

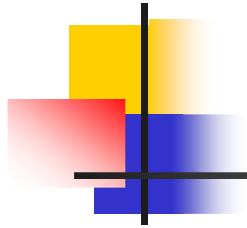
Lecture-6

- Miscellaneous topics. Introduction to
 - XML
 - AJAX
 - HTML DOM



XML - EXtended Markup Language

- XML is a markup language, like HTML
- Designed to carry data
 - Not to display data
- XML tags are **NOT** predefined.
 - Unlike HTML
 - You must define your own tags
- Self-descriptive
- Represented in plain text.



A simple example

```
<note>  
  <to>Tove</to>  
  <from>Jani</from>  
  <heading>Reminder</heading>  
  <body>Let's meet tomorrow!</body>  
</note>
```

Note:

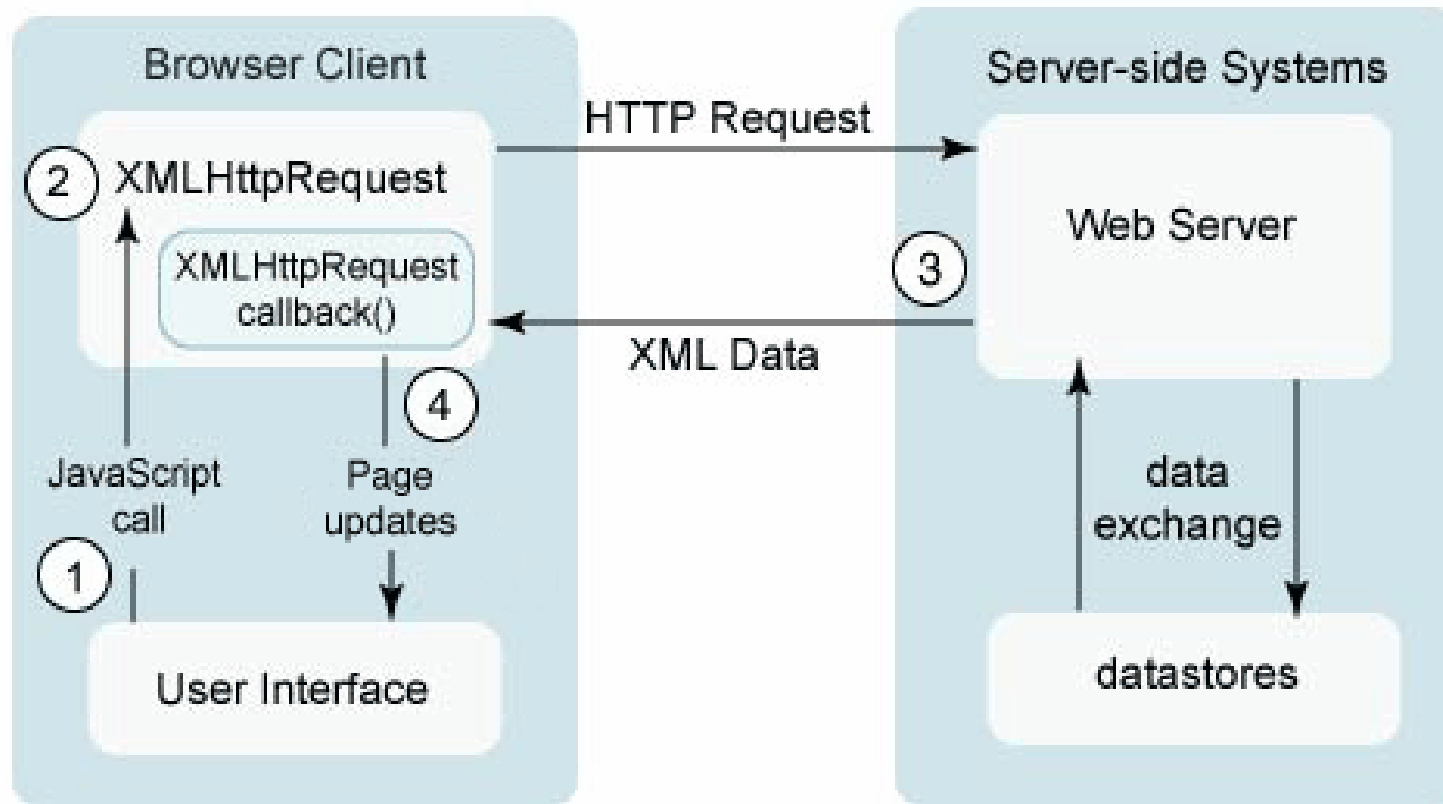
1. User defined tags.
2. Self descriptive



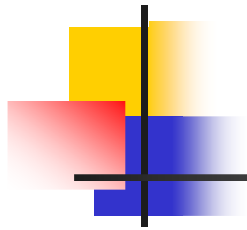
AJAX - Aynchronous Java And XML

- Made popular by Google (with Google Suggest).
- NOT a new programming language
 - A new way to use existing standards.
- Based on JavaScript and HTTP requests.
- With AJAX, JavaScript communicates
 - Directly with the (web) server
 - using XMLHttpRequest object
 - To retrieve data as needed
 - Using Javascript events (e.g., keyPressed)
 - **WITHOUT** refreshing the page.

