



Announcements

- This week
 - No quiz
 - No lecture or labs on Wednesday
 - No school on Thursday or Friday
 - No CLUE Tutoring
- Drop-In labs
 - Tuesday only
 - 8:30-9:20am and 5:00-5:50pm MGH 430



Announcements

- Project 2B due on Wed., December 2



General comments

- The programmer's *habits of mind*
 - Read instructions
 - Work slowly and carefully
 - Pay attention to details



Arrays and conditionals—Setting gender pronouns based on user input...

PROJECT 2B



Overview

- Gender changes based on what the user chose in the dropdown menu
- Arrays set up the series of pronouns for each gender
- Use conditionals to choose which array to use



The gender arrays

```
var MalePronouns = new Array
    ("he", "his", "him", "man", "men");
var FemalePronouns = new Array
    ("she", "her", "her", "woman", "women");
var PersonPronouns = new Array
    ("one", "one's", "one", "person", "persons");
var PeoplePronouns = new Array
    ("they", "their", "them", "people", "people");

var gender;
```



Gender in your story

- Each gender has its own pronoun array
 - Edit the array to include the words needed by your story
 - Replace Man with King, Prince, Boy, or Uncle
 - Replace Woman with Queen, Princess, Girl, or Aunt, etc.



Gender pronoun arrays

- Include only as many pronoun arrays as you have choices in your dropdown menu:

```
var MalePronouns = new Array ("King", "he", "his");  
var FemalePronouns = new Array ("Queen", "she", "her");
```




Gender dropdown menu

- The user chooses the gender of a main character in the story from the dropdown menu

Choose gender:

```
<label for="genderlist">Choose gender:</label>
<select name="genderlist" size="1" id="genderlist">
  <option value="Male">man</option>
  <option value="Female">woman</option>
  <option value="Person">person</option>
  <option value="People">some people</option>
</select>
```



Grab the user's gender choice

- Before you can do anything, you have to grab the user's choice from the genderlist dropdown menu:

```
var genderlist = document.getElementById("genderlist").value;
```



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Conditionals

- Conditionals select the pronoun array that matches the gender selected:

```
if (genderlist == "Male")  
{  
    gender = MalePronouns;  
}  
else  
{  
    gender = FemalePronouns;  
}
```

```
<select name="genderlist" id="gende  
<option value="Male">man</option  
<option value="Female">woman</o  
<option value="Person">person</o  
<option value="People">some peo  
</select>
```

A black arrow points from the opening tag of the HTML select element to the condition 'genderlist == "Male"' in the JavaScript code block.



