

LING 408/508: Computational Techniques for Linguists

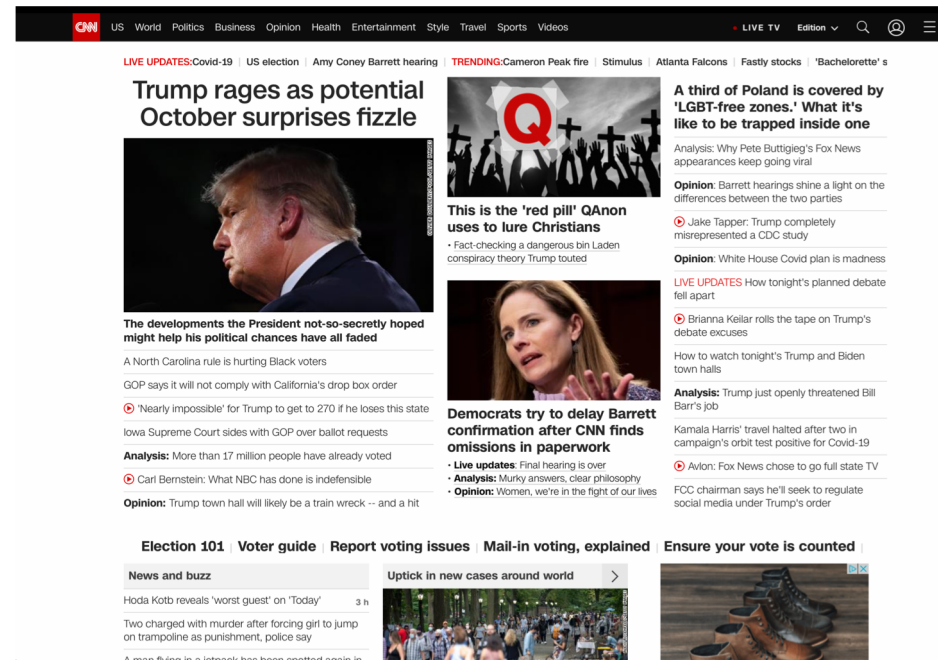
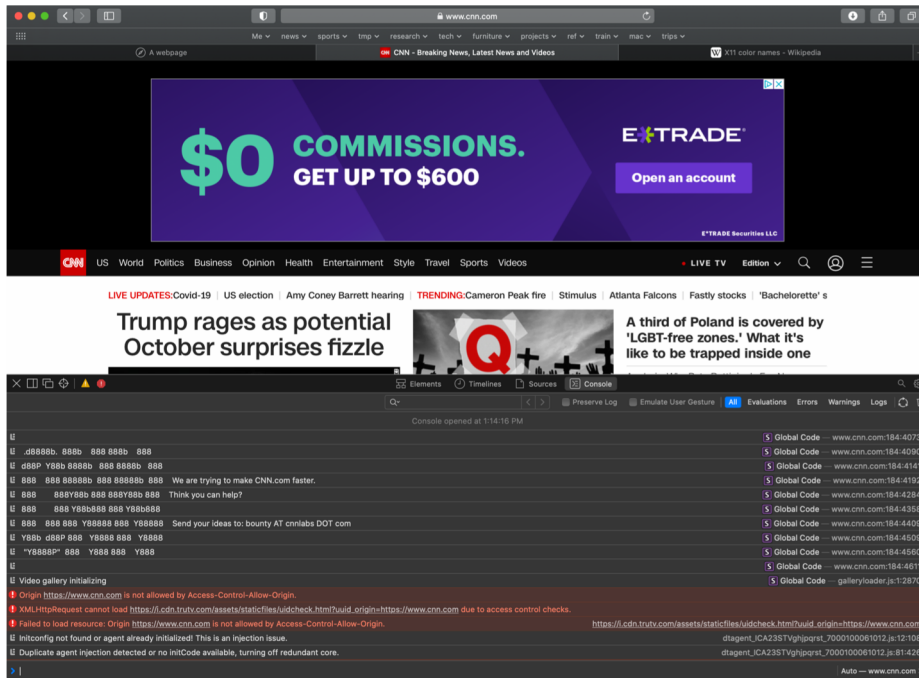
Lecture 17

Today's Topic

- How to access Javascript directly on the browser
 - from the search field
 - from the console
- Javascript
- DOM (Document Object Model)

CNN Webpage

Look at the errors on loading cnn.com!



Look at the bounty offered to developers! ↑


sample2.html

Heading 1

Heading 2

Heading 3

Heading 4




Column 1	Column 2	Column 3
1	2	3
4	5	6
7	8	9

First paragraph

Some text. Some more text.

A lot more text is needed to see word-wrap. A lot more text is needed to see word-wrap. A lot more text is needed to see word-wrap. A [link](#).