How does AJAX work



Source: SUN's JAVA web page



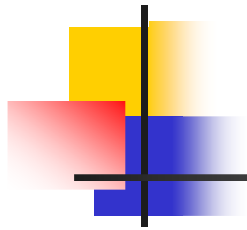
AJAX ... contd.

- Note: Data is typically stored in XML format
- XMLHttpRequest
 - The basic data structure interfacing the client with server.
 - Sends a request to a server (e.g., Google suggest server) on any events
 - Like "onKeyUp(..)" when the user types any character search key.
 - Receives data from the server
 - Updates the required fields with data received from server.



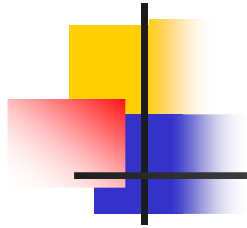
Introduction to HTML DOM

- DOM - Domain Object Model
- HTML DOM
 - Defines **objects** and properties of HTML elements.
 - A standard object model for HTML
 - A standard programming interface for HTML
 - Platform and language-independent



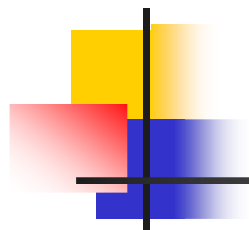
HTML DOM

- Everything in HTML is a node.
- Entire document - a document node.
- Every HTML tag - an element node.
- Text in the HTML elements - text nodes.
- Every HTML attribute is an attribute node.
- Comments are comment nodes.

