

- 练习1——HTML练习
- 示例1——微人大登录界面
- 示例2——RUC小喇叭界面



练习要求

## 编写HTML代码,实现以下界面:

			学生成绩表		
姓名	学号	综合成绩	备注	操作1	操 <b>作2</b>
张三	001	95	无	修改	删除
李四	002	59	<mark>该学生存在问题</mark> : 1. 早八迟到 2. 作业不交	修改	删除
小明	003	100	<b>学生表现优秀</b> , 开发过优秀的开源项目: <u>开源项目</u>	修改	删除

table的整体结构:

<body></body>
<caption align="top">学生成绩表</caption>



table表头



table内容——第1行



练习参考代码

table内容——第2行

					学生成绩表			
		姓名	学号	综合成绩	备注	操作1	<b>操作2</b>	
>002		张三	001	95	无	修改	删除	
<font color="red">59</font> <font color="red">该学生存在问题: </font> <ol> <li><li><p< td=""> <li></li></p<></li></li></ol>		李四	002	59	该学生存在问题: 1. 早八迟到 2. 作业不交	修改	删除	
<ul> <li></li></ul> <li> <li> <li> <li> <li> <li> <li> <li> <li> </li> <li> </li> <li> </li> <li> </li> <li> </li> <li> </li> <li></li></li></li></li></li></li></li></li></li>	L	小明	003	100	<b>学生表现优秀</b> , 开发过优秀的开源项目: <u>开源项目</u>	修改	删除	

table内容——第3行

<td< td=""><td>align="center"&gt;小明</td><td></td></td<>	align="center">小明	
<td< td=""><td>align="center"&gt;003</td><td></td></td<>	align="center">003	
<td< td=""><td>align="center"&gt;100</td><td></td></td<>	align="center">100	
<td< td=""><td>align="left"&gt;</td><td></td></td<>	align="left">	
	<b>学生表现优秀</b> , 	
	开发过优秀的开源项目: 	
	<a href="https://github.com">开源项目</a>	
<td>d&gt;</td> <td></td>	d>	
<td< td=""><td>align="center"&gt;<button>修改</button></td><td></td></td<>	align="center"> <button>修改</button>	
	! - !	

```
<button>删除</button>
```







### 微人大登录界面的HTML元素与实际界面元素的对应图

## 由于我们还没有写CSS文件来规定其样式,所以下方的图片就是纯HTML实现的页面

# 身份认证

学工号/手机号/邮箱
密码
请输入验证码

pupr

验证码只包含字母,不区分大小写







# 输入框部分

#### <div class="input\_container">

<form>

<textarea placeholder="分享你的快乐,分担你的忧愁" required></textarea>

<div class="btn\_row">

<img id="add\_img\_btn" src="./img/add\_images.svg" />

<button type="submit"><span>发表</span></button>

</div>

</form>

</div>



## 搜索框部分

<form>

```
 <div class="input_area"><input type="text" placeholder="分享你的快乐,分担你的忧愁" required></div>
  <div><button type="submit"><span>搜索</span></button></div>
</form>
```





<div class="post\_container">

<div class="post\_header">

<div class="post\_id"><span>#3335757</span></div>

<div class="post\_time"><span>10分钟前</span></div>

</div>

<div class="post\_content">

**<h4>**求助帖**</h4>** 

问问大家去哪里补办学生卡?

</div>

<div class="banner"></div>

<div class="post\_bottom">

<div class="like"><img src="like.png" /><span>10</span></div>

<div class="message"><img src="message.png" /><span>2</span></div>

</div>

</div>



# 由于我们还没有写CSS文件来规定其样式,所以下方的图片就是纯HTML实现的页面





- CSS
  - 示例1——微人大登录界面
  - 练习1——CSS练习
  - CSS知识扩展——FLEX布局
  - 示例2——RUC小喇叭界面(静态)

- JS基础练习
  - 练习1——两数相加
  - 练习2——找出数组中最大值
  - 练习3——回文判断





### 微人大登录界面的HTML元素与实际界面元素的对应图







}





# 练习题目

### 练习1——属性选择器

#### https://codepen.io/techie4good/pen/VKkJYd

#### Welcome to my page

#### **Top Section**

Classes and IDs are "attribute selectors". This means that you can attach style to HTML elements based on that element's attributes. This empowers you to apply different style to items of the same HTML type. Classes are an HTML attribute that specifies a name for a group of elements on the page. You can apply the class name to as many elements as you like, even if they are of different HTML tag types. You can use the class name with a period in front as the selector like so.

Class names must be single words

- but you can include digits and dashes as long as the name begins with a letter
- To apply a CSS rule to a class you use the class name preceeded by a period (".")

#### **Bottom Section**

An ID is an HTML attribute that specifies a name or unique identifier for a particular HTML element. They are like classes with a very important distinction: the value of the ID attribute must be unique throughout the document. This lets you target a single HTML element for styling. You use the name with a hashtag in front as the selector like so. ID names have the same rules as class names: start with a letter, can include numbers and dashes, no spaces. The way to create a selector for an ID is also similar to how you create a selector for a class, except you replace the period with a hash symbol ("#") like in the code below.

