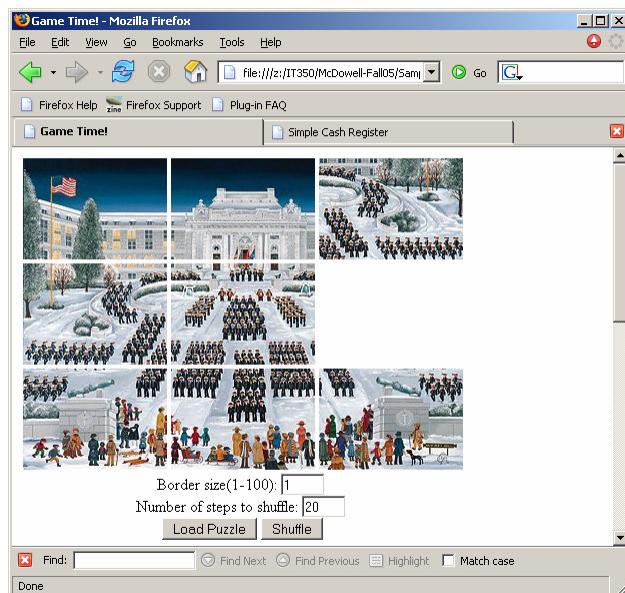


IT350 Web and Internet Programming

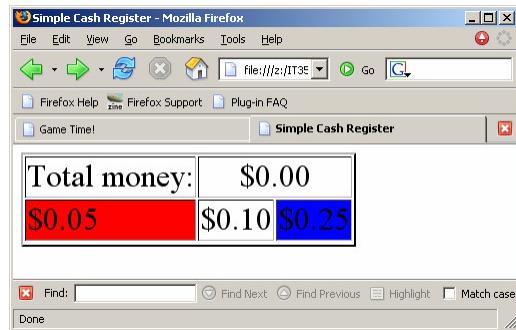
Fall 2005

SlideSet #12: Dynamic HTML

What can we do with DHTML?



What can we do with DHTML?



What techniques do we need?

- Find the HTML object we want to change

```
var domLink = document.getElementById("linkToAnimal");
```

- Change the object's:

- HTML properties

```
domLink.href = "cat.html";
```

- CSS properties

```
domLink.style.backgroundColor = "blue";
```

Cash Register Example

```
<script type = "text/javascript">
    var totalCents = 0;

    function addMoney(extraCents) {
        totalCents += extraCents;

        var domTotal = document.getElementById("moneyTotal");
        domTotal.innerHTML = "$" + totalCents / 100;

        var domLabel = document.getElementById("moneyLabel");
        if ( (totalCents % 10) == 0)
            domLabel.style.color = "red";
        else
            domLabel.style.color = "blue";
    }
</script> </head>
<body>
<table border="2">
    <tr> <td id ="moneyLabel" > Total money: </td>
    <td colspan = "2" align="center" id="moneyTotal" > $0.00 </td>
    </tr>
    <tr>
        <td style="background-color: red" onclick="addMoney( 5)" /> $0.05 </td>
        <td style="background-color: white" onclick="addMoney(10)" /> $0.10 </td>
        <td style="background-color: blue" onclick="addMoney(25)" /> $0.25 </td>
    </tr>
</table> </body> </html>
```

Form Validation Example

```
<script type = "text/javascript">
    // Returns true if the number of steps is okay
    function checkAttending() {
        var number = document.getElementById("numAttend").value;
        if ( (number >= 1) && (number <= 100) )
            return true;
        else {
            window.alert("Please enter a value between 1 and 100.");
            return false;
        }
    }

    // Asks user to confirm submission, returns true if ok
    function confirmSubmit() {
        if (!checkAttending())
            return false;
        if (window.confirm("Do you want to submit?"))
            return true;
        else
            return false;
    }
</script>
</head>
<body>
    <form name="game" method="get" action="submit.cgi"
        onsubmit="return confirmSubmit()" >
        <br/>Last name:
        <input type="text" name="lastname" />
        <br/>Number attending (1-100):
        <input type="text" name="numAttend" id="numAttend"
            onblur="return checkAttending() " />
        <br/><input type="submit" value="Sign Up" />
    </form> </body> </html>
```

All Kinds of Events

- onblur
- onfocus
- onchange
- onclick
- onload (<body> only)
- onmousedown, onmouseup, onmouseout,
onmouseover, onmousemove
- onselect (<input>, <textarea> only)
- onsubmit (<form> only)
- onunload (<body> only)

**Exercise #1 – Change this code to make the <p> element have
a bigger font when you move mouse over it.**

```
<html xmlns = "http://www.w3.org/1999/xhtml">
  <head>
    <title>Bigger</title>
    <script type = "text/javascript">

      </script>
    </head>
  <body>

    <p>
      Welcome to my page!
    </p>

  </body>
</html>
```

Exercise #2 – Modify so that clicking on the button changes target of <a> element to “dog.html”

```
<html xmlns = "http://www.w3.org/1999/xhtml">
  <head>
    <title>Change Link</title>
    <script type = "text/javascript">

      </script>
    </head>
  <body>
    <a href="cat.html" >
      See some animals!
    </a>

    <form action=""> <br/>
      <input type="button" value="Change animal" />
    </form>
  </body> </html>
```

Exercise #3 – Write a form to read in a password from the user in two boxes. When they submit the form, proceed only if the passwords are the same.