

DHTML: Modello degli Eventi

Sommario

- Introduzione
- Evento onclick
- Evento onload
- Gestione errori con onerror
- Gestione mouse con l'evento onmousemove
- Elaborazione di form con onfocus e onblur
- Eventi onsubmit e onreset
- Altri eventi DHTML

Obiettivi

- Capire la nozione di evento
- Manipolare eventi
- Usare l'oggetto event per gestire le azioni utente
- Riconoscere e gestire gli eventi principali

Introduzione

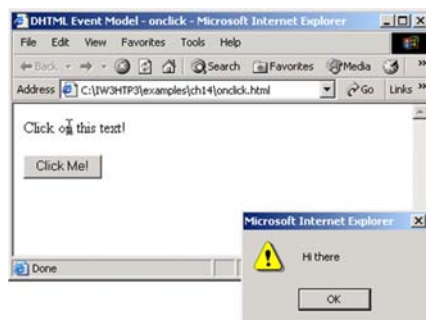
- Modello degli Eventi
 - Sono script che rispondono alle azioni svolte dagli utenti
 - Permettono la dinamicità dei contenuti
 - Rendono più intuitive le interfacce

Evento onclick

- onclick
 - È invocato quando l'utente fa click con il mouse su qualche elemento

```
1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
3 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
4
5 <!-- Fig 14.1: onclick.html -->
6 <!-- Demonstrating the onclick event -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9 <head>
10 <title>DHTML Event Model - onclick</title>
11
12 <!-- The for attribute declares the script for -->
13 <!-- a certain element, and the event for a -->
14 <!-- certain event. -->
15 <script type = "text/javascript" for = "para"
16 event = "onclick">
17 <!--
18 alert("Hi there");
19 // -->
20 </script>
21 </head>
22
23 <body>
24
```

```
25 <!-- The id attribute gives a unique identifier -->
26 <p id = "para">Click on this text!</p>
27
28 <!-- You can specify event handlers inline -->
29 <input type = "button" value = "Click Me!"
30 onclick = "alert('Hi again!');" />
31
32 </body>
33 </html >
```



Evento onload

- onload
 - È attivato quando è completato il caricamento di un elemento
 - Usato per dare inizio a uno script dopo che la pagina o un elemento sono stati caricati dal client

```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
3 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
4
5 <!-- Fig. 14.2: onload.html -->
6 <!-- Demonstrating the onload event -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9 <head>
10 <title>DHTML Event Model - onload</title>
11 <script type = "text/javascript">
12 <!--
13 var seconds = 0;
14
15 function startTimer() {
16 // 1000 milliseconds = 1 second
17 window.setInterval ("updateTime()", 1000 );
18 }
19
20 function updateTime() {
21 seconds++;
22 soFar.innerHTML = seconds;
23 }
24 // -->
25 </script>

```

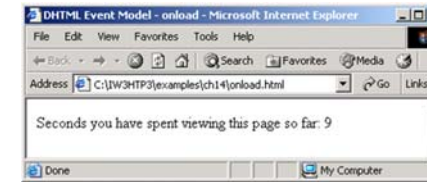
DHTML: Modello degli
Eventi

9

```

26 </head>
27
28 <body onload = "startTimer()">
29
30 <p>Seconds you have spent viewing this page so far:
31 <strong id = "soFar">0</strong></p>
32
33 </body>
34 </html >

```



DHTML: Modello degli
Eventi

10

Gestione degli errori con onerror

- onerror
 - Esegue una porzione di codice specializzata nella gestione degli errori

DHTML: Modello degli
Eventi

11

```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
3 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
4
5 <!-- Fig 14.3: onerror.html -->
6 <!-- Demonstrating the onerror event -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9 <head>
10 <title>DHTML Event Model - onerror</title>
11 <script type = "text/javascript">
12 <!--
13 // Specify that if an onerror event is triggered
14 // in the window function handleError should execute
15 window.onerror = handleError;
16
17 function doThis() {
18 alert("hi"); // alert misspelled, creates an error
19 }
20
21 // The ONERROR event passes three values to the
22 // function: the name of the error, the url of
23 // the file, and the line number.
24 function handleError( errType, errURL, errLineNum )
25 {