- How to use classes and IDs to independently target HTML elements of the same type
- How to apply different style to the same element based on the way the user interacts with that element using
   pseudo-classes
- What the "Cascading" part of "Cascading Style Sheets" means
- How to scope style rules using contextual selectors and the HTML inheritance structure of your document

### 练习2——上下文选择器+伪类/伪元素

### https://codepen.io/techie4good/pen/qaERNj

#### Title rule to the elements that correspond to the selector on the right that are INSIDE the elements that correspond to the selector on the left. Let's say we have the following HTML: Section 1 1. item 1 2. item 1. sub item 1 2. sub item : 3. sub item 3 sub item 4 If we applied the following CSS rule then the images INSIDE the paragraph would be set to a width of 100px, but that rule would not apply to the images outside the paragraph. Below is a diagram of the given HTML with the two imgs that will styled by the above rule are indicated by the red arrows Section 2 1. item 1 1. sub item 1 2. sub item 2 As your Web pages get more complex, contextual selectors become more important, because it won't scale to apply classes and IDs to each individua item. Contextual selection becomes especially useful when you structure your HTML with section tags like header, section, article and footer. Pay attention to the styles of the paragraphs and lists in the following example: Footer 1. link 1 2. link 2 3. link 3 4. link 4

### 练习1题目要求:无需修改CSS,需要修改HTML,为DOM加上class或id。

### Welcome to my page

### **Top Section**

Classes and IDs are "attribute selectors". This means that you can attach style to HTML elements based on that element's attributes. This empowers you to apply different style to items of the same HTML type. Classes are an HTML attribute that specifies a name for a group of elements on the page. You can apply the class name to as many elements as you like, even if they are of different HTML tag types. You can use the class name with a period in front as the selector like so:

- Class names must be single words
- but you can include digits and dashes as long as the name begins with a letter
- To apply a CSS rule to a class you use the class name preceeded by a period (".")

#### **Bottom Section**

An ID is an HTML attribute that specifies a name or unique identifier for a particular HTML element. They are like classes with a very important distinction: the value of the ID attribute must be unique throughout the document. This lets you target a single HTML element for styling. You use the name with a hashtag in front as the selector like so. ID names have the same rules as class names: start with a letter, can include numbers and dashes, no spaces. The way to create a selector for an ID is also similar to how you create a selector for a class, except you replace the period with a hash symbol ("#") like in the code below.

- . How to use classes and IDs to independently target HTML elements of the same type
- How to apply different style to the same element based on the way the user interacts with that element using pseudo-classes
- What the "Cascading" part of "Cascading Style Sheets" means
- How to scope style rules using contextual selectors and the HTML inheritance structure of your document

# 参考代码如下:

h1>Welcome to my page</h1>

<h2 class="topSection">Top Section</h2>

Classes and IDs are

"attribute selectors". ...

Class names must be single words

but you can include
digits and dashes as long as the name begins with a
letter

</u1>

<h2 class="bottomSection">Bottom Section</h2>

An ID is an HTML
attribute...

 $<\!\!1i\!\!>\!\!How$  to use classes and IDs to independently target HTML elements of the same type

How to apply different style to the same
element based on the way the user interacts with
that element using pseudo-classes

What the "Cascading"
part of "Cascading Style Sheets" means

 ${\rm How}$  to scope style rules using contextual selectors and the HTML inheritance structure of your document

### Welcome to my page

### **Top Section**

Classes and IDs are "attribute selectors". This means that you can attach style to HTML elements based on that element's attributes. This empowers you to apply different style to items of the same HTML type. Classes are an HTML attribute that specifies a name for a group of elements on the page. You can apply the class name to as many elements as you like, even if they are of different HTML tag types. You can use the class name with a period in front as the selector like so:

Class names must be single words

- but you can include digits and dashes as long as the name begins with a letter
- To apply a CSS rule to a class you use the class name preceeded by a period (".")

#### **Bottom Section**

An ID is an HTML attribute that specifies a name or unique identifier for a particular HTML element. They are like classes with a very important distinction: the value of the ID attribute must be unique throughout the document. This lets you target a single HTML element for styling. You use the name with a hashtag in front as the selector like so. ID names have the same rules as class names: start with a letter, can include numbers and dashes, no spaces. The way to create a selector for an ID is also similar to how you create a selector for a class, except you replace the period with a hash symbol ("#") like in the code below.

- . How to use classes and IDs to independently target HTML elements of the same type
- How to apply different style to the same element based on the way the user interacts with that element using pseudo-classes
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- · How to scope style rules using contextual selectors and the HTML inheritance structure of your document

# 练习2 题目要求:

## 无需修改 HTML,只需 要修改CSS

Title	当光标悬浮到元素上方时, background变为blue
When you use two selectors separated by a space on a rule, you scope the rule to the elements that correspond to the selector on the right that are INSIDE the elements that correspond to the selector on the left. Let's say we have the following HTML:  1. Secton 1 2. Secton 2	1. item 1 2. item 2 1. sub item 1 2. sub item 2 3. sub item 3
Section 1	4. sub item 4 3. item 3
<ul> <li>2. item 2 <ol> <li>sub item 1</li> <li>sub item 2</li> <li>sub item 3</li> <li>sub item 4</li> </ol> </li> <li>3. item 3</li> </ul> If we applied the following CSS rule then the images INSIDE the paragraph would be set to a width of 100px, but that rule would not apply to the images outside the paragraph. Below is a diagram of the given HTML with the two imgs that will styled by the above rule are indicated by the red arrows.	
Section 2          1. item 1         1. sub item 1         2. sub item 2         2. item 2         As your Web pages get more complex, contextual selectors become more important, because it won't scale to apply classes and IDs to each individual item. Contextual selection becomes especially useful when you structure your HTML with section tags like header, section, article and footer. Pay	列表的奇数行文字颜色为黑色(#000) 偶数行文字颜色为白色(#FFF)
attention to the styles of the paragraphs and lists in the following example:	Footer
Footer 1. link 1 2. link 2 3. link 3 4. link 4	1. link 1 2. link 2 3. link 3 4. link 4