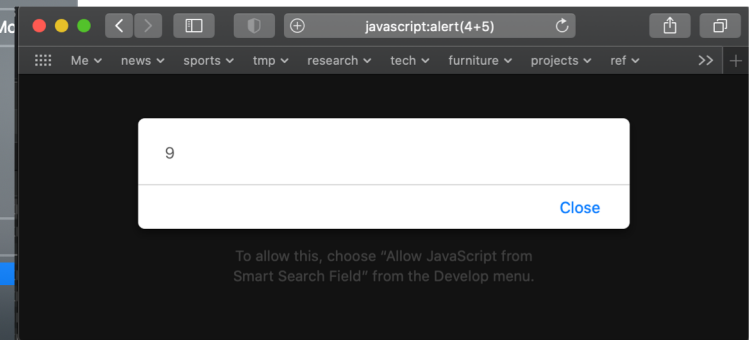
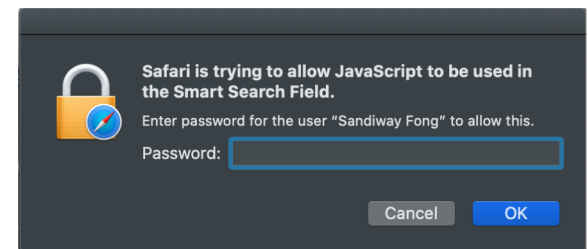
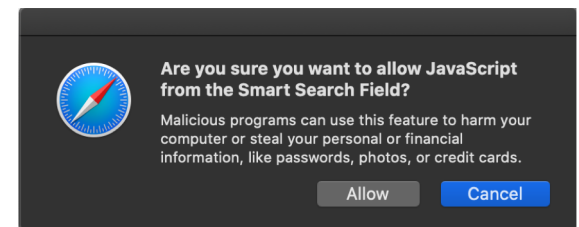
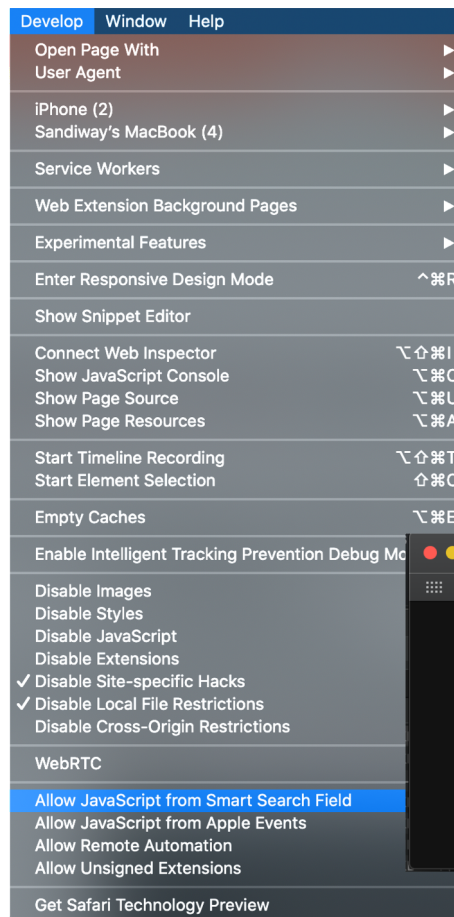
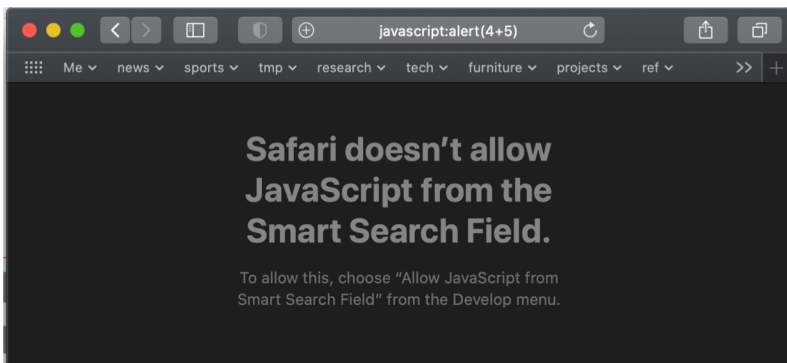


A second paragraph.

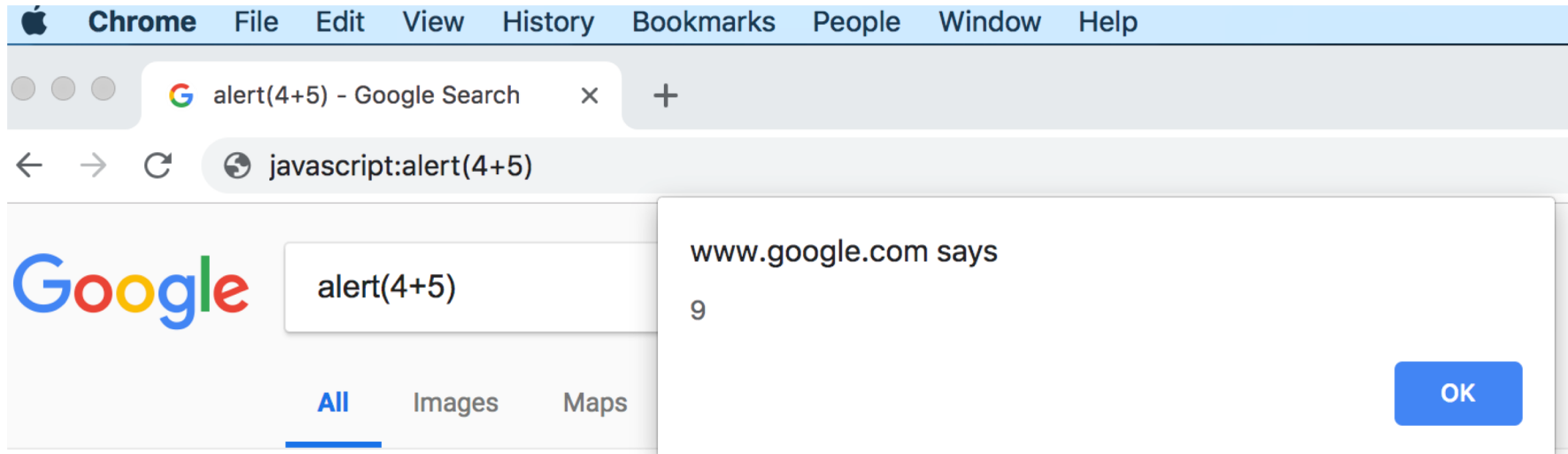
1. First things first.
 - o One
 - o Two
2. Second things second.
3. Third things last.