```

DHTML: Modello degli
Eventi

12

```

26 // Writes to the status bar at the
27 // bottom of the window.
28 window.status = "Error: " + errType + " on line " +
29     errLineNumber;
30
31 // Returning a value of true cancels the
32 // browser's reaction.
33 return true;
34 }
35 // -->
36 </script>
37 </head>
38
39 <body>
40
41     <input id = "mybutton" type = "button" value = "Click Me!"
42         onclick = "doThis()" />
43
44 </body>
45 </html >

```



DHTML: Modello degli Eventi

Gestione del mouse

- onmousemove
 - Viene **continuativamente** attivato a seguito dei movimenti del mouse sulla pagina Web
 - Fornisce la posizione del puntatore

DHTML: Modello degli Eventi

```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
3     "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
4
5 <!-- Fig. 14.4: onmousemove.html -->
6 <!-- Demonstrating the onmousemove event -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9     <head>
10         <title>DHTML Event Model - onmousemove event</title>
11         <script type = "text/javascript">
12             <!--
13             function updateMouseCoordinates()
14             {
15                 coordinates.innerHTML = event.srcElement.tagName +
16                     "(" + event.offsetX + ", " + event.offsetY + ")";
17             }
18             // -->
19         </script>
20     </head>
21
22     <body style = "background-color: wheat"
23         onmousemove = "updateMouseCoordinates()">
24

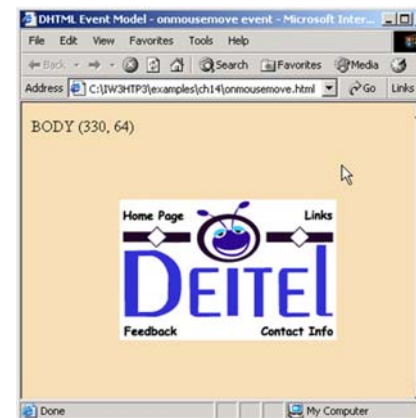
```

DHTML: Modello degli Eventi

```

25     <span id = "coordinates">(0, 0)</span><br />
26     <img src = "deitel.gif" style = "position: absolute;
27         top: 100px; left: 100px" alt = "Deitel" />
28
29 </body>
30 </html >

```



DHTML: Modello degli Eventi

Gestione del mouse: Proprietà (1)

- Esistono anche due altri eventi attivati dai movimenti del mouse
 - onmouseover
 - Quando il cursore **si trova sopra** un elemento
 - Onmouseout
 - Quando il cursore **esce** da un elemento

Gestione del mouse: Proprietà (2)

Property of event	Description
altKey	This value is true if Alt key was pressed when event fired.
button	Returns which mouse button was pressed by user (1: left-mouse button, 2: right-mouse button, 3: left and right buttons, 4: middle button, 5: left and middle buttons, 6: right and middle buttons, 7: all three buttons).
cancelBubble	Set to false to prevent this event from bubbling (see Section 14.9, "Event Bubbling").
clientX / clientY	The coordinates of the mouse cursor inside the client area (i.e., the active area where the Web page is displayed, excluding scrollbars, navigation buttons, etc.).
ctrlKey	This value is true if Ctrl key was pressed when event fired.
offsetX / offsetY	The coordinates of the mouse cursor relative to the object that fired the event.
propertyName	The name of the property that changed in this event.
recordset	A reference to a data field's recordset (see Chapter 16, "Data Binding").
returnValue	Set to false to cancel the default browser action.
screenX / screenY	The coordinates of the mouse cursor on the screen coordinate system.
shiftKey	This value is true if Shift key was pressed when event fired.
srcElement	A reference to the object that fired the event.
type	The name of the event that fired.
x / y	The coordinates of the mouse cursor relative to this element's parent element.

Fig. 14.5 Some event object properties.

```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
3   "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
4
5 <!-- Fig 14.6: onmouseoverout.html -->
6 <!-- Events onmouseover and onmouseout -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9   <head>
10    <title>
11      DHTML Event Model - onmouseover and onmouseout
12    </title>
13    <script type = "text/javascript">
14      <!--
15      capti onI mage1 = new I mage();
16      capti onI mage1. src = "capti on1. gl. f";
17      capti onI mage2 = new I mage();
18      capti onI mage2. src = "capti on2. gl. f";
19
20      functi on mOver()
21      {
22        I f ( event. srcEl ement. I d == "tabl eCapti on" ) {
23          event. srcEl ement. src = capti onI mage2. src;
24          return;
25        }

