

Laboratorul 9

Tehnologii Web

Obiectivele laboratorului



XML



SVG



DOM



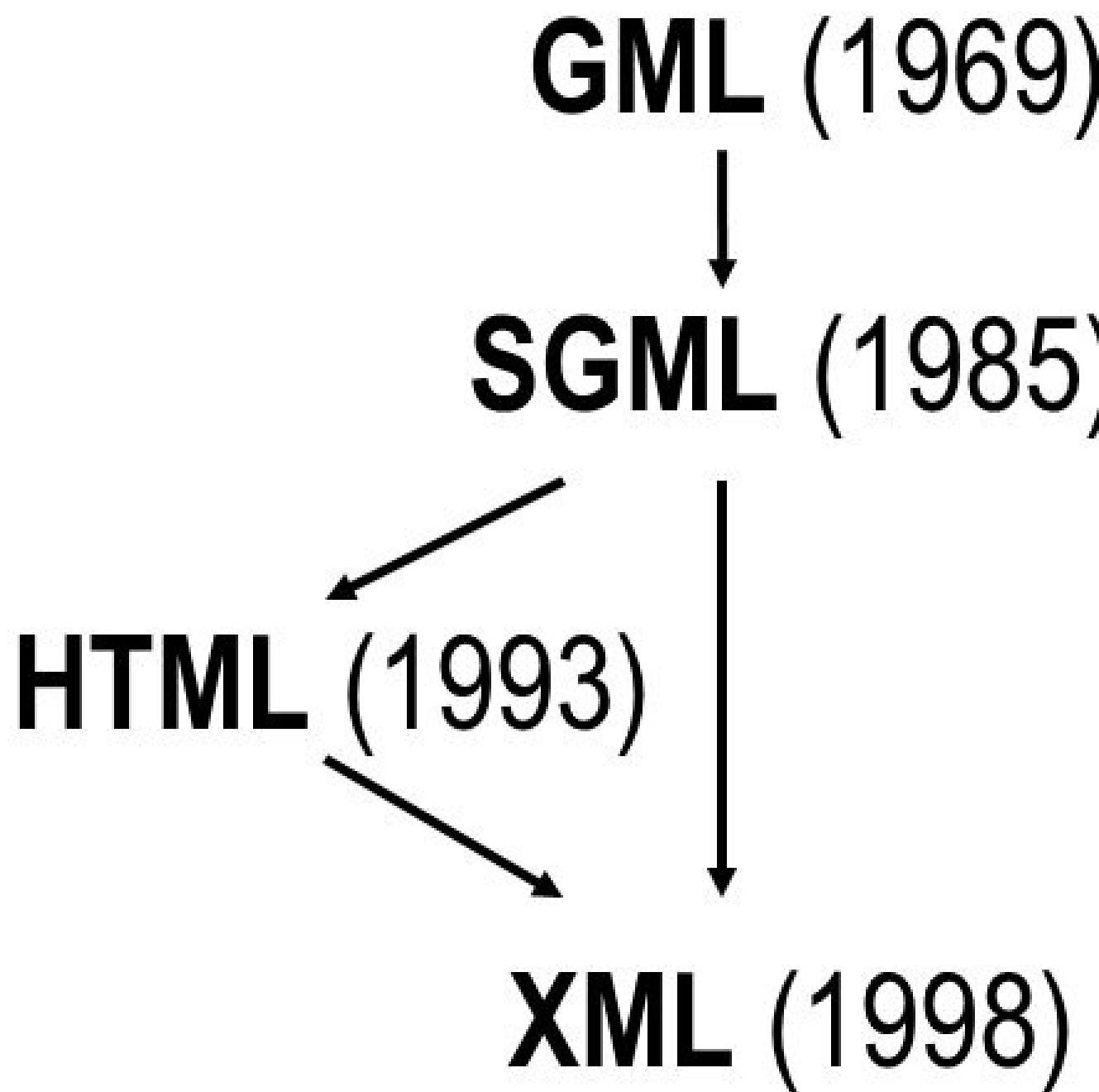
Vanilla JS

XML



XML

Family Tree



XML

SGML



HTML 4.0

XML



XLINK

SVG

XSL

xSchema