Javascript pop-up notification

- For browser programming:
 - `alert(string)`
 - *no print function*
- Example (from address bar):
 - `javascript:alert(4+5)`



Javascript pop-up notification

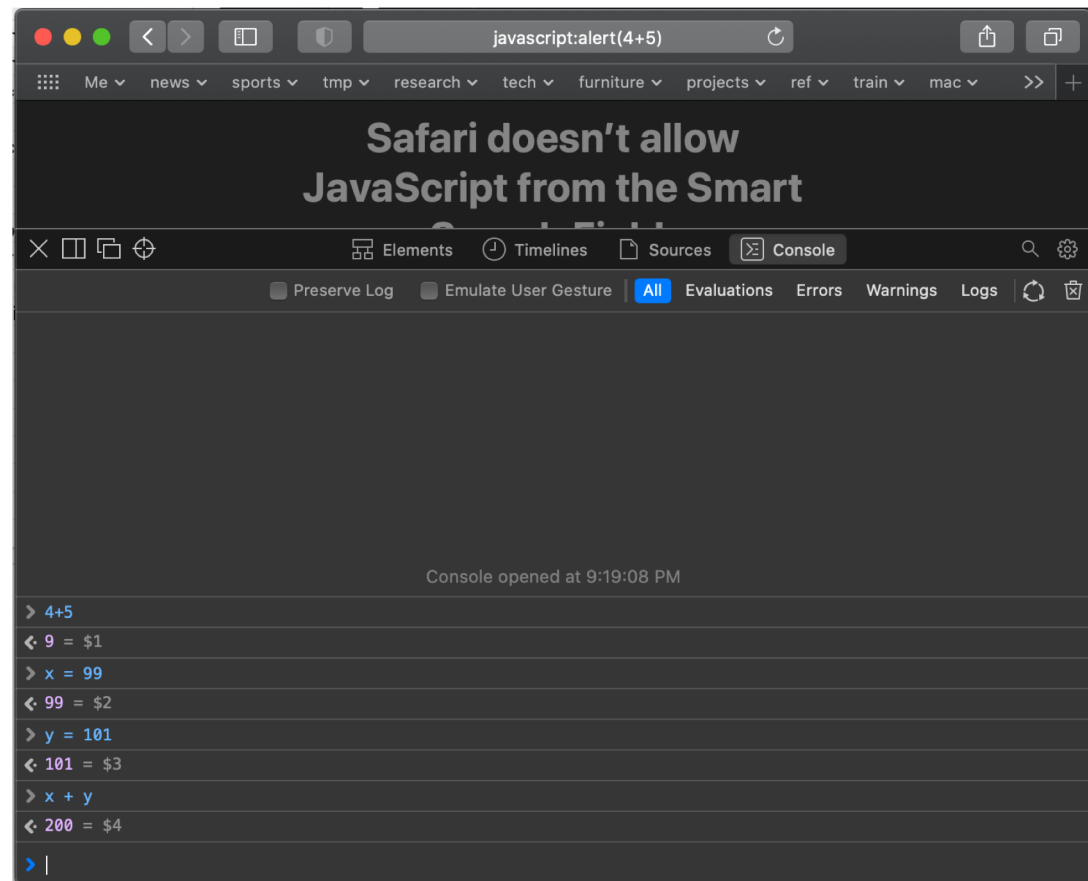
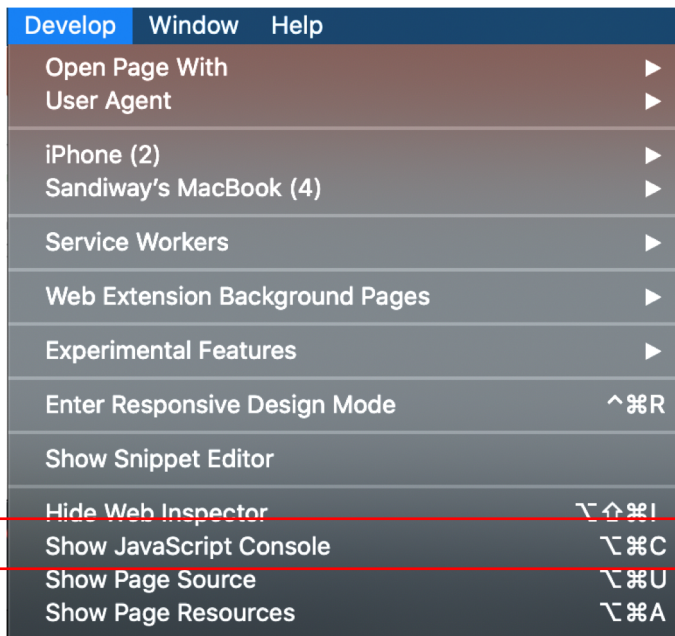


