myCollection = document.getElementsByTagName("p");
document.getElementById("demo").innerHTML = "The innerHTML of the second paragraph is: " + myCollection[1].innerHTML;
</script>
</body>
</html>
```

#### Output:

### JavaScript HTML DOM

Hello World!

Hello Norway!

The innerHTML of the second paragraph is: Hello Norway!

It is important to note that the index starts at 0.

#### HTML HTMLCollection Length

The `length` property defines the number of elements in an `HTMLCollection`:



#### Example:

```
<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Hello World!</p>
<p>Hello Norway!</p>
<p id="demo"></p>
<script>
const myCollection = document.getElementsByTagName("p");
```



```

document.getElementById("demo").innerHTML = "This document contains " +
myCollection.length + " paragraphs.";
</script>
</body>
</html>

```

**Output:**



The length property is useful when you want to loop through the elements in a collection:



**Example:**

Change the text color of all <p> elements:

```

<!DOCTYPE html>
<html>
<body>
<h2>JavaScript HTML DOM</h2>
<p>Hello World!</p>
<p>Hello Norway!</p>
<p>Click the button to change the color of all p elements.</p>
<button onclick="myFunction()">Try it</button>
<script>
function myFunction() {
  const myCollection = document.getElementsByTagName("p");
  for (let i = 0; i<myCollection.length; i++) {
    myCollection[i].style.color = "red";
  }
}
</script>
</body>
</html>

```

**Output:**



## 14.24 JavaScript Window Navigator

The window.navigator object contains information about the visitor's browser.

### Window Navigator

The window.navigator object can be written without the window prefix. Let's have a look at some of its examples:

- navigator.cookieEnabled
- navigator.appCodeName
- navigator.platform

## Browser Cookies

The cookieEnabled property returns true if cookies are enabled, otherwise false as shown in the following example:

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "cookiesEnabled is " +
navigator.cookieEnabled;
</script>
```

## Browser Application Name

The appName property returns the application name of the browser as shown in the following code.

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "navigator.appName is " +
navigator.appName;
</script>
```

## Browser Application Code Name

The appCodeName property returns the application code name of the browser. For example:

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "navigator.appCodeName is " +
navigator.appCodeName;
</script>
```

Here, the appCodeName property returns the code name of the browser.

## The Browser Engine

The product property returns the product name of the browser engine. For example:

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "navigator.product is " + navigator.product;
</script>
```

Here, the product property returns the product name of the browser.

## The Browser Version

The appVersion property returns version information about the browser. For example:

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.appVersion;
</script>
```

Here, the appVersion property returns version information about the browser.

## The Browser Agent

The userAgent property returns the user-agent header sent by the browser to the server, as shown below:

```
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.userAgent;
</script>
```

## The Browser Platform

The platform property returns the browser platform (operating system) as shown below.

```

<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.platform;
</script>

```

## The Browser Language

The language property returns the browser's language as shown below.

```

<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.language;
</script>

```

## Is The Browser Online?

The onLine property returns true if the browser is online as shown in the following example:

```

<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.onLine;
</script>

```

## Is Java Enabled?

The javaEnabled() method returns true if Java is enabled: For example:

```

<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = navigator.javaEnabled();
</script>

```

## 14.25 JavaScript Window Location

The window.location object can be used to get the current page address (URL) and to redirect the browser to a new page.

### Window Location

The window.location object can be written without the window prefix. The commonly used Window Location objects are:

- window.location.href returns the href (URL) of the current page
- window.location.hostname returns the domain name of the web host
- window.location.pathname returns the path and filename of the current page
- window.location.protocol returns the web protocol used (http: or https:)
- window.location.assign() loads a new document

### Window Location Href

The window.location.href property returns the URL of the current page. This has been demonstrated in the example which display the href (URL) of the current page:

```
document.getElementById("demo").innerHTML = "Page location is " + window.location.href;
```

As a result of the above code, the Page location of the current page is displayed on the screen.

### Window Location Hostname

The window.location.hostname property returns the name of the internet host (of the current page). This has been demonstrated in the example below.

```
document.getElementById("demo").innerHTML = "Page hostname is " +
window.location.hostname;
```

It will display the name of the host.

### Window Location Pathname

The `window.location.pathname` property returns the pathname of the current page/URL. This can be implemented with the help of the following code:

```
document.getElementById("demo").innerHTML = "Page path is " + window.location.pathname;
```

### Window Location Protocol

The `window.location.protocol` property returns the web protocol of the page. This can be implemented with the help of the following code:

```
document.getElementById("demo").innerHTML = "Page protocol is " + window.location.protocol;
```

### Window Location Port

The `window.location.port` property returns the number of the internet host port (of the current page). This following example display the name of the host.

```
document.getElementById("demo").innerHTML = "Port number is " + window.location.port;
```

### Window Location Assign

The `window.location.assign()` method loads a new document.

