




### DOM Exercise 3

- DOM Exercise 3
  - *With a neighbor, discuss what happens when the line of code in red runs, or executes:*



### DOM Exercise 3

```
<form>
<label for="animal">
  Enter an animal:</label>
<input type="text" id="animal" name="animal" />
</form>
<script type="text/javascript">
  //other code here
  animal=document.getElementById("animal").value;
  //other code here
</script>
```

### DOM Exercise 3

- What is **document**?
  - <body>
- What does **getElementById** do?
  - Looks for an HTML element
- What does **"animal"** do?
  - Specifies the name of the id to find
- Use "animal" or 'animal'?
  - Use either one; they're the same in JS.

### DOM Exercise 3

- What does **.value** mean?
  - Grabs the value entered by the user in the animals text box
- Explain **animals =** and what it does.
  - Assignment statement
  - Assigns the results of everything on the righthand side to animals.

### Announcement

- Shreyas has previous Quick Writes
  - Pick them up if you haven't already

Common problem; easy fix

### PROBLEMS WITH PROJECT 2B



## A stop-it dead story killer....

### HTML

- Handles white space

```
var story = "";  
story = '<p>Once upon a time, there lived a wizened old wizard who lived in  
the heart of an oak tree.</p> Close it up!  
<p>He lived for vast eons in the tree, dreaming until one day....'
```

```
var story = "";  
story = '<p>Once upon a time, there lived a wizened old wizard who lived in  
the heart of an oak tree.</p><p>He lived for vast eons in the tree, dreaming  
until one day....'
```

### JavaScript

- Fumbles it



## Other problems