Javascript

- Javascript:
 - invented in 1995 as a browser programming language
 - **not the same as Java** (also appeared in 1995)
- Javascript code:
 - `<script> .. </script>`
 - `<script src="filename.js"></script>`
- HTML element events:
 - `onclick="js code"`
 - `onmouseover="js code"`
 - `onkeydown="js code"`
- Reference:
 - http://www.w3schools.com/jsref/dom_obj_event.asp

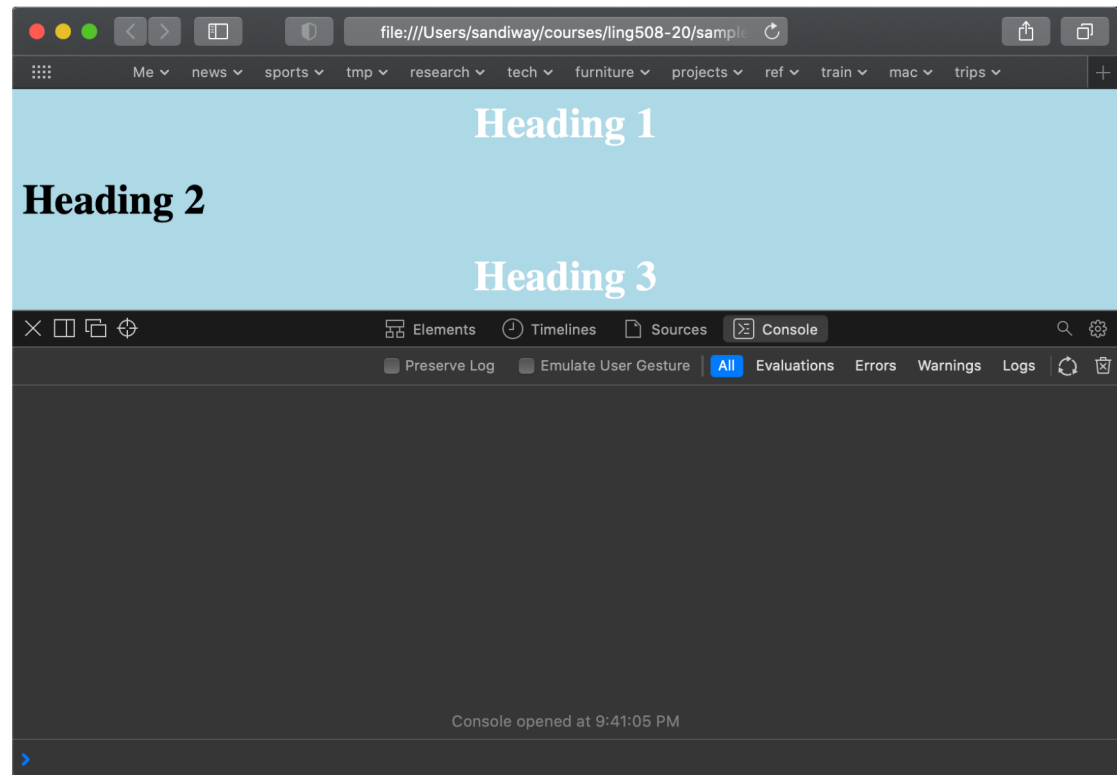
code snippets can be placed in
`<head>..</head>`
or
`<body>..</body>`