# 参考代码如下:

body {
 font-family: Tahoma, sans-serif;
}

header, article, footer {
 border: 10px #E9B000 solid;
 margin: 30px;

```
footer h1, header h1 {
   color: #E86E80;
}
```

```
article h1 {
   background-color: #E86E80;
   color: #FFFFF;
}
```

```
header p {
   background-color: #008F95;
   color: #FFFFF;
}
```

```
article p {
   background-color: #FFFFFF;
   color: #008F95;
```

```
header ol,
footer ol {
    background-color: #E24E43;
    color: #FFFFF;
```

```
footer ol li:nth-child(odd) {
    color: #000;
```

footer ol li:nth-child(even) {
 color: #FFFFF;

```
article ol {
    background-color: #FFFFFF;
    color: #E24E43;
}
```

```
article ol ol {
    border: 5px solid #E24E43;
```

```
article ol ol>li:hover {
    background-color: blue;
```

### Title

When you use two selectors separated by a space on a rule, you scope the rule to the elements that correspond to the selector on the right that are INSIDE the elements that correspond to the selector on the left. Let's say we have the following HTML:

1. Secton 1 2. Secton 2

Sec	tion 1
1. 2.	item 1 item 2
	1. sub item 1 2. sub item 2 3. sub item 3 4. sub item 4
3.	item 3

If we applied the following CSS rule then the images INSIDE the paragraph would be set to a width of 100px, but that rule would not apply to the images outside the paragraph. Below is a diagram of the given HTML with the two imgs that will styled by the above rule are indicated by the red arrows.

Sec	tion 2
1. i	tem 1
	1. sub item 1 2. sub item 2
2. i	tem 2

As your Web pages get more complex, contextual selectors become more important, because it won't scale to apply classes and IDs to each individua item. Contextual selection becomes especially useful when you structure your HTML with section tags like header, section, article and footer. Pay attention to the styles of the paragraphs and lists in the following example:

```
Footer
1. link 1
2. link 2
3. link 3
4. link 4
```

# CSS知识扩展——FLEX布局

教程参考: https://www.runoob.com/w3cnote/flex-grammar.html

# flex布局简介

Flex是Flexible Box的缩写,意为"弹性布局",用来为盒状模型提供最大的灵活性。任何一个容器都可以指定为Flex布局。

采用Flex布局的元素,称为Flex容器 (flex container),简称"容器"。它的所有子元素自动成为 容器成员,称为Flex项目 (flex item),简称"项目"。

- 容器默认有两个轴:水平主轴 (main axis) 和垂直的交叉轴 (cross axis)
- 主轴的开始位置(与边框的交叉点)叫做 main start,结束位置叫做main end。
- 交叉轴的开始位置叫做cross start,结 束位置叫做cross end。
- 项目默认沿主轴排列。单个项目占据的主 轴空间叫做main size,占据的交叉轴空 间叫做cross size。



# flex-direction属性

• flex-direction属性决定主轴的方向(即项目的排列方向)



- row (默认值): 主轴为水平方向, 起点在左端。
- row-reverse: 主轴为水平方向, 起点在右端。
- column: 主轴为垂直方向, 起点在上沿。
- column-reverse: 主轴为垂直方向, 起点在下沿。

# flex-wrap属性

• 默认情况下,项目都排在一条线(又称"轴线")上。flex-wrap属性定义,如果一条轴 线排不下,如何换行

.box{
 flex-wrap: nowrap | wrap | wrap-reverse;
}

• nowrap (默认): 不换行

• wrap: 换行, 第一行在上方

• wrap-reverse: 换行,第一行在下方


### justify-content属性

• justify-content属性定义了项目在主轴上的对齐方式

.box {
 justify-content: flex-start | flex-end | center | space-between | space-around;
}

它可能取5个值,具体对齐方式与轴的方向有关。下面假 设主轴为从左到右(轴为其他方向时类似)

- flex-start (默认值): 左对齐
- flex-end: 右对齐
- center: 居中
- space-between: 两端对齐,项目之间的间隔都相等。
- space-around: 每个项目两侧的间隔相等。所以,项 目之间的间隔比项目与边框的间隔大一倍。

flex-start
flex-end
center
space-between
space-around

### align-items属性

• align-items属性定义项目在交叉轴上如何对齐

.box {

align-items: flex-start | flex-end | center | baseline | stretch;

它可能取5个值。具体的对齐方式与交叉轴的方向有关, 下面假设交叉轴从上到下。(轴为其他方向时类似)

- flex-start: 交叉轴的起点对齐。
- flex-end: 交叉轴的终点对齐。
- center: 交叉轴的中点对齐。
- baseline:项目的第一行文字的基线对齐。
- stretch (默认值):如果项目未设置高度或设为auto, 将占满整个容器的高度。



### align-content属性

• align-content属性定义了多根轴线的对齐方式。如果 项目只有一根轴线,该属性不起作用。

.box {

align-content: flex-start | flex-end | center | space-between | space-around | stretch;

