

Announcements

- ❖ Check class announcements daily
- ❖ You must implement programming projects by yourself

Events

- ❖ **Event** – Notification that something has occurred
- ❖ Example of situations that make the web browser generate an event
 - ❖ Browser finishes loading a document
 - ❖ When the user clicks on a button
 - ❖ When the user moves the mouse
 - ❖ Others
- ❖ **Event handler** (also known as event listener)
 - ❖ JavaScript function or code fragment that is executed when a particular event occurs
- ❖ **Event handler registration**
 - ❖ Associating an event handler with a particular event
- ❖ **Example:** EventEx.html

Event-driven Programming

- ❖ **Normal (control flow-based) programming**
 - ❖ Approach
 - ❖ Start at main()
 - ❖ Continue until end of program or exit()
- ❖ **Event-driven programming**
 - ❖ Start at main()
 - ❖ Register event handlers.
 - ❖ Await events & perform associated computation
- ❖ **GUIs (Graphical User Interfaces)**
 - ❖ Example of event-driven software

Event Handler Attributes for most HTML

❖ Mouse Related

- ❖ **onclick** – mouse button is pressed and released
- ❖ **ondblclick** – mouse button is double-click over element
- ❖ **onmouseover** – mouse moves over element
- ❖ **onmouseout** – mouse moves off element
- ❖ **onmousemove** – mouse pointer is moved
- ❖ **onmousedown** – mouse is pressed down while cursor is over the element
- ❖ **onmouseup** – mouse is released while the cursor is over the element

❖ Keyboard Related

- ❖ **onkeypress** – key pressed and released
- ❖ **onkeydown** – key is pressed
- ❖ **onkeyup** – key is released

❖ Other

- ❖ Keep in mind that there additional handlers that are specific to certain tags. We will address those later on

HTML Forms

- ❖ **Forms** - means by which information passes from the user to a server
- ❖ For now we will use forms to read values to be processed by our JavaScript programs
- ❖ **<form> tag**
 - ❖ Defines the form.
 - ❖ It has two attributes: action and method
 - ❖ **action** – indicates where the form contents will be sent when the form is submitted
 - ❖ **method** – defines how the contents will be sent (post/get)
- ❖ **<input>tag**
 - ❖ Appears inside of the <form> tag
 - ❖ Defines several input data alternatives.
 - ❖ The general format is: **<input type="ALTERNATIVE" />**
 - ❖ **ALTERNATIVE** can be text, password, checkbox, radio, file, submit, image, button, reset, hidden
- ❖ We have can several forms in our document
- ❖ **Example:** AssociateButtonWithFunctionV1.html

Accessing Data Associated with HTML

- ❖ As we saw we can access data in forms by using

`document.getElementById("elementId") ;`

- ❖ `getElementById` returns a reference to an element that we can use to:

- ❖ Retrieve the value of the element (e.g., text field in a form)

`var login = document.getElementById("loginId").value;`

- ❖ Set the function to call when an element is clicked on (e.g., button)

**`document.getElementById("processButton").onclick =
functionDoesProcessing;`**

- ❖ Get/Set Attributes

**`var imageElement = document.getElementById("myImage");
var imageName = imageElement.getAttribute("src");
imageElement.setAttribute("src", "imageFile.jpg");`**

- ❖ **Example:** AssociateButtonWithFunctionV2.html
- ❖ **Example:** GetValueInTextField.html
- ❖ **Example:** UpdateValueInTextField.html
- ❖ **Example:** GetSetAttribute.html

Reset

- ❖ The functionality of the Reset button is already provided by HTML. You don't need to add any JavaScript or define a button
- ❖ You can change the text associated with the Reset button by using the value attribute
- ❖ **Example:** Reset.html

Examples

- ❖ **Example:** PhotoViewer.html
 - ❖ Will it work with
<http://www.cs.umd.edu/assets/images/frontpage/vm.jpg> ?
- ❖ **Example:** Animation.html