Javascript Console



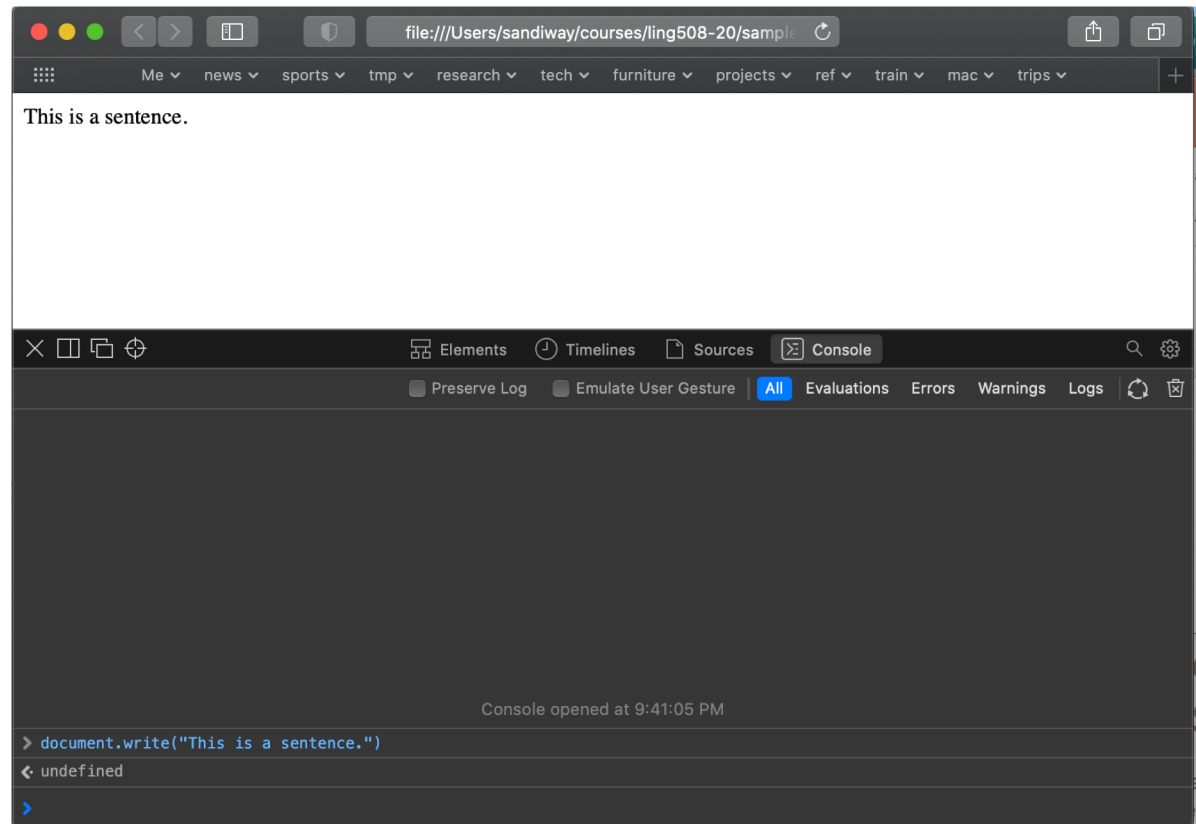
Javascript Console

- Suppose we have `sample2.html` loaded
- Show Javascript Console
- Changing the html document:
 - `document.write(string)`
 - *overwrites html document*
 - `html_element.innerHTML = "string"`
 - *modifies html_element*



Javascript Console

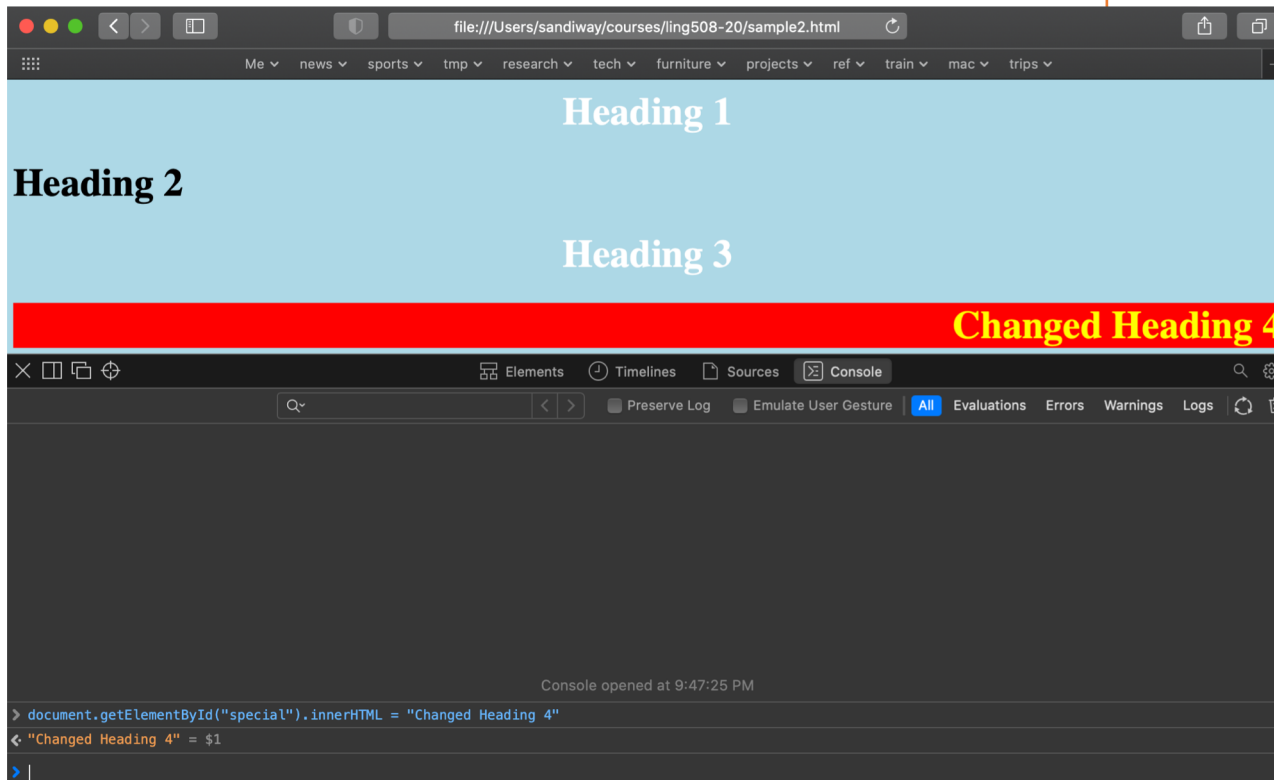
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Javascript Console

- `html_element.innerHTML = "string"`

```
20 <body>␣  
21 <h1 class="class1">Heading 1</h1>␣  
22 <h1>Heading 2</h1>␣  
23 <h1 class="class1">Heading 3</h1>␣  
24 <h1 id="special">Heading 4</h1>␣
```

