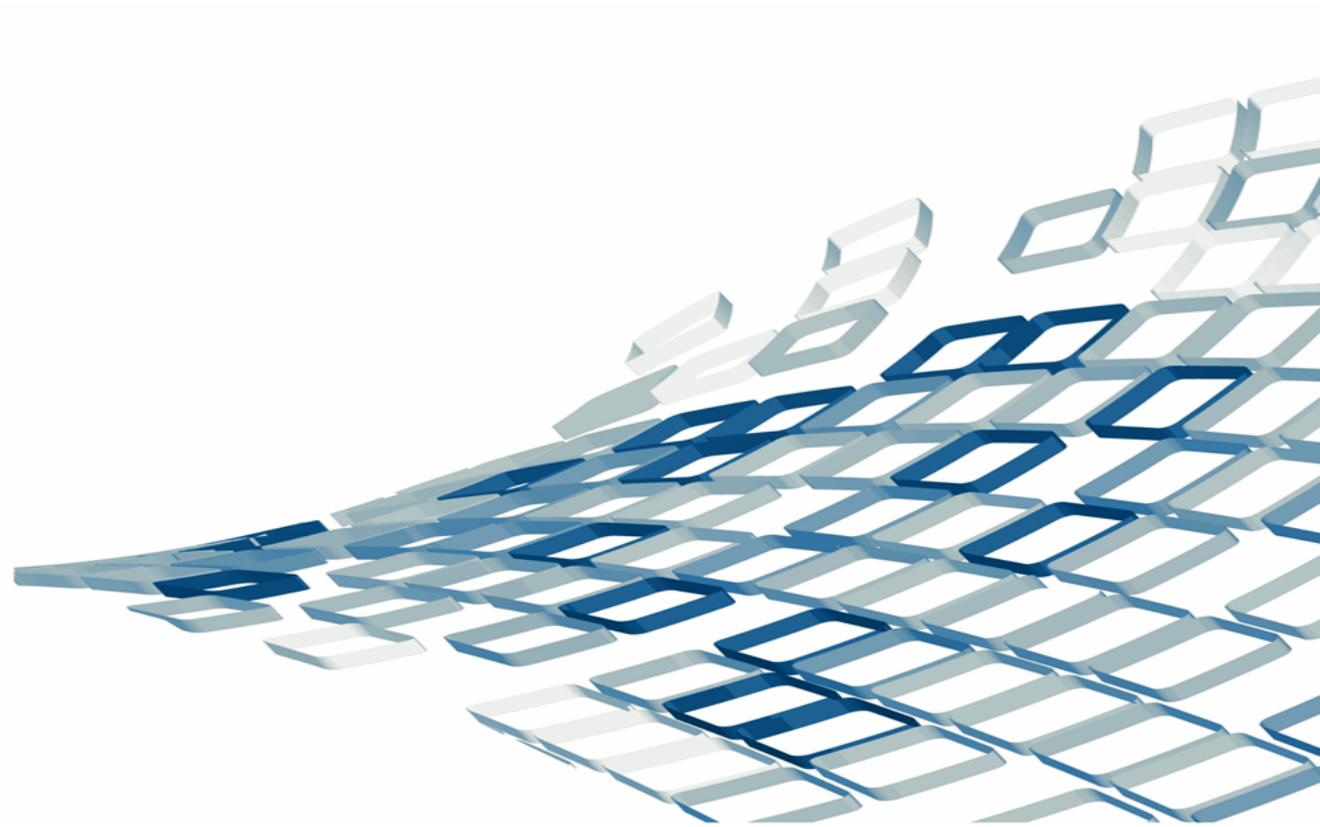




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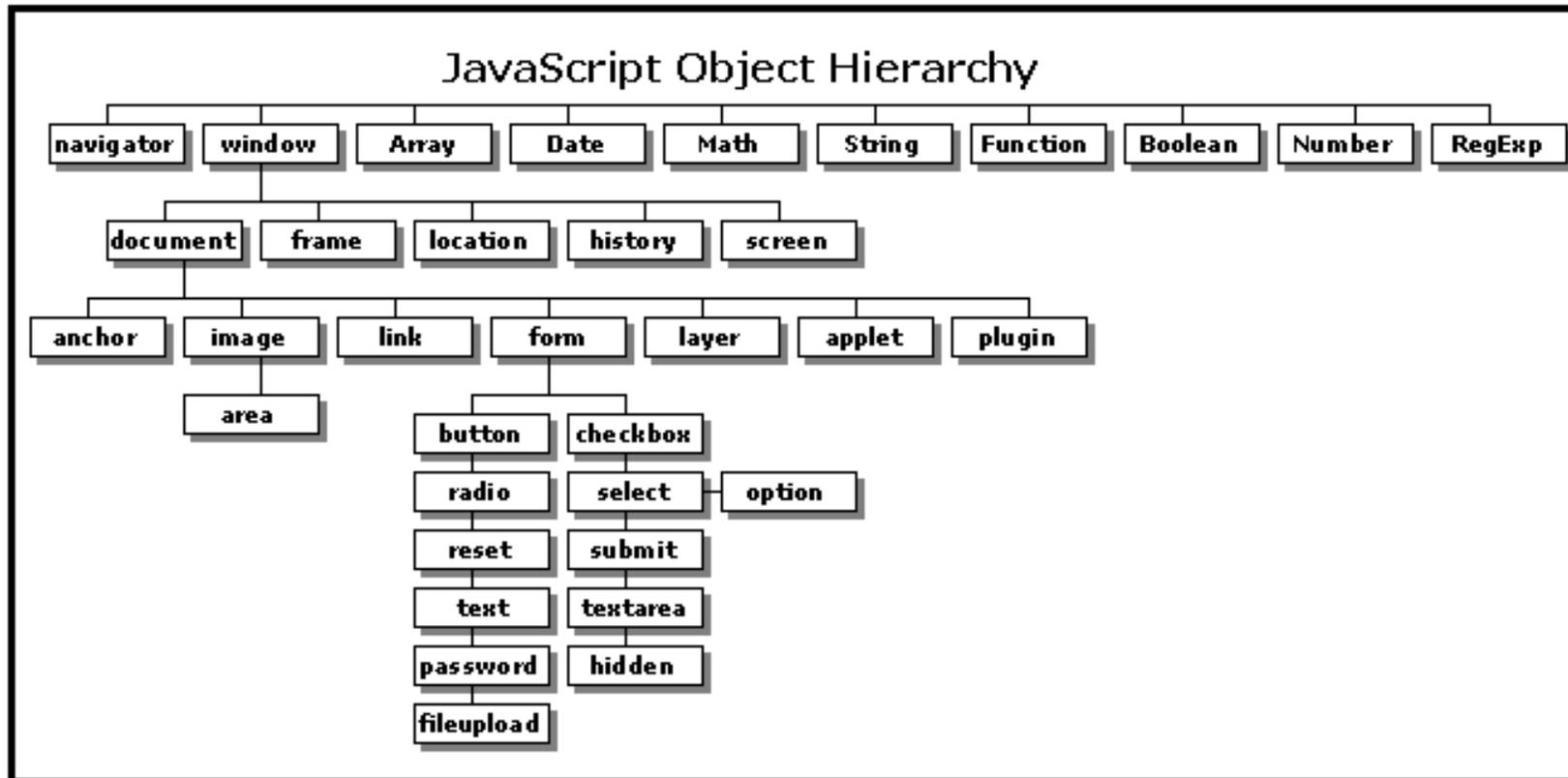
Lesson 5:
The JavaScript
Document Object Model (DOM)



Objectives

- Use JavaScript to manipulate the Document Object Model (DOM)
- Use the *window* object of the DOM
- Manipulate properties and methods of the *document* object within the DOM
- Use the *with* statement
- Use the *image* object of the DOM, including image rollover creation
- Use the *history* object of the DOM
- Evaluate and change URL information with the *location* object of the DOM
- Use the *navigator* object of the DOM

The JavaScript Document Object Model (DOM)



The *window* Object

- The *window* object
 - Represents the frame of the browser and the mechanisms associated with it
- Opening additional windows
- Dot notation revisited
- The *status* property
- The *onmouseover* and *onmouseout* event handlers

The *document* Object

- The *document* object
 - Provides the properties and methods to work with the current document
- The *bgColor* and *fgColor* properties
- The *title* property
- The *lastModified* property
- Referencing remote *window* and *document* objects

The *with* Statement

- The *with* statement
 - Combines several properties and/or methods with a single object

The *image* Object

- The *image* object
 - Allows you to manipulate images in browsers
- Handling *image* object events
- JavaScript and image maps

The *history* Object

- The *history* object
 - Allows the user to move backward or forward through the stored history of your Web page

The *location* Object

- The *location* object
 - Allows you to specify URLs in a script

The *navigator* Object

- The *navigator* object
 - Determines the brand and version of the browser in use
 - Identifies the user's operating system
- Redirecting the browser with the *navigator* and *location* objects

Summary

- ✓ Use JavaScript to manipulate the Document Object Model (DOM)
- ✓ Use the *window* object of the DOM
- ✓ Manipulate properties and methods of the *document* object within the DOM
- ✓ Use the *with* statement