## Summary

- jQuery is a small, open source and lightweight JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript.
- jQuery is cross-platform. The purpose of jQuery is to make it much easier to use JavaScript on your website.
- jQuery takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code.
- jQuery also simplifies a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation.
- jQuery can be used to apply animations and effects using jQuery DOM. The `window.navigator` object contains information about the visitor's browser.
- Locations Object with Methods can be used in different ways to get useful location-based information about the page.

## Keywords

**jQuery** is a small, open source and lightweight JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript.

**window.location.protocol** property - this property returns the web protocol of the page.

**window.location.port** property - it is the property that returns the number of the internet host port of the current page.

**window.location** object - This object can be used to get the current page address (URL) and to redirect the browser to a new page.

**Self Assessment**

1. The \_\_\_\_\_ property returns the number of the internet host port (of the current page)
  - A. window.location.port
  - B. window.location.hostname
  - C. window.location.href
  - D. window.location.assign()
2. The \_\_\_\_\_ property returns the URL of the current page.
  - A. window.location.port
  - B. window.location.hostname
  - C. window.location.href
  - D. window.location.assign()
3. How are the objects organized in the HTML DOM?
  - A. list
  - B. stack
  - C. queue
  - D. hierarchy
4. The DOM is a \_\_\_\_W3C\_\_\_\_\_ standard.
  - A. WWW
  - B. W3C
  - C. W3B
  - D. WMB
5. Which of the following is/are the part/parts of the W3C DOM standard
  - A. Core DOM and HTML DOM
  - B. XML DOM and HTML DOM
  - C. Core DOM and XML DOM
  - D. Core DOM, XML DOM and HTML DOM
6. \_\_\_\_\_ standard model for all document types.
  - A. Core DOM
  - B. XML DOM
  - C. HTML DOM
  - D. None of the above
7. What among the following is an appropriate event handler for input text among the below options ?
  - A. onclick
  - B. onchange
  - C. onkeyup
  - D. D. onblur

8. What among the following is an appropriate when an event occurs when the user clicks on an element?
- A. onclick
  - B. onchange
  - C. onkeyup
  - D. onblur
9. What is the purpose of the Legacy DOM?
- A. Modify the nodes
  - B. Making the script modular
  - C. Allows access to few keys and elements
  - D. Makes the scripting easier
10. What is the purpose of the NamedNodeMap object?
- A. Unordered collection of arrays
  - B. Unordered collection of elements
  - C. Unordered collection of nodes
  - D. Unordered collection of attributes
11. According to the W3C HTML DOM standard, everything in an HTML document is a \_\_\_\_\_
12. The \_\_\_\_\_ Constraint Validation HTML Input attribute specifies that the input field requires an element.
13. The \_\_\_\_\_ HTML object property returns the domain name of the document server
14. The \_\_\_\_\_ JavaScript DOM method is used to create an HTML element.
15. The \_\_\_\_\_ object lies at the top of the DOM hierarchy.

### **Answers for Self Assessment**

- |          |              |                     |                                     |                   |
|----------|--------------|---------------------|-------------------------------------|-------------------|
| 1. A     | 2. C         | 3. D                | 4. B                                | 5. D              |
| 6. A     | 7. B         | 8. A                | 9. C                                | 10. C             |
| 11. NODE | 12. required | 13. document.domain | 14. document.createElement(element) | 15. window object |

### **Review Questions**

1. Should jQuery be used? Give reasons to support your answer.
2. What are the different ways of selecting elements in HTML and performing action on them
3. Elaborate the different jQuery selectors with the help of suitable examples.
4. What is a jQuery event method? discuss the different ways by which they can be implemented.

5. With the help of a suitable code demonstrate the replacing of an element to the HTML DOM using DOM. Also elaborate the use of the `replaceChild()` method.



### **Further Readings**

Hall, 2009, Core Web Programming, 2/E, Pearson Education India.

Jon Duckett, 2011, Beginning Web Programming with HTML, XHTML and CSS, John Wiley & Sons.

Robert F. Breedlove, 1996, Web Programming Unleashed, Sams.net.

Tim Downey, 2012, Guide to Web Development with Java: Understanding Website Creation, Springer.



### **Web Links**

<http://javascript.about.com/od/objectorientedjavascript/a/oop20.htm>

<http://www.javascriptkit.com/javatutors/math.shtml>

[https://developer.mozilla.org/en-US/docs/JavaScript/Guide/Working\\_with\\_Objects](https://developer.mozilla.org/en-US/docs/JavaScript/Guide/Working_with_Objects)

<http://www.w3.org/Links>

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