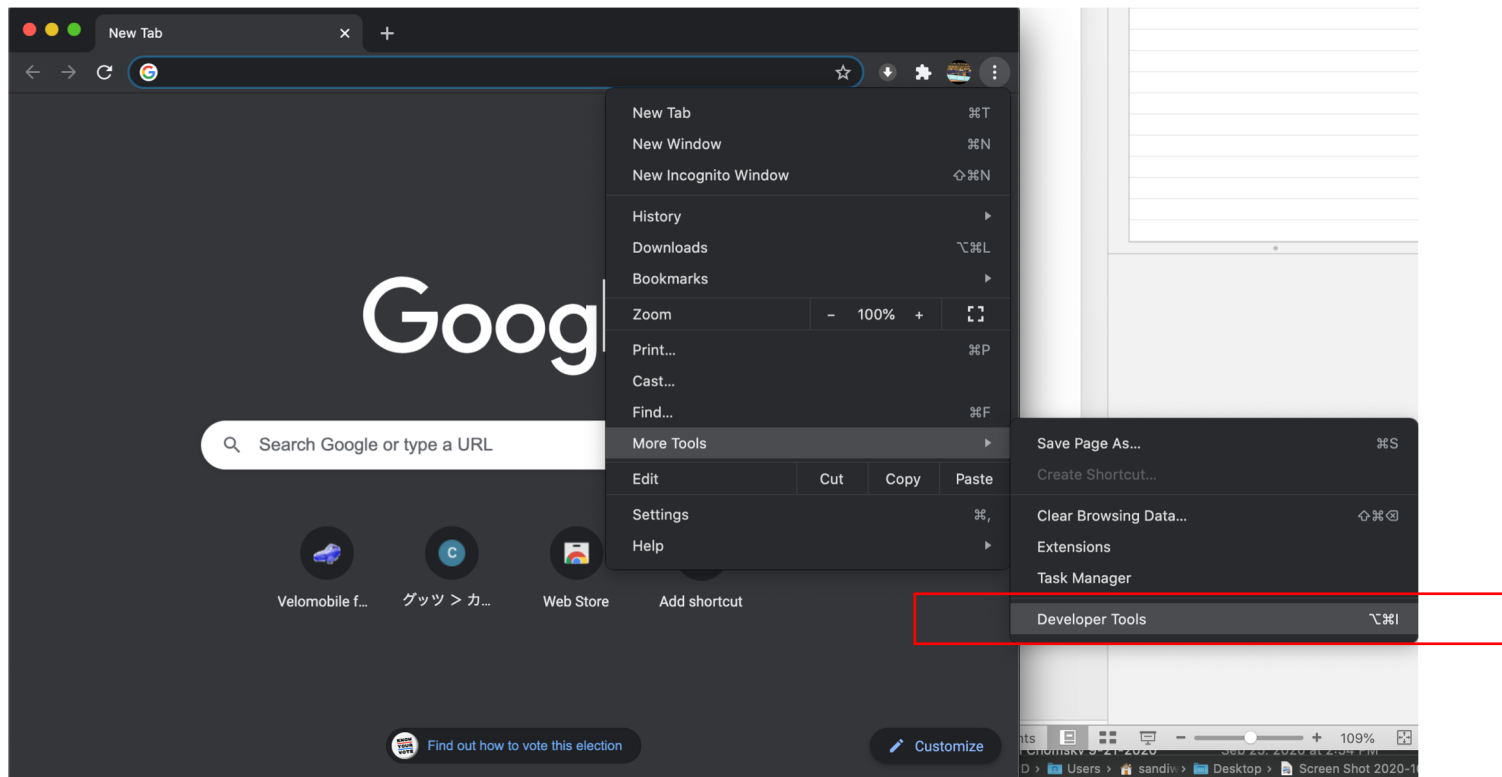


Javascript Console

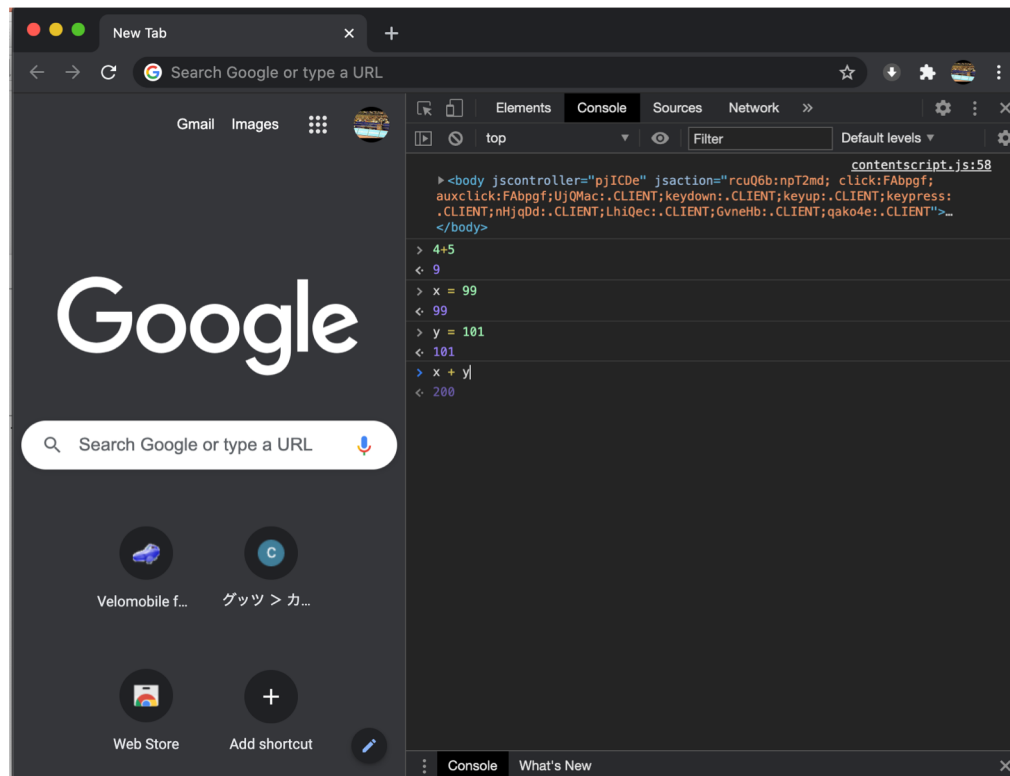
DOM: `document.getElementById(ID)`

```
Consol  
> document.getElementById("special").innerHTML = "Changed Heading 4"  
← "Changed Heading 4" = $1  
> print(document.getElementById("special"))  
← undefined  
> document.getElementById("special")  
← <h1 id="special">Changed Heading 4</h1> = $2  
>
```