```

```

26
27     // I f the el ement whi ch tri ggered onmouseover has
28     // an I d, change I ts color to I ts I d.
29     I f ( event. srcEl ement. I d )
30       event. srcEl ement. style. color =
31         event. srcEl ement. I d;
32   }
33
34   functi on mOut()
35   {
36     I f ( event. srcEl ement. I d == "tabl eCapti on" ) {
37       event. srcEl ement. src = capti onI mage1. src;
38       return;
39     }
40
41     // I f I t has an I d, change the text I nside to the
42     // text of the I d.
43     I f ( event. srcEl ement. I d )
44       event. srcEl ement. I nnerText = event. srcEl ement. I d;
45   }
46
47   document. onmouseover = mOver;
48   document. onmouseout = mOut;
49   // -->
50 </scri pt>

```

```

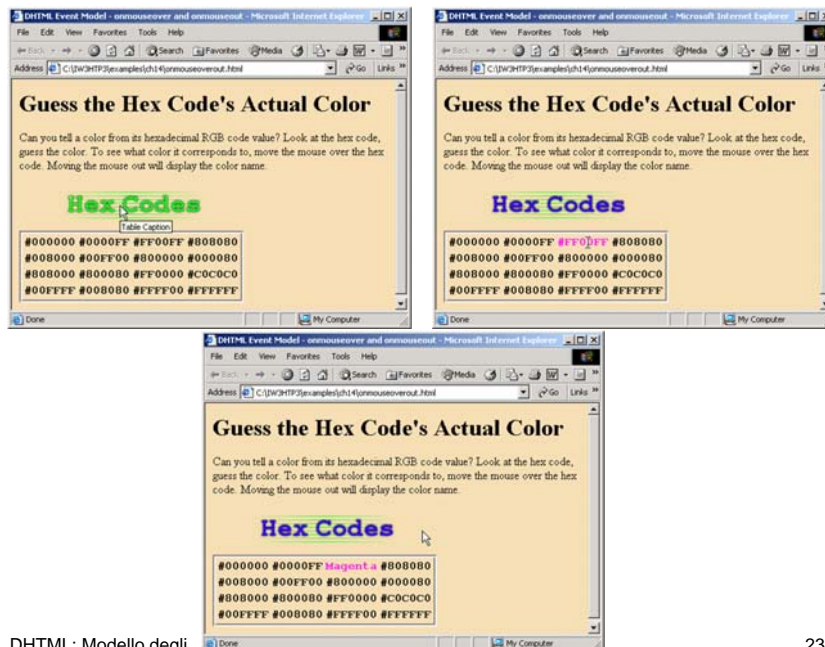
51 </head>
52
53 <body style = "background-color: wheat">
54
55 <h1>Guess the Hex Code's Actual Color</h1>
56
57 <p>Can you tell a color from its hexadecimal RGB code
58 value? Look at the hex code, guess the color. To see
59 what color it corresponds to, move the mouse over the
60 hex code. Moving the mouse out will display the color
61 name. </p>
62
63 <table style = "width: 50%; border-style: groove;
64 text-align: center; font-family: monospace;
65 font-weight: bold">
66
67 <caption>
68 <img src = "caption1.gif" id = "tableCaption"
69 alt = "Table Caption" />
70 </caption>
71
72 <tr>
73 <td><a id = "Black">#000000</a></td>
74 <td><a id = "Blue">#0000FF</a></td>
75 <td><a id = "Magenta">#FF00FF</a></td>

```

```

76 <td><a id = "Gray">#808080</a></td>
77 </tr>
78 <tr>
79 <td><a id = "Green">#008000</a></td>
80 <td><a id = "Lime">#00FF00</a></td>
81 <td><a id = "Maroon">#800000</a></td>
82 <td><a id = "Navy">#000080</a></td>
83 </tr>
84 <tr>
85 <td><a id = "Olive">#808000</a></td>
86 <td><a id = "Purple">#800080</a></td>
87 <td><a id = "Red">#FF0000</a></td>
88 <td><a id = "Silver">#C0C0C0</a></td>
89 </tr>
90 <tr>
91 <td><a id = "Cyan">#00FFFF</a></td>
92 <td><a id = "Teal">#008080</a></td>
93 <td><a id = "Yellow">#FFFF00</a></td>
94 <td><a id = "White">#FFFFFF</a></td>
95 </tr>
96 </table>
97
98 </body>
99 </html>