Conditionals

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```
if (genderlist == "Male")
{
    gender = MalePronouns;
}
else
{
    gender = FemalePronouns;
}
```



Assigning the array to a variable

- If you assign an array to a variable,
 - *The variable becomes an array*
 - Each element is accessible by array methods
gender[0] or gender[2]



Understanding the document tree, revisited

DOCUMENT OBJECT MODEL (DOM)

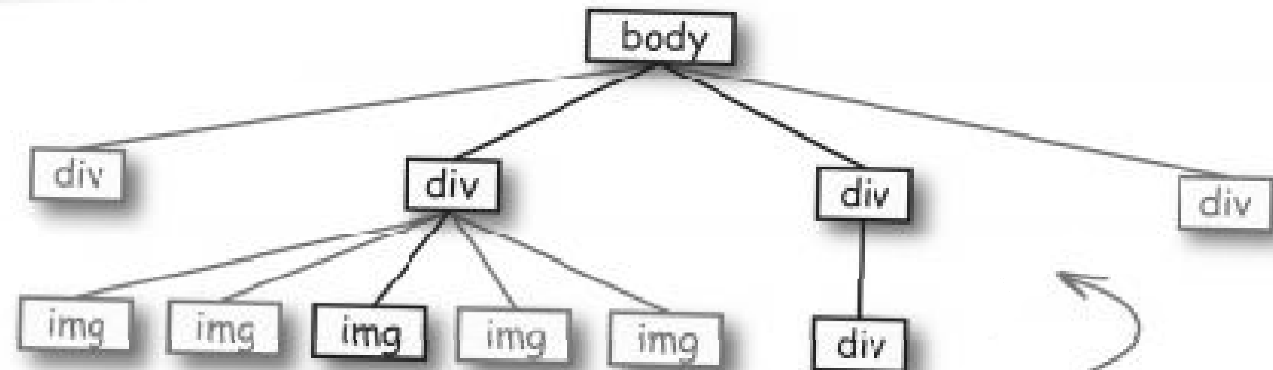


Use the Document Object Model.

The web browser uses the Document Object Model to represent your web page. When you change this model with your JavaScript code, the web page will automatically change, too.

The **DOM** lets you look at this web page...

...in this format.



Your JavaScript can work with the **DOM** much easier than working directly with HTML or CSS.



DOM

- The Document object gives you access to the browser's DOM tree
- You've used it for several labs now:
`document.getElementById("zone1").value`



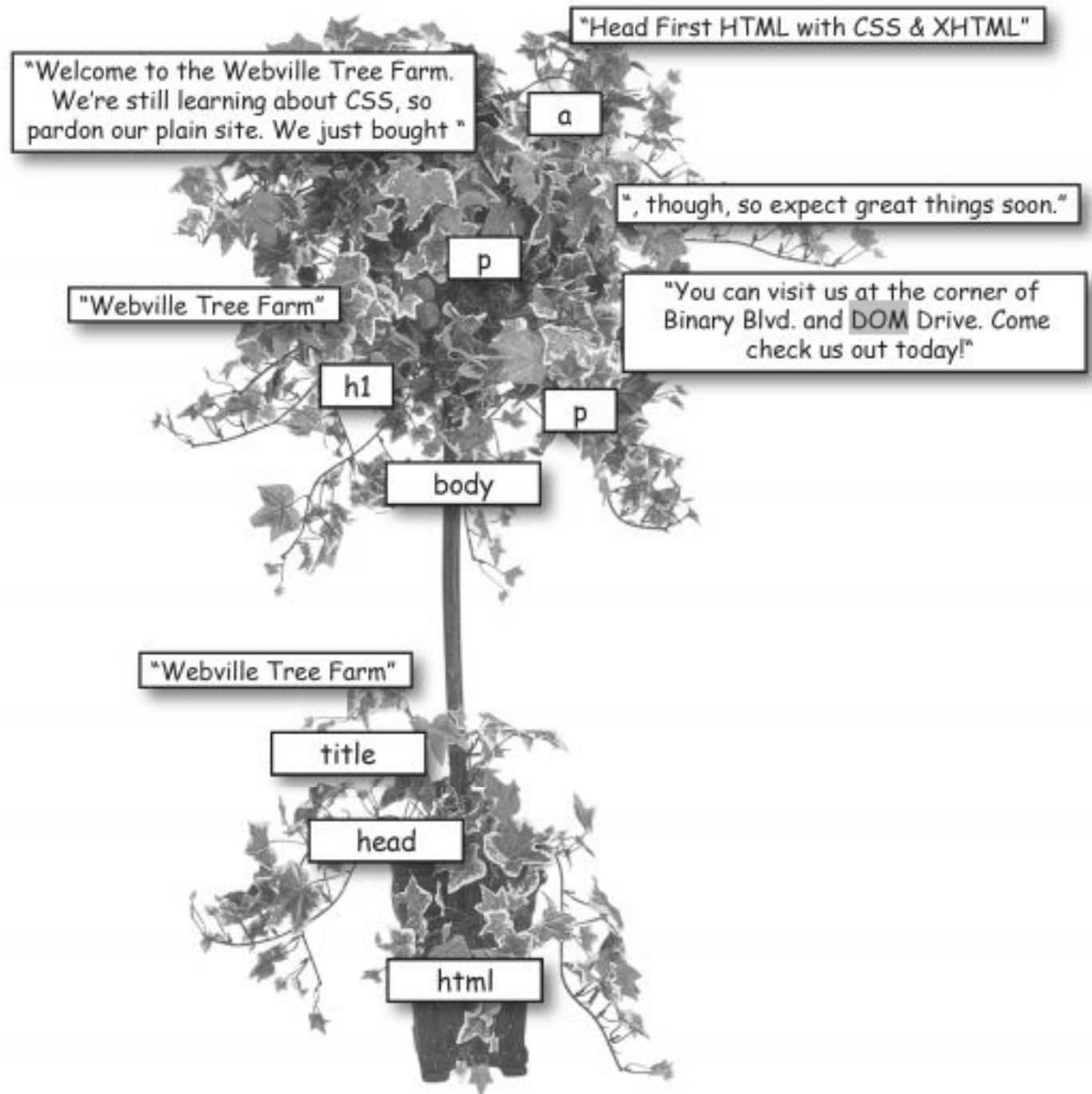
DOM

- Here's the HTML