Javascript Console: Chrome



Javascript Console: Chrome



Variables

- Declared variables:
 - `var x = 9;` *// number variable*
 - `var name = "String";` *// string variable*
 - **Note:** *names are case sensitive, no \$ like the bash shell, // for in-line comments*
- function local variables:
 - `function f() {`
 - `var x = 99;`
 - `}`
- Not declared:
 - *i.e. just used without declaration*
 - treated as a global variable
- Strict: prevents use of undeclared variables etc.
 - `"use strict";` *quotes for backwards compatibility with older versions*
- Comments:
 - `//` *until the end of the line*
 - `/* ... */` *multiline (same as CSS)*

Strings

- Use either **double quotes** or **single quotes** (no difference)
 - escape using backslash, e.g. `\`, `\n`, `\\`
- Properties:
 - `"string".length`
- Methods (like a function but object-based):
 - `.indexOf(string)` returns position (0...length), -1 if not found
 - `.search(regex)` returns position
 - `.replace(regex, string)` replaces with string, returns result
 - `.slice(index, index)` substring from position to position
 - `.substr(index, length)` substring
 - `.toLowerCase()` case conversion
 - `.toUpperCase()`
 - `.trim()` remove whitespace from both ends
 - `.charAt(index)` single character at position
 - `.split(separator)` returns array, single characters if separator=""

Numbers

http://www.w3schools.com/js/js_numbers.asp

JavaScript Numbers are Always 64-bit Floating Point

Unlike many other programming languages, JavaScript does not define different types of numbers, like integers, short, long, floating-point etc.

JavaScript numbers are always stored as double precision floating point numbers, following the international IEEE 754 standard.

This format stores numbers in 64 bits, where the number (the fraction) is stored in bits 0 to 51, the exponent in bits 52 to 62, and the sign in bit 63:

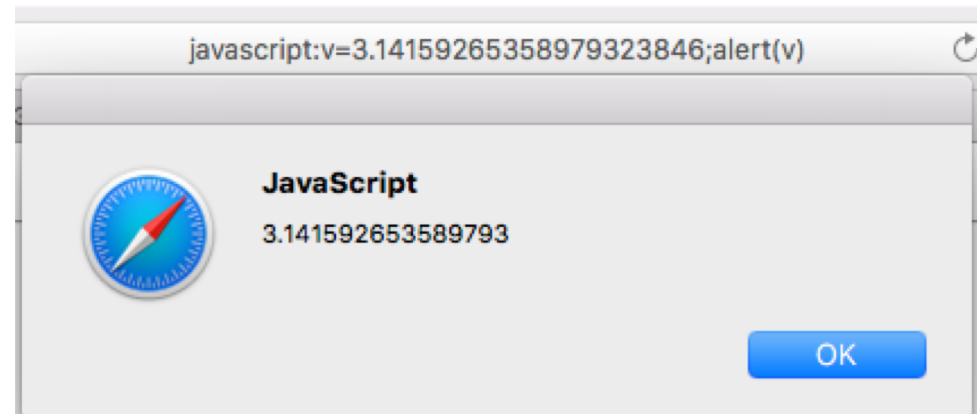
Value (aka Fraction/Mantissa)	Exponent	Sign
52 bits (0 - 51)	11 bits (52 - 62)	1 bit (63)

- Recall the discussion in lectures at the beginning of the semester about number representation?
 - Integers are considered accurate up to 15 digits.

Numbers

- Pi to 20 decimal places
 - 3.14159 26535 89793 23846
 - 3.14159 26535 89793

(Javascript)



Operators

Arithmetic Operators:

- +, -, *, /, % (mod), ++, --

Assignment Operators:

- =, +=, -=, *= /=, %=

String Operators:

- + concatenation
- += append to string

Comparison Operators:

- == can be made equal (type coercion)
- != not equal
- === same type and equal (no type coercion)
- !== not equal (no type coercion)
- >, <, >=, <=
- && logical and
- || logical or
- ! negation

```
alert("string" + 5)  
produces string5
```

(Javascript: Boolean true/false)

Note: & , !, ~ (not), ^ (xor) are bitwise operators

Conditionals

- if-then

```
if (condition) { ... }  
else if (condition) { ... }  
else { ... }
```