该属性可能取6个值

- flex-start: 与交叉轴的起点对齐。
- flex-end: 与交叉轴的终点对齐。
- center: 与交叉轴的中点对齐。
- space-between: 与交叉轴两端对齐, 轴线之间的间隔 平均分布。
- space-around:每根轴线两侧的间隔都相等。所以, 轴线之间的间隔比轴线与边框的间隔大一倍。
- stretch (默认值): 轴线占满整个交叉轴。











	main	oria
/* 输入区域容器 - 包含文本域和按钮 */		
.input_container {		
margin-top: 50px; /* 与上方元素间距 */		
border-radius: 10px; /* 圆角效果 */		LD ZL.
margin-right: 20px; /* 右侧留白 */	分子你的快乐,分担你的	<b>忧愁</b>
margin-left: 20px; /* 左侧留白 */	<b>_</b>	
display: flex; /* flex布局 */		li.
flex-direction: column; /* 垂直排列 */		
Dackground: ■#161827; /* 保巴育京 */	1	
3		▶ 发表
/★ 文木쓻 λ ば桜式 ★/		•
input containen textanea		
· inpot_container textarea {	<pre><div class="input_container"></div></pre>	
Dackground: ■#16182/; /* 继承合器目京日	<pre><form></form></pre>	
border: 0; /* 尤辺框 */	<pre></pre>	K, 分担你的忧愁" required>
width: 90%; /* 相对宽度 */		
margin-top: 20px; /* 顶部间距 */		<pre>mg/add_images.svg" /&gt; t (hutton)</pre>
min-height: 70px; /* 最小高度 */		友
<b>color: □#c8c6c6;</b> /* 文字颜色 */		
font-size: 20px; /* 大号字体 */		
border-radius: 10px; /* 匹配容器圆角 *	/	
margin-bottom: 30px; /* 底部间距 */		
<b>resize: vertical;</b> /* 允许垂直调整大小	*/	

}

```
/* 按钮行容器 - 包含图标和提交按钮 */
.input_container .btn_row {
   display: flex;
                  /* flex布局 */
                                                                 分享你的快乐,分担你的忧愁。
   flex-direction: row; /* 水平排列 */
   justify-content: end; /* 右侧对齐 */
   align-items: center; /* 垂直居中 */
   border-radius: 0 0 10px 10px; /* 底部圆角 */
   padding: 10px 20px 10px 0; /* 内边距(右对齐) */
   background-color: #191c31; /* 深蓝背景 */
                                                              <div class="input_container">
                                                                <form>
/* 按钮图标样式 */
                                                                 <textarea placeholder="分享你的快乐,分担你的忧愁" required></textarea>
                                                                 <div class="btn_row">
.input_container .btn_row img {
                                                                   <img id="add_img_btn" src="./img/add_images.svg" />
   height: 27px; /* 固定高度 */
                                                                  width: 27px; /* 固定宽度(保持方形) */
                                                                 </div>
   margin-right: 10px; /* 图标与按钮间距 */
                                                                </form>
                                                              </div>
                                                         /* 主要操作按钮样式 */
                                                         .input_container .btn_row button {
                                                            border: 0; /* 无边框 */
                                                            color:□#fff; /* 白色文字 */
                                                            font-size: 15px; /* 标准字号 */
                                                            padding: 5px 20px 5px 20px; /* 内边距 */
                                                            border-radius: 7px; /* 圆角效果 */
                                                            background-image: linear-gradient(to left, ■#133260, ■#1f65ba); /* 蓝色渐变 */
```



padding: 10px 0 10px 0; /\* 垂直内边距 \*/ width: 80%; /\* 輸入框占比 \*/







• 请你实现函数addNumbers,该函数有2个参数,整数a和整数b,返回他们的和

```
>> function addNumbers(a, b){
    return a+b;
  }
  ć undefined
>> console.log(addNumbers(5, 3))
8
```

• 请你实现函数findMax,该函数有1个参数,整数数组arr,返回该数组中最大的元素。如果arr为空,则返回-Infinity

>> console.log(findMax([3,6,1,8,43,2,88]));

88

← undefined

>> console.log(findMax([]));

练习2——找出数组中最大值

• 请你实现函数findMax,该函数有1个参数,整数数组arr,返回该数组中最大的元素。如果arr为空,则返回-Infinity

版本1

```
>> 
function findMax(arr){
    let tmp = -Infinity;
    let length = arr.length;
    for(let i = 0; i < length; i++){
        if(arr[i] > tmp) tmp = arr[i];
     }
    return tmp;
}
```

```
版本2
```

```
>> 
function findMax(arr){
    let tmp = -Infinity;
    arr.forEach(item => {
        if(item > tmp){
            tmp = item;
        }
    });
    return tmp;
    }
```

#### 版本3

```
>> function findMax(arr){
    return Math.max(...arr);
}
```

```
arr = [1, 2, 3, 4]
Math.max(...arr)
=> Math.max(1, 2, 3, 4)
用于传参
```

练习3——回文判断

• 请你实现函数isPalindrome,该函数有1个参数,字符串str,请你判断 str是否是回文(正读反读都一样),如果是则返回true,不是则返回 false

>>	<pre>console.log(isPalindrome('level'));</pre>		
	true		
←	undefined		
<b>»</b>	<pre>console.log(isPalindrome('hello'));</pre>		
	false		

练习3——回文判断

• 请你实现函数isPalindrome,该函数有1个参数,字符串str,请你判断 str是否是回文(正读反读都一样),如果是则返回true,不是则返回 false

#### 版本1

```
>> function isPalindrome(str) {
    let left = 0;
    let right = str.length - 1;
    while(left < right) {
        if(str[left] !== str[right]){
            return false;
        }
        left += 1;
        right -= 1;
    }
    return true;
}</pre>
```

#### 版本2

```
>> function isPalindrome(str) {
    return str === str.split('').reverse().join('');
}
```

```
>> 'hello'.split('')
< > Array(5) [ "h", "e", "l", "l", "o" ]
>> 'hello'.split('').reverse()
< > Array(5) [ "o", "l", "l", "e", "h" ]
>> 'hello'.split('').reverse().join('')
< "olleh"</pre>
```