```
<html>
  <head>
    <title>Webville Tree Farm</title>
  </head>
  <body>
    <h1>Webville Tree Farm</h1>
    <p>Welcome to the Webville Tree Farm. We're still learning
      about CSS, so pardon our plain site. We just bought
      <a href="http://www.headfirstlabs.com/books/hfhtml/">Head
      First HTML with CSS & XHTML</a>, though, so expect
      great things soon.</p>
    <p>You can visit us at the corner of Binary Blvd. and
      DOM Drive. Come check us out today!</p>
  </body>
</html>
```



As the browser sees it!





DOM

- `getElementById("id")`
 - attach ID-attributes to HTML tags and access page elements by this notation, instead of having to wade through the hierarchy.
- `appendChild()`
 - Use `appendChild()` and `.text` or `.innerHTML` instead of `+=` concatenation



DOM

- `getElementByTagName("div")`
 - Search through all the `<id>` tags.



DOM Exercise



DOM

node. Any single piece of markup, such as an element or text. The `<a>` element is an element node, while the "Head First HTML with CSS & XHTML" text is a text node.

leaf. A piece of markup that has no children, such as an element with no text content, like ``, or textual data.

Also known as: leaf node

"Webville Tree Farm"

h1

p

p

body

html

"Head First HTML with CSS & XHTML"

a

child. Any piece of markup that is contained by another piece of markup. The text "Head First HTML with CSS & XHTML" is the child of the `<a>` element, and the `<p>`s in this markup are children of the `<body>` element. Also known as: child node, children.

branch. A branch is a collection of elements and content. So the "body" branch is all the elements and text under the `<body>` element in the tree.

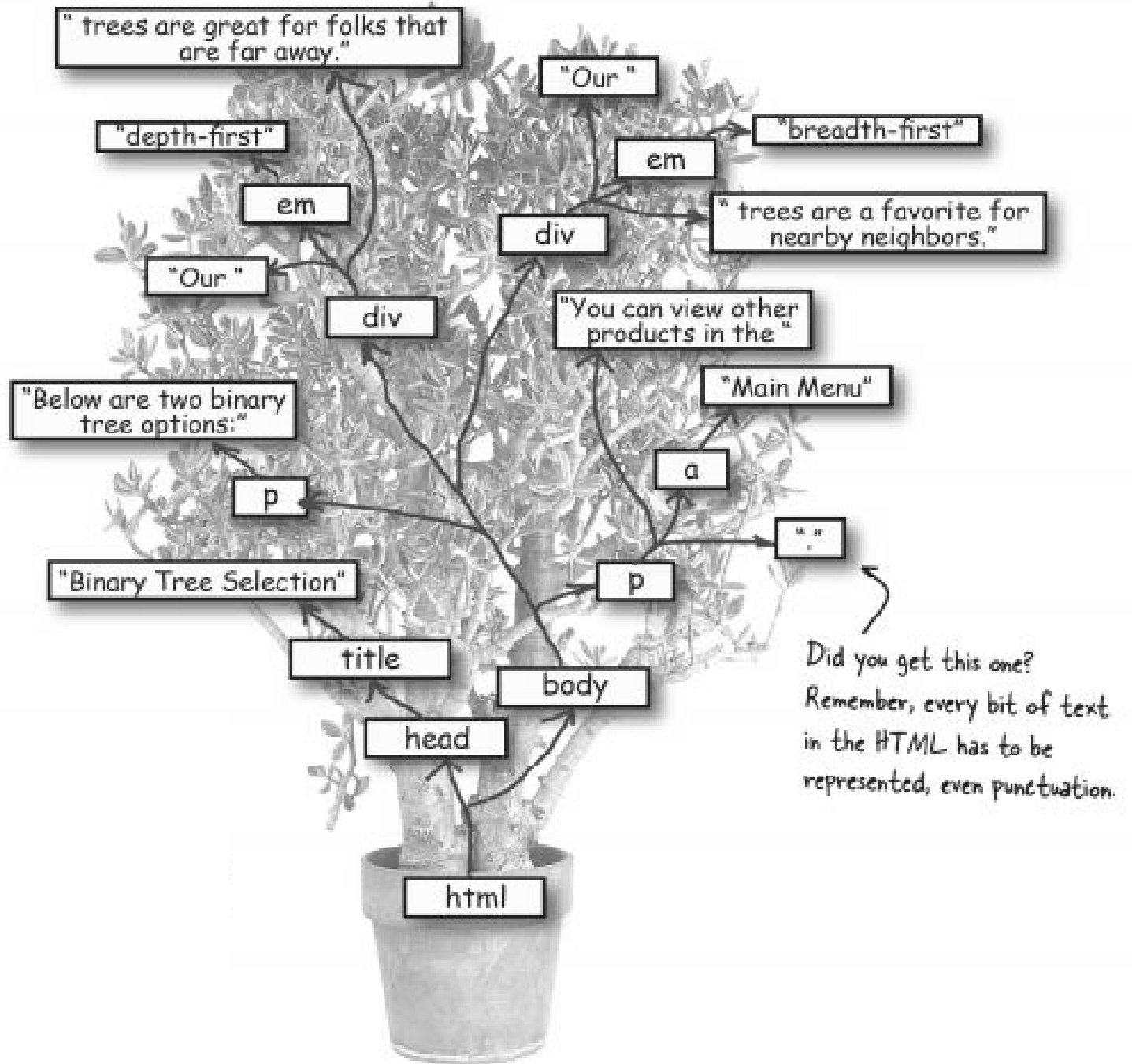
parent. Any piece of markup that contains other markup. `<h1>` is the parent of the text "Webville Tree Farm", and `<html>` is the parent of the `<body>` element.

Also known as: parent element, parent node.