RDF

XPTR

XHTM

SMIL

Non W3C
Grammars

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>
```

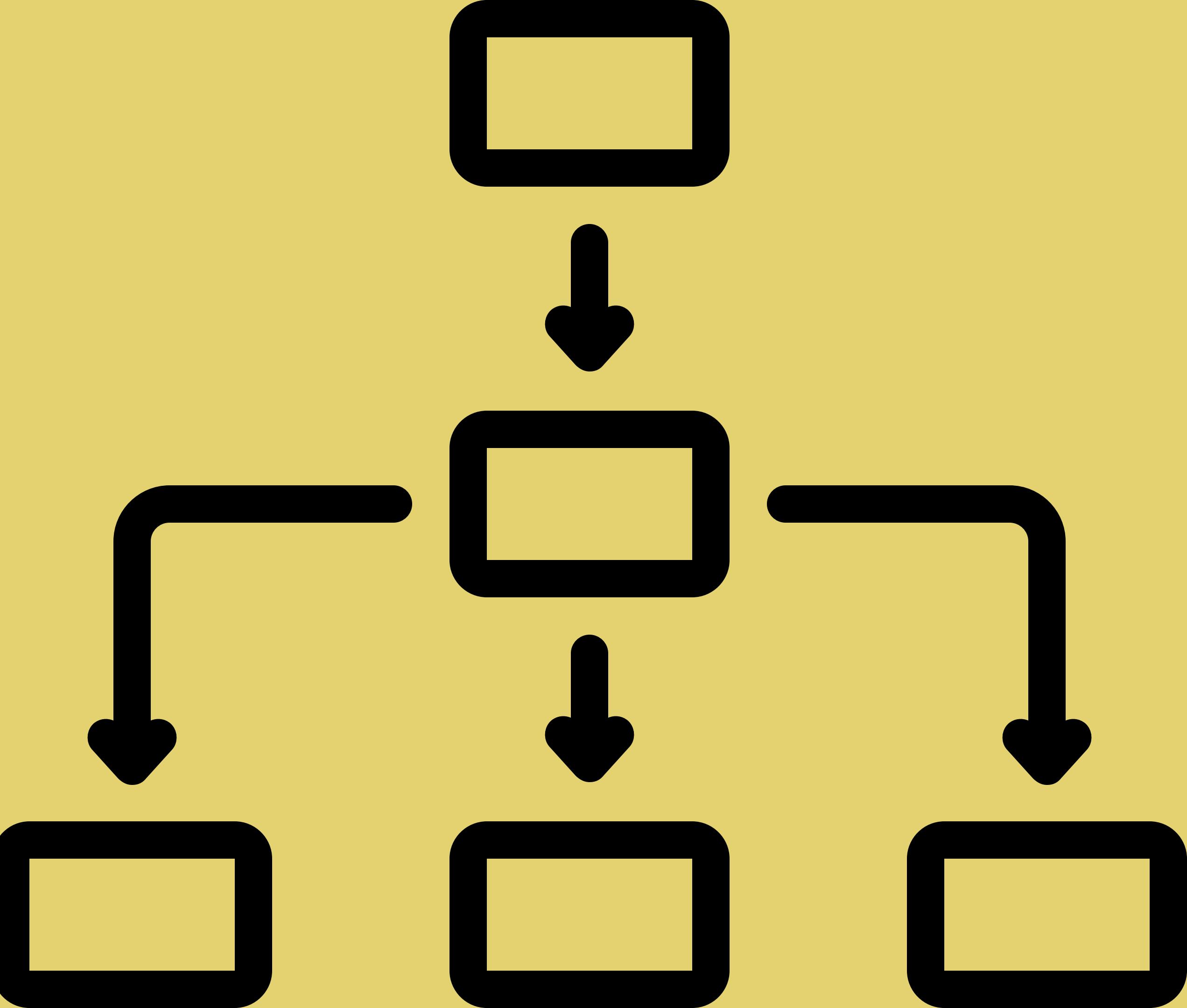
SVG



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();
```