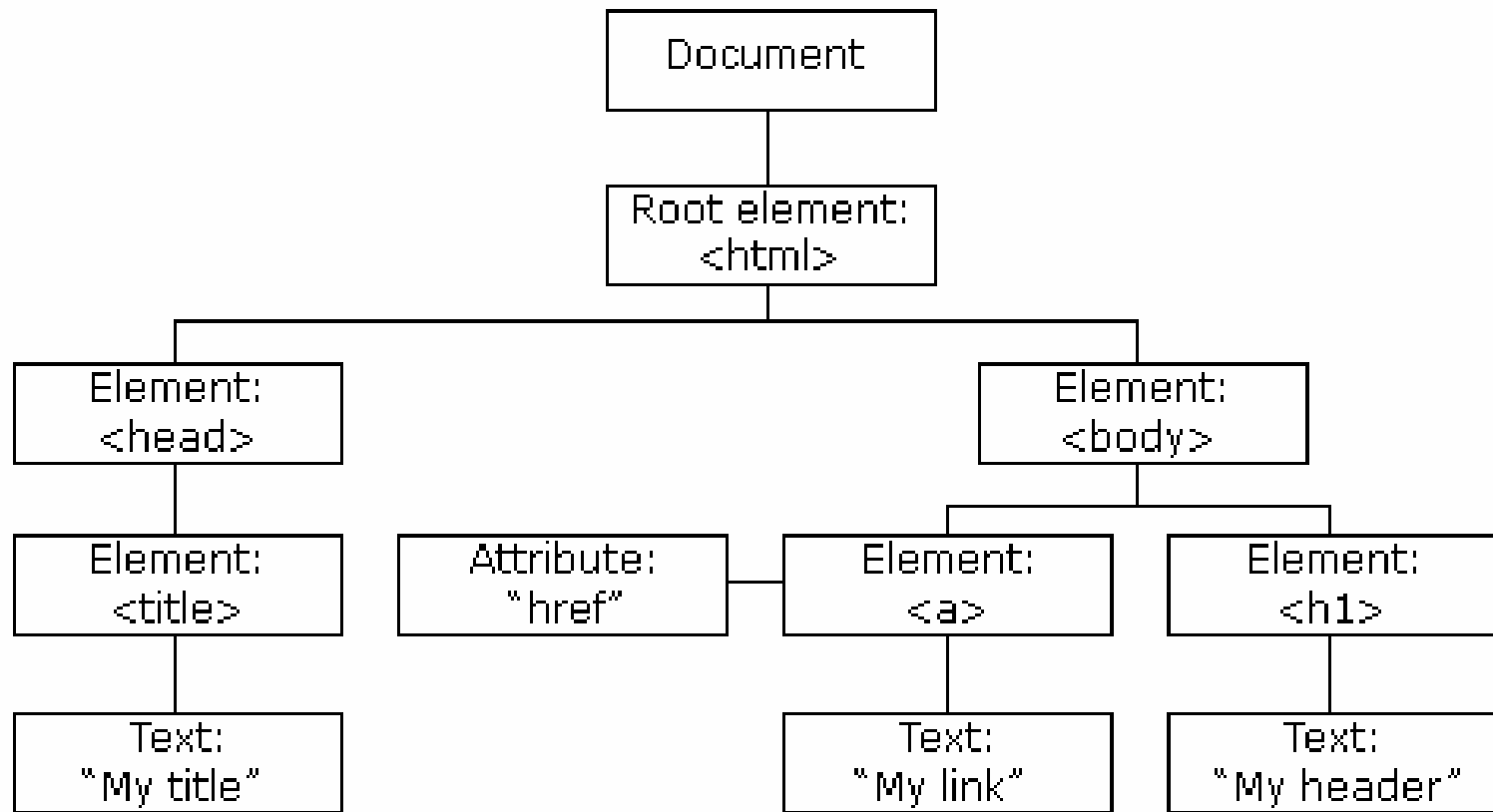


HTML DOM - Object model

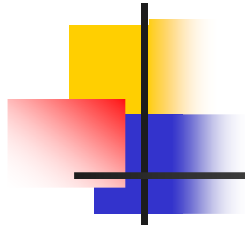
- Each node is an **object**.
 - Objects have methods
 - Can use methods to retrieve or change HTML content **dynamically**.
- ⇒ Basis for Dynamic HTML (**DHTML**)



HTML DOM Node Tree

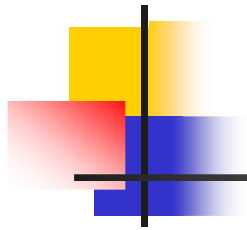


Source: W3 schools web page



Tree structure ... contd.

- Follow the standard “tree” nomenclature
- Top node is called the root
- Every node, except the root, has exactly one parent node.
 - Root has none.
- A node can have any number of children
- Leaf is a node with no children
- Siblings are nodes with the same parent



HTML DOM tree - example

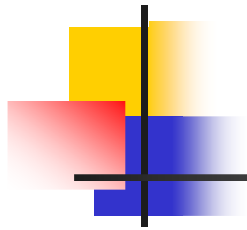
```
<html>
  <head>
    <title>DOM Tutorial
    </title>
  </head>
  <body>
    <h1>DOM Lesson one </h1>
    <p> Hello world! </p>
  </body>
</html>
```

- <html> node is the root node
 - Has no parent node
- Parent node of the <head> and <body> nodes is the <html> node.
- Parent node of the "Hello world!" text node is the <p> node
- <html> node has two child nodes
 - <head> and <body>
- <head> node has one child node
 - <title> node
- <title> node has one child node
 - text node "DOM Tutorial"
- <h1> and <p> nodes are siblings
 - Both child nodes of <body>



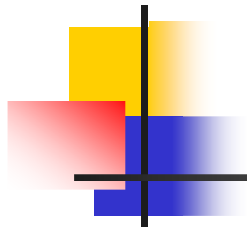
HTML DOM properties

- For any HTML element (node) `x`,
 - `x.innerHTML` - the inner text value of `x`
 - `x.nodeName` - the name of `x`
 - `x.nodeValue` - the value of `x`
 - `x.parentNode` - the parent node of `x`
 - `x.childNodes` - the child nodes of `x`
 - `x.attributes` - the attributes nodes of `x`



HTML methods

- For any HTML element (node) *x*
 - *x.getElementById(id)*
 - get the element with a specified id
 - *x.getElementsByTagName(name)*
 - get all elements with a specified tag name.
Tag = "**body**", for example.
 - *x.appendChild(node)*
 - insert a child node to *x*
 - *x.removeChild(node)*



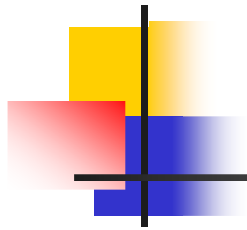
Special properties

- `x.firstChild`
 - Returns the first child node
- `x.lastChild`
 - Returns the last child node
- `document.documentElement`
 - Returns the root node
- `document.body`
 - Gives access to the body tag.



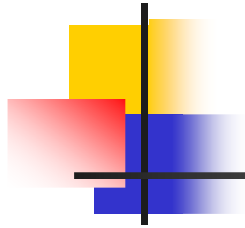
Back to the example ...

- `document` - the current HTML document
- `getElementById("intro")` - the `<p>` element with the id "intro"
- `childNodes[0]` - the first child of the `<p>` element (the text node)
- `nodeValue` - the value of the node (the text itself)



HTML nodes

- DOM node properties
 - nodeName - read only
 - nodeValue - can be changed
 - nodeType - read only
- Accessing nodes
 - getElementById (<id>)
 - getElementsByTagName(<tag>)
 - A combination of the above
 - Using the DOM tree and parent/child relationship.



Putting it all together

- Nodes can be accessed.
 - HTML content can be changed
 - Background color, image sources
 - Text, font, color of an element
 - Add Javascript events to the mix
- ⇒ Can create a very dynamic web content, animation, etc.
- Basis for today's web pages.



What Javascript CANNOT do

- Javascript cannot
 - Read or write files on client
 - (Other than cookies).
 - Close a window it did not open.
 - Access information (cookies or web content) of other web pages.
 - Access databases, without the use of AJAX and a server side script
 - Cannot write files to servers without the help of server side script.