

Lecture 5: DOM Manipulation

CPEN322 - Building Modern Web Applications - Winter 2021-1

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Outline



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- 1 DOM: Recap
- 2 Selecting DOM elements
- 3 DOM Traversal
- 4 Modifying DOM Elements
- 5 Adding and removing nodes

DOM: Recap



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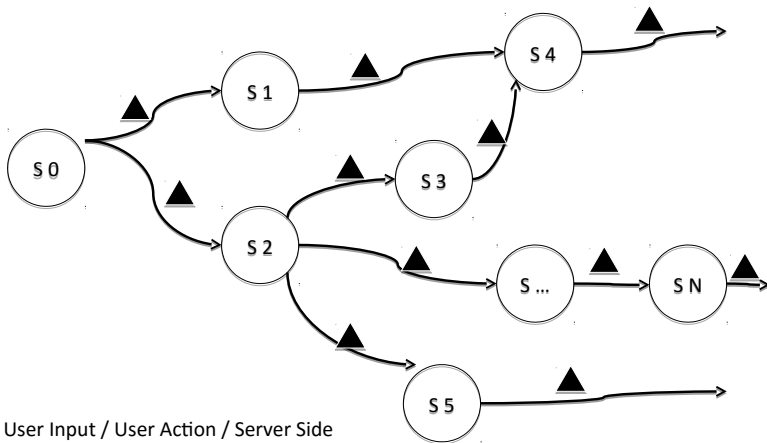
- Hierarchical representation of the contents of a web page – initialized with static HTML
- Can be manipulated from within the JavaScript code (both reading and writing)
- Allows information sharing among multiple components of web application

DOM as an evolving entity



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DOM is highly dynamic!



User Input / User Action / Server Side

Why Study DOM Interactions?



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- Needed for JS code to have any effect on webpage (without reloading the page)
- Uniform API/interface to access DOM from JS
- Does not depend on specific browser platform

NOTE

- We'll be using the native DOM APIs for many of the tasks in this lecture
- Though many of these can be simplified using frameworks such as jQuery, it is important to know what's "under the hood"
- We assume a standards compliant browser !

Selecting DOM elements



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Motivation: Selecting Elements



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- You can access the DOM from the object `window.document` and traverse it to any node
- However, this is slow – often you only need to manipulate specific nodes in the DOM
- Further, navigating to nodes this way can be error prone and fragile
 - Will no longer work if DOM structure changes
 - DOM structure changes from one browser to another

Methods to Select DOM Elements



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- With a specified id
- With a specified tag name
- With a specified class
- With generalized CSS selector

Method 1: *getElementById*



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- Used to retrieve a **single** element from DOM
 - IDs are unique in the DOM (or at least must be)
 - Returns null if no such element is found

Example

```
1 var name = "Section1";  
2 var id = document.getElementById(name);  
3 if (id == null)  
4     throw new Error("No element found: " + name);
```

Method 2: *getElementsByTagName*



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- Retrieves multiple elements matching a given tag name ('type') in the DOM
- Returns a *read-only* array-like object (empty if no such elements exist in the document)

Example: Hide all images in the document

```
1  var imgs = document.getElementsByTagName("img");
2  for (var i=0; i<images.length; i++) {
3      imgs[i].display = "none";
4  }
```

Method 3: *getElementsByClassName*



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- Can also retrieve elements that belong to a specific CSS class
 - More than one element can belong to a CSS class<

Example

```
1 var warnings = document.getElementsByClassName("
  warning");
2 if (warnings.length > 0) {
3     // do something with the warnings list here
4 }
```

Important point: Live Lists



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- Both `getElementsByClassName` and `getElementsByTagName` return live lists
 - List can change after it is returned by the function if new elements are added to the document
 - List cannot be changed by JavaScript code adding to it or removing from it directly (list elements can change though)
- Make a copy if you're iterating through the lists (and modifying the list elements)

Selecting elements by CSS selector



- Can also select elements using generalized CSS selectors using `querySelectorAll()` method
 - Specify a selector query as argument
 - Query results are not “live” (unlike earlier)
 - Can subsume all the other methods
- `querySelector()` returns the first element matching the CSS query string, `null` otherwise



CSS selector syntax: Examples (Recap)

```
1  "#nav"           // Any element with id=nav
2
3  "div"            // Any <div> element
4
5  ".warning"       // Any element with "warning" class
6
7  "#log span"      // Any <span> descendant of id="log"
8
9  "#log > span"    // Any span child element of id="log"
10
11 "body>h1:first-child" // first <h1> child of <body>
12
13 "div, #log"       // All div elements, element with id="log"
```

Invocation on DOM subtrees



- All of the above methods can also be invoked on DOM elements not just the document
 - Search is confined to subtree rooted at element
- Example: Assume element with id="log" exists

```
1 var log = document.getElementById("log");  
2 var error = log.getElementsByClassName("error");  
3 if (error.length ==0) { ... }
```

Class Activity



- Assume the page contains a **div** element with id **id**, which contains a series of images (**img** nodes).
- Write a function that takes two arguments, **id** and **interval**. At each **interval**, the images must be “rotated”, i.e., **image0** will become **image1**, **image1** will become **image2**, etc.

```
1  function changelImages(id , interval) {  
2  
3  }
```


DOM Traversal



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Traversing the DOM



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- Since the DOM is just a tree, you can walk it the way you'd do with any other tree
 - Typically using recursion
- Every browser has minor variations in implementing the DOM, so should not be sensitive to such changes
 - Traversing DOM this way can be fragile

Before accessing or manipulating the DOM...