- ✓ Use the *image* object of the DOM, including image rollover creation
- ✓ Use the *history* object of the DOM
- ✓ Evaluate and change URL information with the *location* object of the DOM
- ✓ Use the *navigator* object of the DOM

Lesson 5 Quiz

1. Which JavaScript object allows you to evaluate and change URL information?
 - a. The navigator object
 - b. The history object
 - c. The location object
 - d. The document object

Lesson 5 Quiz

1. Which JavaScript object allows you to evaluate and change URL information?
 - a. The navigator object
 - b. The history object
 - c. The location object**
 - d. The document object

Lesson 5 Quiz

2. Which JavaScript object can be used to animate a button whenever a mouse passes over it?
- a. The location object
 - b. The document object
 - c. The applet object
 - d. The image object

Lesson 5 Quiz

2. Which JavaScript object can be used to animate a button whenever a mouse passes over it?
- a. The location object
 - b. The document object
 - c. The applet object
 - d. The image object**

Lesson 5 Quiz

3. Which of the following tools allows you to use several properties and/or methods with a single object?
- a. Dot notation
 - b. The with statement
 - c. The write() method
 - d. The navigator object

Lesson 5 Quiz

3. Which of the following tools allows you to use several properties and/or methods with a single object?

a. Dot notation

b. The with statement

c. The write() method

d. The navigator object

Lesson 5 Quiz

4. Which property is associated with the document object?
- a. name
 - b. write()
 - c. status
 - d. frames

Lesson 5 Quiz

4. Which property is associated with the document object?

- a. **name**
- b. write()
- c. status
- d. frames

Lesson 5 Quiz

5. Write a JavaScript statement that opens a new window that has scrollbars, menu, location, and is resizable. The new window's document will be dynamically created. Also, open the data stream to the new window's document.

Lesson 5 Quiz

6. What would be the size of the window opened in the previous question?

Lesson 5 Quiz

7. Write a line of JavaScript code that outputs the user's browser name and version.