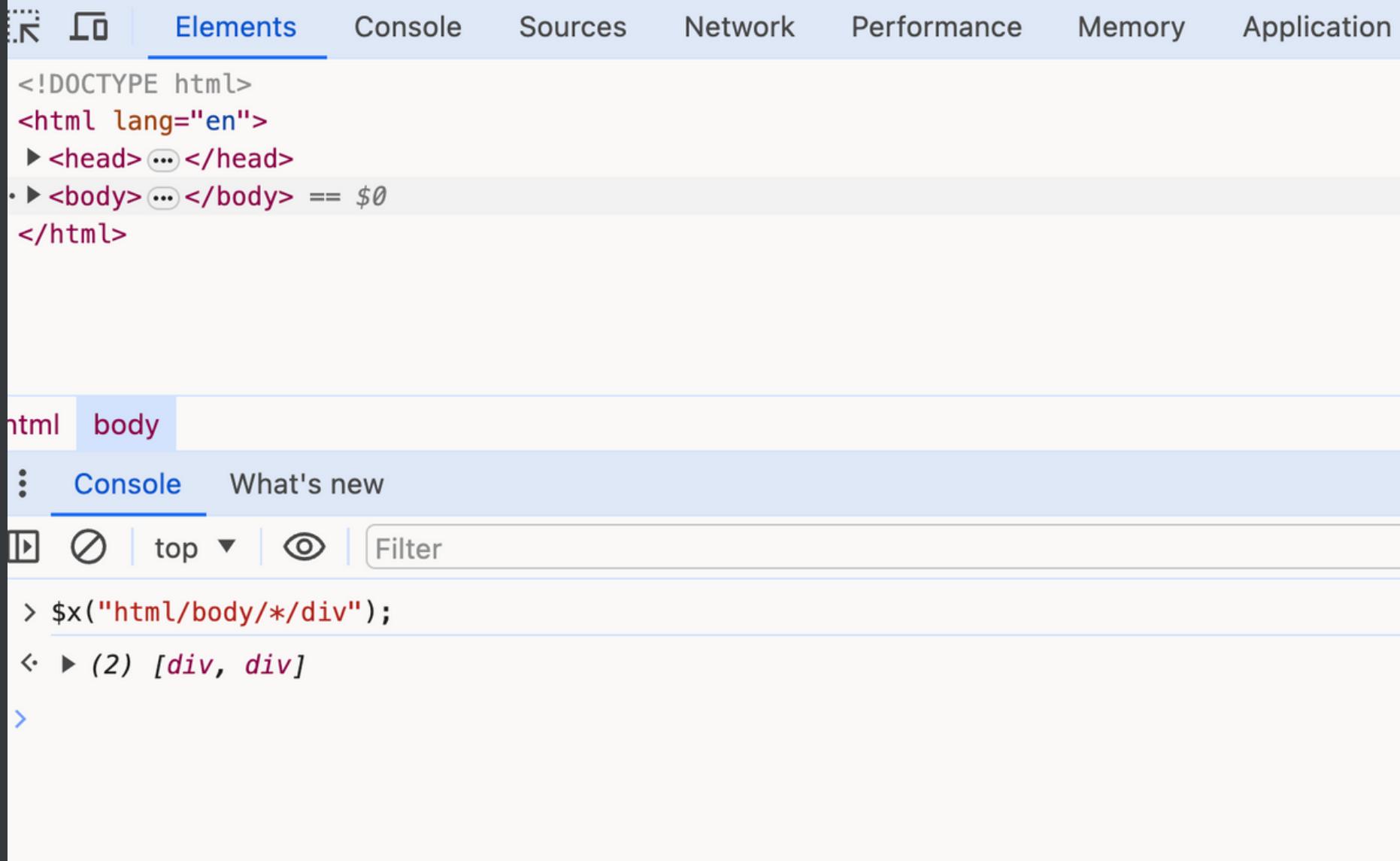
XPath and \$x

Name

Email

Submit

- Ionel
- Maria



The screenshot shows the developer tools of a web browser. The top navigation bar includes tabs for Elements, Console, Sources, Network, Performance, Memory, and Application. The Elements tab is active, displaying the DOM structure:

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

The body element is selected in the tree view. Below the tree, the Console tab is active, showing the output of the \$x query:

```
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