

Laboratorul 9

Tehnologii Web



Obiectivele laboratorului



XML



SVG



DOM



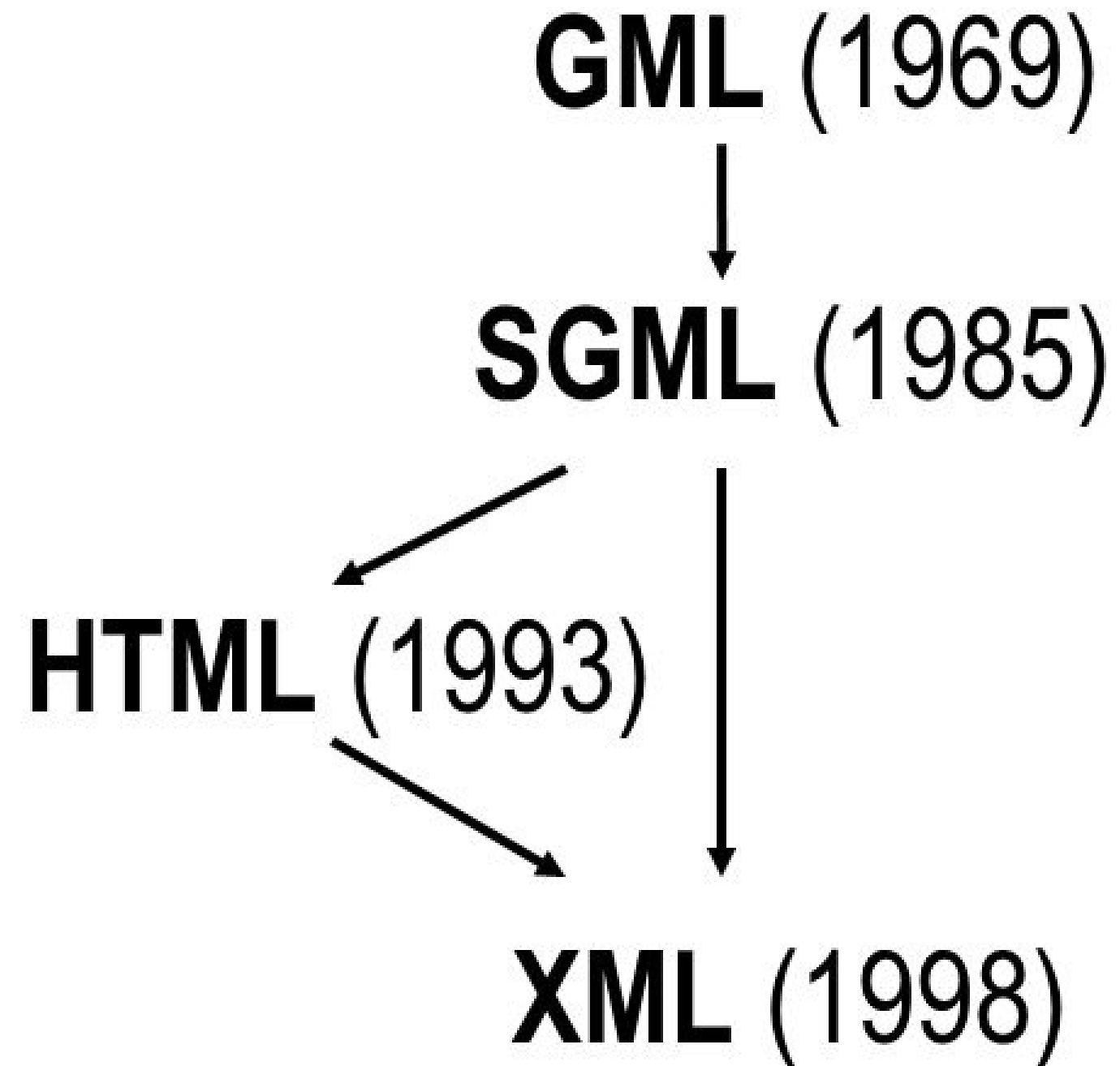
Vanilla JS

XML

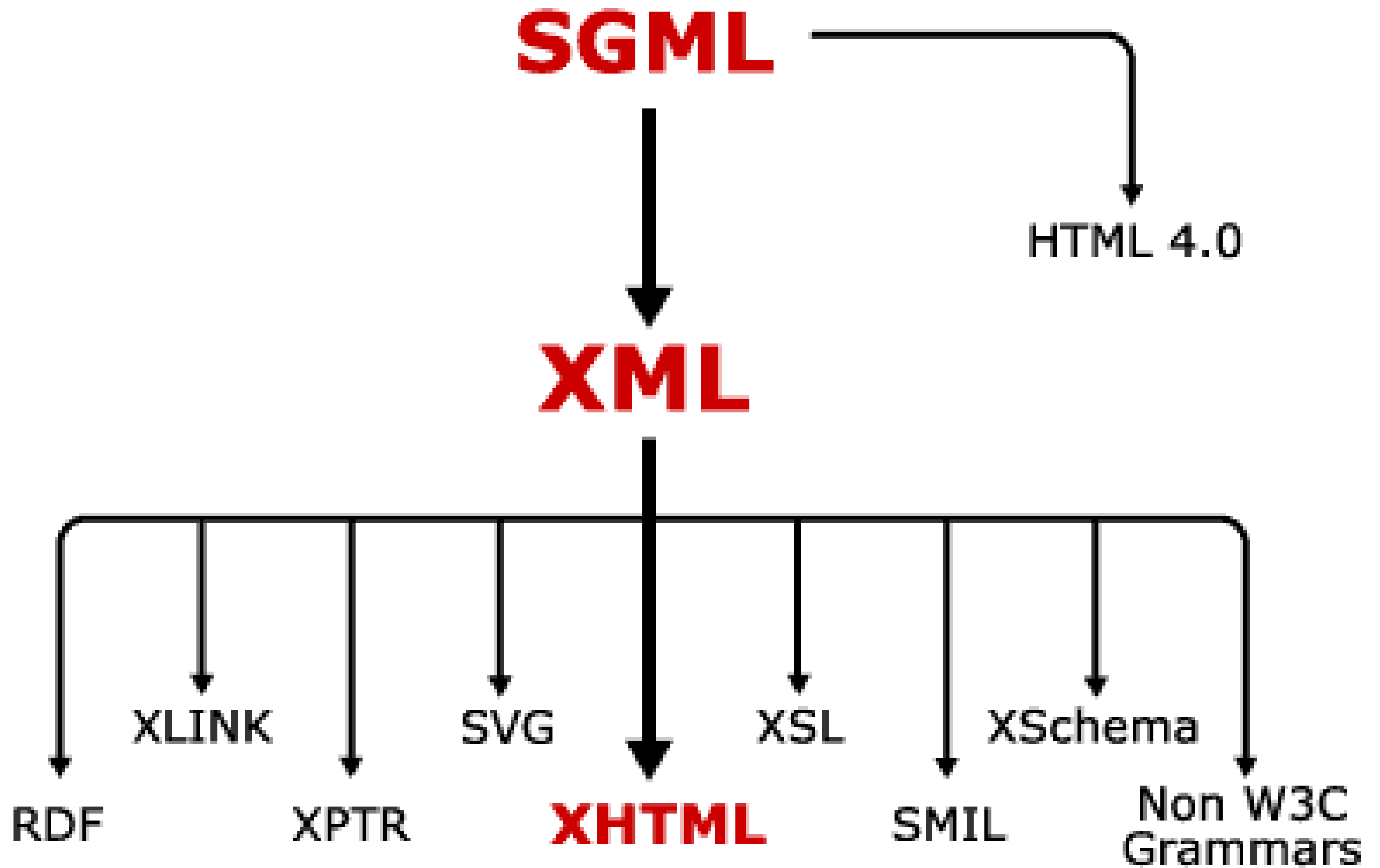


XML

Family Tree



XML



XML

```
<p>Lorem ipsum dolor, sit amet consectetur adipisicing elit. </p>  
  <ul>  
    <li>Item 1</li>  
    <li>Item 1</li>  
    <li>Item 1</li>  
  </ul>
```

```
<p>Lorem ipsum dolor, sit amet consectetur adipisicing elit.  
  <ul>  
    <li>Item 1  
    <li>Item 1  
    <li>Item 1  
  </ul>
```

XML

```
<input type="text" required="required" readonly="readonly" />
```

```
<input type="text" required readonly>
```

```
<br />
```

```
<br>
```