root element. The element in a document that contains all other elements. In HTML, the root element is always `<html>`.

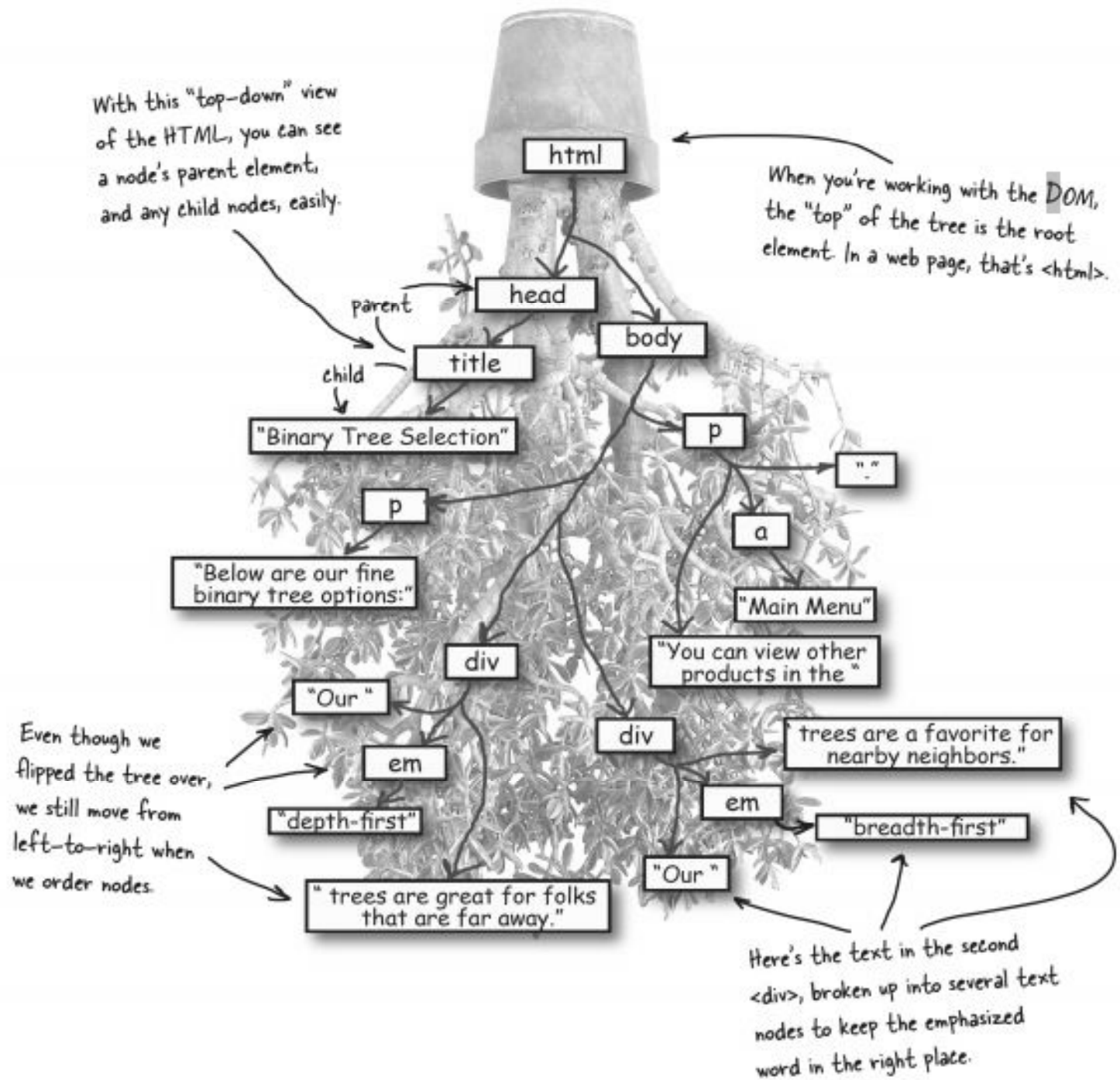


DOM Exercise 2



With this "top-down" view of the HTML, you can see a node's parent element, and any child nodes, easily.

When you're working with the DOM, the "top" of the tree is the root element. In a web page, that's `<html>`.



Even though we flipped the tree over, we still move from left-to-right when we order nodes.

Here's the text in the second `<div>`, broken up into several text nodes to keep the emphasized word in the right place.



The DOM Tree

A new type of tree: the DOM tree

Once the browser has your markup with the `<html>` element at the top, it creates a new object for each node in the tree. The result is a bunch of objects, all "connected" together, like you see here:

This entire thing is usually called a **DOM tree**, because it represents your document using objects and provides a tree model of your markup.