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Problem

- When your JS code executes, the page might not have finished loading
 - ⇒ The DOM tree might not be fully instantiated / might change!

window.onload

- *Event* that gets fired when the DOM is fully loaded (see previous lecture for more information on events)
- Like any other event – you specify a callback function
- Your DOM manipulation code should go inside that function

```
1 // DOM Level 1 way shown below -- not recommended!. How to  
  do it with DOM Level 2?  
2 window.onload = function () { /* Access the DOM here... */ }
```



Properties for DOM Traversal

parentNode

Parent node of this one, or null

childNodes

A read only array-like object containing all the (live) child nodes of this one

firstChild, lastChild

The first and lastChild of a node, or null if it has no children

nextSibling, previousSibling

The next and previous siblings of a node (in the order in which they appear in the document)

Other node properties



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nodeType: 'kind of node'

- Document nodes: 9
- Element nodes: 1
- Text nodes: 3
- Comment node: 8

nodeValue

Textual content of Text or comment node

nodeName

Tag name of a node, converted to upper-case

Example: Find a Text Node



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- We want to find the DOM node that has a certain piece of text, say “text”
- Return true if text is found, false otherwise
- We need to recursively walk the DOM looking for the text in all text nodes

```
1 function search(node, text) {  
2     /* ... */  
3 };  
4  
5 var result = search(window.document, "Hello world!");
```

Searching Recursively for a Text Node



```
1 function search(node, text) {  
2     var found = false;  
3     if (node.nodeType===3) {  
4         if (node.nodeValue === text) found = true;  
5     } else { // textNodes cannot have children  
6         var cn = node.childNodes;  
7         if (cn) {  
8             for (var i=0; i < cn.length; i++) {  
9                 found = found || search(cn[i], text);  
10            }  
11        }  
12    }  
13    return found;  
14 };  
15  
16 var result = search(window.document, "Hello world!");
```

Class Activity



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- Write a function that will traverse the DOM tree rooted at a node with a specific 'id', and checks if any of its sibling nodes and itself in the document is a text node, and if so, concatenates their text content and returns it.
- Can you generalize it so that it works for the entire subtree rooted at the sibling nodes ?

Modifying DOM Elements



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Modifying DOM elements



- DOM elements are also JavaScript Objects (in most browsers) and consequently can have their properties read and written to
 - Can extend DOM elements by modifying their prototype objects
 - Can add fields to the elements for keeping track of state (E.g., visited node during traversals)
 - Can modify HTML attributes of the node such as width etc. – changes reflected in browser display

Element Interface



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- It is bad practice to modify the **Node** object directly, so instead JavaScript exposes an **Element** interface. Objects that implement the **Element** interface can be modified
- Hierarchy of **Element** objects e.g., **HTMLTextElement**, **HTMLDivElement**
- **Element** object derives from **Node** object and has access to its properties



Example: Changing visible elements of a node

- Assume that you want to change the URL of an image object in the DOM with `id="myimage"` after a 5 second delay to `"newImage.jpg"`

```
1 var myImage = document.getElementById("myimage");  
2 setTimeout(function() {  
3     myImage.src = "newImage.jpg";  
4 }, 5000 );
```

Example: Extending DOM element's prototype



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- Let's add a new print method to Node that prints the text to console if it's a text/comment node
 - This may break some frameworks, so proceed with caution !

```
1 Element.prototype.print = function() {  
2   if (this.nodeType==3 || this.nodeType==8)  
3     console.log( this.textContent );  
4 }
```

Example: Adding new attributes to DOM elements



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- You can also add new attributes to DOM nodes, but these will not be rendered by the web browser (unless they're HTML attributes)
 - Caution: may break frameworks such as **jQuery** !

```
1 var e = document.getElementById("myelement");  
2 e.accessed = true;  
3 // accessed is a non-standard HTML attribute
```

Accessing the raw HTML of a node



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- You can retrieve the raw HTML of a DOM node using it's **innerHTML** property
 - Can modify it from within JavaScript code, though this is considered bad practice and is deprecated

```
1 // HTML: <p id="myP">I am a paragraph.</p>
2 // JS code:
3 var e = document.getElementById("myP");
4 console.log( e.innerHTML );
5 e.innerHTML = "Don't do this !";
```

Class Activity



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- Add a field to each DOM element of type `div` that keeps track of how many times the `div` is accessed through the `document.getElementById` method, and make sure to initialize the value of this field for all `div`'s in the document to 0 when the document is initially loaded.

Adding and removing nodes



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Creating New and Copying Existing DOM Nodes



Creating New DOM Nodes

- Using either `document.createElement("element")`
OR `document.createTextNode("text content")`

```
1 var newNode = document.createTextNode("hello");  
2 var elNode = document.createElement("h1");
```

Copying Existing DOM Nodes: use *cloneNode*

- Single argument can be true or false
 - True: deep copy (recursively copy all descendants)
- new node can be inserted into a different document

```
1 var existingNode = document.getElementById("my");  
2 var newNode = existingNode.cloneNode(true);
```



Inserting Nodes

appendChild

Adds a new node as a child of the node it is invoked on. node becomes *lastChild*

insertBefore

Similar, except that it inserts the node before the one that is specified as the second argument (*lastChild* if it's null)

```
1 var s = document.getElementById("my");  
2 s.appendChild(newNode);  
3 s.insertBefore(newNode, s.firstChild);
```

Removing and replacing nodes



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Removing a node *n*: *removeChild*

```
1 n.parentNode.removeChild(n);
```

Replacing a node *n* with a new node: *replaceChild*

```
1 n.parentNode.replaceChild(  
2     document.createTextNode("[redacted]"),  
3     n);
```

Example to put it all together



```
1 // function to replace a node n by making it a child of a
   new "div" element with id = "id"
2 function newdiv(n, id) {
3     var div = document.createElement("div");
4     div.id = id;
5     n.parentNode.replaceChild(div, n);
6     div.appendChild(n);
7 };
```

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