# 网页开发——JS进阶

DOM操作+事件响应

- JS 事件绑定的几种写法
- 练习1——JS事件绑定(讲)
- JS DOM操作回顾
- 练习2——获取正确的DOM对象(练)
- 练习3——删除DOM元素(练)
- 示例1——微人大登录界面
- 示例2——RUC小喇叭界面

## JS 事件绑定的几种写法

#### JS 事件绑定的几种写法("茴"字的四种写法)

如何学会绑定JS事件很重要,在HTML中使用JavaScript绑定点击事件有以下几种方法:

1. HTML属性方式 (内联事件)

```
<button onclick="onClickBtn()">点击我</button>
```

2. DOM属性方式

```
document.getElementById('按钮ID').onclick = function() {
    // 处理点击事件
};
```

3. addEventListener方法

```
let btn = document.getElementById('test-button')
btn.addEventListener('click', function() {
    // 处理点击事件
    alert('Hello, world!');
});
```

JS 事件绑定的几种写法

如何学会绑定JS事件很重要,在HTML中使用JavaScript绑定点击事件有以下几种方法:

4. 委托事件 (事件代理)

```
document.body.addEventListener('click', function(e) {
    if(e.target.id === '按钮ID') {
        // 处理点击事件
    }
```

5. JQuery或者是别的库 or 框架

```
$('#按钮ID').click(function() {
    // 处理点击事件
});
```



练习描述

给你一个html代码,请实现相应的JS代码,实现点击按钮弹出对话框,显示"Hello, world!"

```
<body>
<h1>委托事件(事件代理)</h1>
点击按钮,会弹出对话框,显示"Hello,world!"
<button id="test-button">点击我</button>
</body>
<script>
// TODO: 实现委托事件
</script>
```

```
<body>
<h1>HTML属性方式</h1>
点击按钮,会弹出对话框,显示"Hello,world!"
<button id="test-button" onclick="onClickBtn()">点击我</button>
</body>
<script>
function onClickBtn() {
    alert('Hello, world!');
    }
</script>
```

```
<body>
  <h1>DOM属性方式</h1>
  点击按钮, 会弹出对话框, 显示"Hello, world!"
  <button id="test-button">点击我</button>
</body>
<script>
  let button = document.getElementById('test-button');
  button.onclick = function () {
     alert('Hello, world!');
</script>
```

```
<body>
  <h1>addEventListener方法</h1>
  点击按钮, 会弹出对话框, 显示"Hello, world!"
  <button id="test-button">点击我</button>
</body>
<script>
  let button = document.getElementById('test-button');
  button.addEventListener('click', () => {
     alert('Hello, world!');
   })
</script>
```

```
<body>
  <h1>委托事件(事件代理)</h1>
  <方击按钮, 会弹出对话框, 显示"Hello, world!"</p>
  <button id="test-button">点击我</button>
</body>
<script>
  document.body.addEventListener('click', function (e) {
     if (e.target.id === 'test-button') {
        alert('Hello, world!');
  });
</script>
```



## 2.4.2 DOM

#### ■ 将整个HTML文档描述成一棵树, 文档中的每个标签对应DOM



学习更多: <u>https://www.w3school.com.cn/js/js htmldom.asp</u>



- 获取节点
  - 按id查询:node = document.getElementById(id)
  - 按类名查询: node = document.getElementsByClass(class)
  - 按标签名查询: node = document.getElementsByTagName(tag)

### ■ 节点指针

- ■返回目标节点的所有子节点的列表: node.childNodes
- ■指向在childNodes列表中的第一个节点: node.firstChild
- 指向在childNodes列表中的最后一个节点: node.lastChild
- ■指向父节点: node.parentNode
- ■指向前一个兄弟节点: node.previousSibling
- ■指向后一个兄弟节点: node.nextSibling
- ■指向这个节点所属的文档: node.ownerDocument

# DOM操作

#### ■ 节点操作

- 创建节点: document.createElement(tag)
- 添加到指定位置:parentNode.appendChild(newNode);
  - parentNode.insertBefore(newNode, targetNode);
- 删除节点: parentNode.removeChild(childNode)
- 替换节点: parentNode.replaceChild(newNode, oldNode)

#### ■ 属性操作

- 获取属性: node.getAttribute(attrName)
- 设置属性: node.setAttribute(attrName, value)
- 删除属性: node.removeAttribute(attrName)

#### ■ 文本操作

- innerText:节点内部内容(包括目标元素标签)
- innerHTML: 节点内部内容(不含目标元素标签)
- outerHTML:含目标元素标签的节点完整内容



## DOM操作示例

for (i = 0; i < lis.length; i++) {</pre>

sum += Number(lis[i].innerText);

Input:	Input:			
Value: 3 提交	Value: 提交			
Output:	Output:			
• 1	• 1 • 3			
Average: 1	Average: 2			
/* 当提交按钮被点击时触发执行onclick_handler()函数 */				
<pre>function onclick_handler() {</pre>	// 投到,1。绘》框对角			
output = document.getElementsByTa( Value );	//找到Vdlue捆八性內家 //找到output区也对象			
<pre>li = document.createElement("li");</pre>	//创建li列表对象			
<pre>li.innerHTML = value.value;</pre>	//设置li列表对象的内容为value输入框对象的值			
<pre>output.appendChild(li);</pre>	//将新创建的li列表对象添加为output区块对象的儿子节点			
value.value = "";	//清空value输入框对象的值			
/* 当output区块插入DOM节点时触发执onDOMNodeInserted_handler函数 */				
<pre>function onDOMNodeInserted_handler() {</pre>	11 护列			
avg = document.getElementById("avg");	//找到aVg区块刈家			
<pre>iiii = document.getElementsByTagName("11");</pre>	// 找到// 11/// 衣刈家			
sum = 0;	// 反直文里Sum的你姐姐内O			