- switch

```
switch (expression) {  
    case value: ... break;  
    ...  
    default: ...  
}
```

```
switch(expression) {  
    case n:  
        code block  
        break;  
    case n:  
        code block  
        break;  
    default:  
        default code block  
}
```

Idea: compute *expression* first
2nd stage: compare computed value
with each case

Loops

- for loop (just like C):
 - **example:**
 - `for (i = 0; i < 100; i++) { ... }`
- for/in loop (object properties):
 - `for (x in object) { ... }`
- while loop:
 - **example:**
 - `while (true) { ... }`
- do/while loop (like traditional repeat/until):
 - `do { ... } while (condition)`
- loop exit:
 - **break** (jump out of loop immediately)
 - **continue** (skip rest of current iteration)

Miscellaneous

- Random number $[0, n-1]$:
 - **`Math.floor(Math.random()*n)`**
- Swapping two variables (normally):
 - **`var a; var b; var temp;`**
 - **`temp = a;`**
 - **`a = b;`**
 - **`b = temp;`**
- Javascript arithmetic):
 - **`var a; var b;`**
 - **`b=a+(a=b)-b;`**
 - **`a = b + (b=a, 0);`**

Arithmetic priority:

Set a to the value of b first,
`(a=b)` evaluates to b,
then evaluate rest of expression

DOM

Document Object Model (DOM)

- HTML document

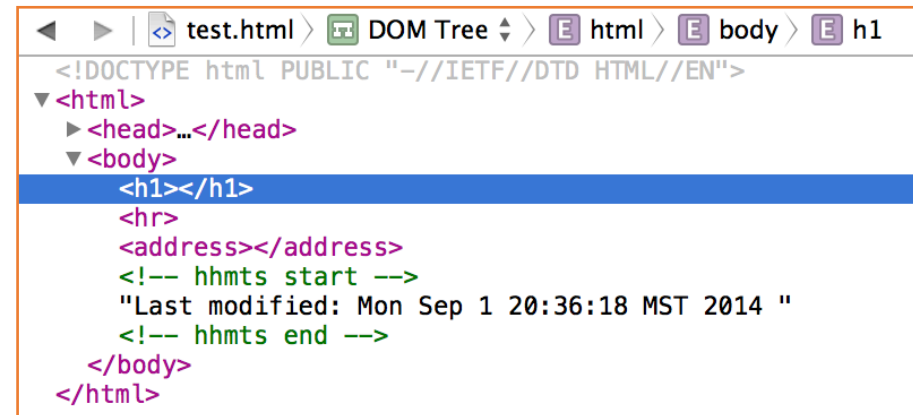
```
<!DOCTYPE HTML PUBLIC "-//IETF//DTD HTML//EN">
<html> <head>
<title></title>
</head>

<body>
<h1></h1>

|

<hr>
<address></address>
<!-- hhmts start --><!-- hhmts end -->
</body> </html>
```

- Tree representation



```
<!DOCTYPE html PUBLIC "-//IETF//DTD HTML//EN">
<html>
  <head>...</head>
  <body>
    <h1></h1>
    <hr>
    <address></address>
    <!-- hhmts start -->
    "Last modified: Mon Sep 1 20:36:18 MST 2014 "
    <!-- hhmts end -->
  </body>
</html>
```

```
html: document.documentElement
body: document.body
```

Document Object Model (DOM)

Properties for traversing the DOM:

- `e.childNodes`
 - children of element `el` as an array, e.g. `childNodes[0]`
- `e.children`
 - element nodes only (excludes text nodes)
- `e.firstChild`
- `e.lastChild`
- `e.parentNode`
- `e.nextSibling`
- `e.previousSibling`

Object properties:

- `e.nodeType`
 - 1 = element, 3 = text
- `e.nodeName`
 - uppercase
- `e.innerHTML`
 - for element nodes
 - value is html as text
 - writable
- `e.nodeValue`
 - for text nodes
(null: for element nodes)
 - writable

Document Object Model (DOM)

New content:

- `document.createElement(tag)`
 - tag = 'div', 'p' etc.
 - creates new DOM element
- `document.createTextNode(text)`
 - creates new DOM element of type text

For non-HTML elements:

- `document.createElementNS(NS,tag)`
 - NS = Namespace URL identifier
 - e.g. <http://www.w3.org/2000/svg> and tag "rect" (rectangle)

Place new_el:

- `e.appendChild(new_el)`
 - new_el is inserted as last child of el
- `e.insertBefore(new_el,next_el)`
 - new_el inserted as previous sibling of next_el
 - el is common parent
- `e.removeChild(child_el)`
 - child_el is deleted
 - el is parent
- `e.replaceChild(new_el,child_el)`
 - new_el replaces child_el
 - el is parent

Old way:

- `document.write(text)`
- `document.writeln(text)`
 - adds a newline

Document Object Model (DOM)

Locating an element:

- `document.getElementById(id)`
 - useful if you have named the document element using the `id='Name'` property
- `document.getElementsByTagName(tag)`
 - all document elements of type tag
 - returns an array
- `e.getElementsByTagName(tag)`
 - all elements of type tag under el
 - returns an array
- `document.getElementsByName(name)`
 - useful for elements that support `name='Name'`
- `(document | e).getElementsByClassName(class)`
- `(document | e).querySelector(query)`
 - example query `'BODY > UL > LI'`
 - `'>'` means immediately dominates
 - returns first matching element
- `(document | e).querySelectorAll(query)`
 - returns an array