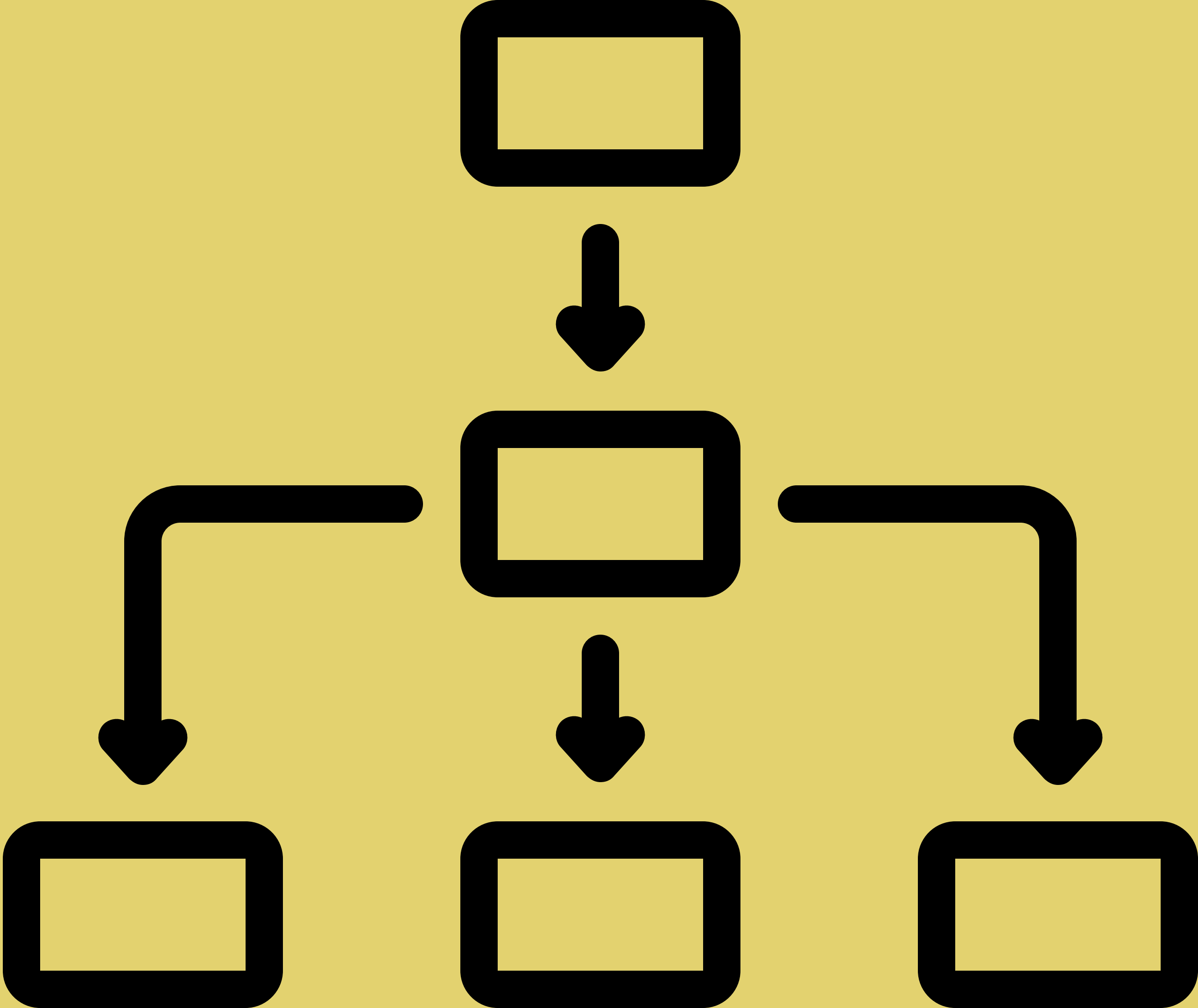
SVG



SVG

```
<svg width="100" height="100">  
  <circle  
    cx="50"  
    cy="50"  
    r="40"  
    stroke="green"  
    stroke-width="4"  
    fill="yellow"  
  />  
</svg>
```

DOM



DOM

```
<?php
```

```
$dom = new DOMDocument();
```

```
$h1 = $dom -> createElement('h1');
```

```
$h1 -> textContent = "Laboratorul 9";
```

```
$dom -> appendChild($h1);
```

```
echo $dom->saveXML();
```

XPath and \$x

Name

Email

Submit

- [Ionel](#)
- [Maria](#)

Elements Console Sources Network Performance Memory Application

```
<!DOCTYPE html>
<html lang="en">
  <head> ... </head>
  <body> ... </body> == $0
</html>
```

html body

Console What's new

top Filter

```
> $x("html/body/*/div");
```

```
< ▶ (2) [div, div]
```

```
>
```

XPath

```
$dom = new DOMDocument();  
$dom->load('flex.html');  
$finder = new DOMXPath($dom);  
$classname = "card";  
$nodes = $finder->query("//*[contains(@class, '$classname')]");
```

Cum funcționează?

Vanilla JS



JavaScript

```
<script>  
    let a = 1;  
    const b = 1;  
    if (a === b) {  
        var dogName = "Bobi";  
    }  
    alert(dogName);  
</script>
```


JavaScript

```
<script>  
    a = 10;  
    console.log(a);  
    //var a;  
</script>
```

JavaScript

```
<script>  
    const p = document.createElement("p");  
    p.setAttribute("id", "paragraf");  
    p.textContent = "Laboratorul 9";  
    document.body.appendChild(p);  
</script>
```

JavaScript

```
<script>
  const button1 = document.querySelector("#testButton");

  button1.addEventListener("click", showEvent);
  button1.addEventListener("mouseover", showEvent);

  function showEvent(e) {
    const result = document.querySelector(".testResult");
    result.textContent = e.type;
  }
</script>
```

Exerciții

**“TELL ME AND I
FORGET, TEACH ME AND I
MAY REMEMBER, INVOLVE
ME AND I LEARN ”**

— Benjamin Franklin