//遍历每一个li列表对象 //将li列表对象的内容显示转化为数值内容,累加到sum变量

avg.innerText = "Average: " + sum/lis.length; //设置avg区块对象的内容为sum与li列表对象个数的商(平均值)



练习要求

补全代码,使得代码能够在调试控制台输出"测试通过!'

```
<body>
   <div id="test-div">
      <div class="c-red">
         JavaScript
         Java
      </div>
      <div class="c-red c-green">
         Python
         Ruby
         Swift
      </div>
      <div class="c-green">
         Scheme
         Haskell
      </div>
   </div>
</body>
```

<script>

```
// 选择JavaScript:
let js = ???;
```

```
// 选择Python,Ruby,Swift:
let arr = document.querySelector('.c-red.c-green').
getElementsByTagName('p');
```

```
// 选择Haskell:
let haskell = ???;
```

```
// 测试:
if (!js || js.innerText !== 'JavaScript') {
    alert('选择JavaScript失败!');
} else if (!arr || arr.length !== 3 || !arr[0] || !arr[1] || !arr
[2] || arr[0].innerText !== 'Python' || arr[1].innerText !==
'Ruby' || arr[2].innerText !== 'Swift') {
    console.log('选择Python,Ruby,Swift失败!');
} else if (!haskell || haskell.innerText !== 'Haskell') {
    console.log('选择Haskell失败!');
} else {
    console.log('测试通过!');
}
```

```
</script>
```

```
<body>
   <div id="test-div">
      <div class="c-red">
         JavaScript
         Java
      </div>
      <div class="c-red c-green">
         Python
         Ruby
         Swift
      </div>
      <div class="c-green">
         Scheme
         Haskell
      </div>
   </div>
</body>
```

// 选择JavaScript:
let js = document.getElementById('test-p');

>> document.getElementById('test-p')
```
<body>
                                         // 选择Python,Ruby,Swift:
   <div id="test-div">
                                         let arr = document.querySelector('.c-red.c-green').
       <div class="c-red">
                                         getElementsByTagName('p');
          JavaScript
          Java
       </div>
       <div class="c-red c-green">
          Python
          Ruby
          Swift
                             >>> document.querySelector('.c-red.c-green')
       </div>
                             ← ▶ <div class="c-red c-green"> ○
       <div class="c-green">
                             >>> document.querySelector('.c-red.c-green').getElementsByTagName('p')
          Scheme
          Haskell

+ 
HTMLCollection { 0: p 
    , 1: p 
    , 2: p 
    , length: 3 }

       </div>
                                  ▶ 0:  ①
   </div>
                                  ▶ 1:  🗘
</body>
                                  ▶ 2:  ①
                                    length: 3
```

```
<body>
                                          // 选择Haskell:
   <div id="test-div">
                                          let haskell = document.getElementsByClassName('c-green')[1].
       <div class="c-red">
                                          getElementsByTagName('p')[1];
           JavaScript
           Java
       </div>
       <div class="c-red c-green">
           Python
                            >>> document.getElementsByClassName('c-green')
           Ruby
           Swift
                             ← ▶ HTMLCollection { 0: div.c-red.c-green ① , 1: div.c-green ① , length: 2 }
       </div>
                            >> document.getElementsByClassName('c-green')[1]
       <div class="c-green">
                            ← ▶ <div class="c-green"> ①
           Scheme
           Haskell
                            >> document.getElementsByClassName('c-green')[1].getElementsByTagName('p')
       </div>
                             ← ▶ HTMLCollection { 0: p 0 , 1: p 0 , length: 2 }
   </div>
                            >> document.getElementsByClassName('c-green')[1].getElementsByTagName('p')[1]
</body>
                             ← ▶  ↔
                            >>> document.getElementsByClassName('c-green')[1].getElementsByTagName('p')[1].innerHTML
                             ← "Haskell"
```



练习要求

### 补全代码,使得代码能够在调试控制台输出"测试通过!"

#### <body>

```
把不属于人大的地点删除>一勺池>世纪馆>世纪馆>未名湖>未名湖>明德楼>订>汇贤大厦>汇贤大厦>1i>范清宫
```

#### <script> // TODO // 测试: let test\_func = function () { let arr, i, t = document.getElementById('test-list'); if (t && t.children && t.children.length === 3) { arr = []; for (i = 0; i < t.children.length; i++) {</pre> arr.push(t.children[i].innerText); if (arr.toString() === ['一勺池', '世纪馆', '明徳楼', '汇贤大厦'].toString()) { console.log('测试通过!'); else { console.log('测试失败: ' + arr.toString()); } else { console.log('测试失败!'); test\_func(); </script>

<body>

把不属于人大的地点删除 一勺池 世纪馆 批出纪馆 未名湖 明德楼 汇贤大厦 訖花贤大厦

```
let list = document.getElementById('test-list');
let items = list.children;
// 从后向前遍历,因为删除元素会改变数组长度
for (let i = items.length - 1; i >= 0; i--) {
   let item = items[i];
   let text = item.innerText;
   // 如果地点不在人大地点列表中,则删除
   if (text !== '一勺池' && text !== '世纪馆' &&
   text !== '明德楼' && text !== '汇贤大厦') {
       list.removeChild(item);
```

<body>

把不属于人大的地点删除 一勺池 世纪馆 批出纪馆 未名湖 明德楼 汇贤大厦 訖花贤大厦

```
let list = document.getElementById('test-list');
let items = list.children;
// 从后向前遍历,因为删除元素会改变数组长度
for (let i = items.length - 1; i >= 0; i--) {
   let item = items[i];
   let text = item.innerText;
   // 如果地点不在人大地点列表中,则删除
   if (text !== '一勺池' && text !== '世纪馆' &&
   text !== '明德楼' && text !== '汇贤大厦') {
       list.removeChild(item);
```

≫ document.getElementById('test-list').children[0].innerText ← "一勺池"



学工号/手机号/邮箱 密码 请输入验证 <b>k h j b</b> 验证码只包含字母,不区分大小写	身份认证
密码 请输入验证 <u>k h j b</u> 验证码只包含字母,不区分大小写	学工号/手机号/邮箱
请输入验证 k h f b 验证码只包含字母,不区分大小写	密码
验证码只包含字母,不区分大小写	请输入验证 k h r b
	验证码只包含字母,不区分大小写
登录	登录

### 如何实现验证码每一次都不一样?如何实现登录验证功能? 这里我们需要用到JS来实现这一"动态"效果

#### // 页面加载完成时执行初始化函数

window.onload = body\_onload\_handler;



window. onload是一个回调函数,每当页面加载时都会调用这个函数,因此我们可以重载该函数来执行初始化操作。

body\_onload\_handler会进行事件的绑定,这里绑定了登录按钮点击事件login和验证码图片点击事件 getYzm。



```
<div class="input-group" id="captcha-img"><img /></div>
 <div class="alert" id="login-alert">
   验证码只包含字母,不区分大小写
 </div>
 <div><button class="button" id="login-submit" type="submit"><span>登录</span></button></div>
/**
* 处理登录逻辑
* 验证用户输入的验证码、用户名和密码是否正确
*/
function login(e) {
   // 阻止表单默认提交
   e.preventDefault();
   //登录时检验验证码/用户名/密码
   img = document.getElementById("captcha-img").childNodes[0];
   form = document.getElementById("login-form");
   info = document.getElementById("login-alert");
   //维护一个验证码正确值和验证码图片下标的映射
   checks = ["pupr", "khrb", "huks", "egwb", "ekdv", "khns", "wuxc", "tcyk", "nupf", "brpk"];
   // 根据图片路径最后的数字获取对应的正确验证码
   correct code = checks[img.src.charAt(img.src.length - 5)];
   // 获取用户输入的值
   username = form.username.value;
   password = form.password.value;
   code = form.code.value;
   // 验证逻辑
   if (code != correct code) { info.innerText = "验证码不正确或已失效,请重试! "; }
```

```
else if (username != "abcd" || password != "1234") { info.innerText = "用户名或密码不正确,请重试! "; }
else { info.innerText = "验证成功! "; }
```





我们先只考虑实现RUC小喇叭的发帖子的功能,简单来说,页面中主要有3个需要绑定事件的按钮一一添加图片,发表按钮,搜索按钮

# 为「添加图片」绑定事件

RUC小喇叭	
	lti.
	发表
<b>⊕</b> 127.0.0.1:5501	搜索
该功能正在开发中,请耐心等待…	
#3	确定 到刚
大家好!	
企 0	<b>0</b>
#2	1分钟之前
分享一下实习经验~	
	<b>7</b>
#1	2小时之前

因为添加图片比较复杂,我们简单的小页面暂时还不需要支持。所以当用户点击添加图片按钮时, 我们就弹出一个提示框。

## 为「添加图片」绑定事件

```
<div class="input_container">
<form id="input_form">
<textarea id="input_textarea" placeholder="分享你的快乐,
<div class="btn_row">
<img id="add_img_btn" src="./img/add_images.svg" />
<button type="submit"><span>发表</span></button>
</div>
</div>
```

```
// 未开发功能的提示函数 - 当用户点击未完成的功能时,显示提示信息
function undevelopAlert() {
    alert("该功能正在开发中,请耐心等待...");
}
// 获取添加图片按钮元素,并添加点击事件监听器
const addImgBtn = document.getElementById("add_img_btn")
```

```
addImgBtn.addEventListener("click", undevelopAlert)
```

我们使用document.getElementById这个函数获取到「添加图片」这个DOM元素,然后使用 addEventListener函数为该DOM元素绑定「点击」事件。当我们点击该DOM元素之后,就会去调用 undevelopAlert这个函数,函数会调用alert,弹出提示框。

### 为「搜索按钮」绑定事件

```
<div class="search_container">
<form id="search_form">
<input type="text"
placeholder="请输入搜索关键词" required>
<button type="submit"><span>搜索</span></button>
</form>
</div>
```

```
// 获取搜索表单元素,并添加提交事件监听器
const searchForm = document.getElementById("search_form")
searchForm.addEventListener("submit", function(event) {
    // 阻止表单的默认提交行为,改为执行我们自定义的动作
    event.preventDefault();
    // 展示未开发的提示
    undevelopAlert();
})
```

搜索功能同样有点复杂,我们先不实现。我们为「表单提交」这一事件绑定一个响应函数,去调用 undevelopAlert函数,弹出提示框。不过值得注意的是,搜索框默认是一个表单,表单默认会向 action属性指向的地址发送一个表单,现在我们没有后端,所以需要调用event.preventDefault阻 止它默认的行为,转而执行我们自定义的行为(即弹出提示框)。

```
<div class="post_container">
 <div class="post_header">
   <div class="post_id"><span>#3335757</span></div>
   <div class="post_time"><span>10分钟前</span></div>
 </div>
 <div class="post_content">
   <h4>求助帖</h4>
   >问问大家去哪里补办学生卡? 
 </div>
 <div class="banner"></div>
 <div class="post_bottom">
   <div class="like"><img src="./img/like.png" /><span>10</span></div>
   <div class="message"><img src="./img/message.png" /><span>2</span></div>
 </div>
</div>
```

添加帖子功能需要我们使用JS创建DOM元素并插入。以上是一个「帖子卡片」的html代码。

#### // 创建最外层的帖子容器div

const postContainer = document.createElement('div');
postContainer.className = 'post\_container';

```
<div class="post_container">
    <div class="post_header">
        <div class="post_id"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        </div>
        <div class="post_time"><span>#3335757</span></div
        <li><div class="post_time"><span>#3335757</span></div
        <li><div class="post_time"><span>#3335757</span></div
        <li><div class="post_time"><span>#3335757</span></div
        <li><div class="post_content">
        <div class="post_content">
        <div class="post_time">
        <div class="post_bottom">
        <div class="post_bottom">
        <div class="post_bottom">
        <div class="like"><img src="./img/like.png" /><span>10</span></div>
        <div class="message"><img src="./img/message.png" /><span>2</span></div>
        </div>
        </div>
        </div>

        <li
```

我们先调用函数createElement创建最外层的div,并设置其class为post\_container

```
// 创建帖子头部区域(包含帖子ID和发布时间)
const postHeader = document.createElement('div');
                                                                              <div class="post_container">
                                                                               <div class="post_header">
postHeader.className = 'post_header';
                                                                                 <div class="post_id"><span>#3335757</span></div>
postHeader.innerHTML = `
                                                                                 <div class="post_time"><span>10分钟前</span></div>
     <div class="post_id"><span>#${postId}</span></div>
                                                                               </div>
     <div class="post_time"><span>${timeText}</span></div>
                                                                               <div class="post_content">
                                                                                 <h4>求助帖</h4>
 `;
                                                                                 >问问大家去哪里补办学生卡? 
                                                                               </div>
                                                                               <div class="banner"></div>
// 创建帖子内容区域
                                                                               <div class="post_bottom">
const postContent = document.createElement('div');
                                                                                 <div class="like"><img src="./img/like.png" /><span>10</span></div>
                                                                                 <div class="message"><img src="./img/message.png" /><span>2</span></div>
postContent.className = 'post_content';
                                                                               </div>
postContent.innerHTML = `
                                                                              </div>
    ${content}
```

调用函数createElement创建头部区域的div,并设置其class为post\_header,同时设置该div内部的html代码。`\${postID}`是JS中的格式化字符串语法。 帖子内容区域类似



```
// 将所有创建的元素按顺序添加到帖子容器中
postContainer.appendChild(postHeader);
postContainer.appendChild(postContent);
postContainer.appendChild(banner);
postContainer.appendChild(postBottom);
```

```
// 获取帖子列表容器并将新帖子插入到列表最前面
const postList = document.querySelector('.post_list');
postList.insertBefore(postContainer, postList.firstChild);
```

```
<div class="post_container">
    <div class="post_header">
        <div class="post_id"><span>#3335757</span></div>
        <div class="post_ime"><span>#3335757</span></div>
        <div class="post_ime"><span>#3335757</span></div>
        <div class="post_ime"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        <div class="post_time"><span>#3335757</span></div>
        </div>
        <div class="post_time"><span>#3335757</span></div
        <li><div class="post_time"><span>#3335757</span></div
        <li><div class="post_time"><span>#3335757</span></div
        <li><div class="post_content">
        <div class="post_content">
        <div class="post_content">
        <div class="post_bottom">
        <div class="banner">
        <div class="banner">
        <div class="banner">
        <div class="bottom">
        <div class="post_bottom">
        <div class="like"><img src="./img/like.png" /><span>10</span></div>
        <div class="message"><img src="./img/message.png" /><span>2</span></div>
        </div>
```

最后将我们新建的DOM元素组织起来,放到postContainer中,postContainer再插入到页面中

## 「添加帖子」——绑定事件

```
// 添加表单提交事件监听器
```

})

```
intputForm.addEventListener("submit", function(event) {
    event.preventDefault(); // 阻止表单的默认提交行为
```

```
// 获取并清理输入内容
const post_content = inputTextarea.value.trim();
// 如果内容为空,直接返回
if(post_content.length === 0 || post_content === null){
    return;
}
```

```
// 生成新帖子的ID(当前帖子数量 + 1)
const posts = document.querySelectorAll('.post_container');
let post_id = posts.length + 1;
```

```
// 创建新帖子并添加到列表中
createPostContainer(post_id, "刚刚", post_content, 0, 0);
// 清空输入框
inputTextarea.value = "";
```

// ===== 发帖功能相关 =====
// 获取发帖表单和输入框元素
const intputForm = document.getElementById("input\_form")
const inputTextarea = document.getElementById("input\_textarea")

```
<form id="input_form">
<textarea id="input_textarea" placeholder="分享你的快
乐, 分担你的忧愁" required></textarea>
<div class="btn_row">
<img id="add_img_btn" src="_./img/add_images.svg" />
<button type="submit"><span>发表</span></button>
</div>
</form>
```

我们再通过getElementById这个函数获取表单和textarea对象,为表单的提交事件绑定一个响应函数。函数中会从textarea对象中获取用户输入,接着判空,然后添加到帖子列表中,最后再清空输入框。