```



Elaborazione di Form

- L'evento onfocus è attivato quando un elemento **riceve** il focus
- L'evento onblur è attivato quando un elemento **perde** il focus

```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
3 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
4
5 <!-- Fig. 14.7: onfocusblur.html -->
6 <!-- Demonstrating the onfocus and onblur events -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9 <head>
10 <title>DHTML Event Model - onfocus and onblur</title>
11 <script type = "text/javascript">
12 <!--
13 var hel pArray =
14 [ "Enter your name in this input box.",
15 "Enter your email address in this input box, " +
16 "in the format user@domain.",
17 "Check this box if you liked our site.",
18 "In this box, enter any comments you would " +
19 "like us to read.",
20 "This button submits the form to the " +
21 "server-side script",
22 "This button clears the form",
23 "This textarea provides context-sensitive " +
24 "help. Click on any input field or use the TAB " +
25 "key to get more information about the " +

```

DHTML: Modello degli
Eventi

25

```

26 "input field." ];
27
28 function hel pText( messageNum )
29 {
30 myForm. hel pBox. val ue = hel pArray[ messageNum ];
31 }
32 // -->
33 </script>
34 </head>
35
36 <body>
37
38 <form id = "myForm" action = "">
39 Name: <input type = "text" name = "name"
40 onfocus = "hel pText(0)" onblur = "hel pText(6)" /><br />
41 Email: <input type = "text" name = "email"
42 onfocus = "hel pText(1)" onblur = "hel pText(6)" /><br />
43 Click here if you like this site
44 <input type = "checkbox" name = "like" onfocus =
45 "hel pText(2)" onblur = "hel pText(6)" /><br /><hr />
46
47 Any comments?<br />
48 <textarea name = "comments" rows = "5" cols = "45"
49 onfocus = "hel pText(3)" onblur = "hel pText(6)">
50 </textarea><br />

```

DHTML: Modello degli
Eventi

26

```

51 <input type = "submit" value = "Submit" onfocus =
52 "hel pText(4)" onblur = "hel pText(6)" />
53 <input type = "reset" value = "Reset" onfocus =
54 "hel pText(5)" onblur = "hel pText(6)" />
55
56 <textarea name = "hel pBox" style = "position: absolute;
57 right: 0; top: 0" readonly = "true" rows = "4" cols = "45">
58 This textarea provides context-sensitive help.
59 Click on any input field or use the Tab key
60 to get more information about the input field.</textarea>
61 </form>
62
63 </body>
64 </html >

```

DHTML: Modello degli
Eventi

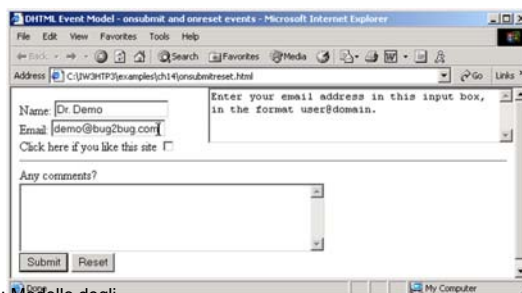
27

Altri Eventi per Elaborazione di Form

- onsubmit e onreset sono utilizzati per l'elaborazione di form, attivati ripetutamente quando si sottomette e si annulla il form

DHTML: Modello degli
Eventi

28



```

1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
3 "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
4
5 <!-- Fig 14.8: onsubmit treset.html -->
6 <!-- Demonstrating the onsubmit and onreset events -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9 <head>
10 <title>
11 DHTML Event Model - onsubmit and onreset events
12 </title>
13 <script type = "text/javascript">
14 <!--
15 var helpArray =
16 [ "Enter your name in this input box.",
17 "Enter your email address in this input box, " +
18 "in the format user@domain.",
19 "Check this box if you liked our site.",
20 "In this box, enter any comments you would " +
21 "like us to read.",
22 "This button submits the form to the " +
23 "server-side script",
24 "This button clears the form",
25 "This textarea provides context-sensitive help. Click on

```

DHTML: Modello degli
Eventi

29

```

26 "help. Click on any input field or use the Tab " +
27 "key to get more information about " +
28 "the input field. ]";
29
30 function helpText( messageNum )
31 {
32     myForm.helpBox.value = helpArray[ messageNum ];
33 }
34
35 function formSubmit() {
36     window.event.returnValue = false;
37
38     if ( confirm( "Are you sure you want to submit?" ) )
39         window.event.returnValue = true;
40 }
41
42 function formReset() {
43     window.event.returnValue = false;
44
45     if ( confirm( "Are you sure you want to reset?" ) )
46         window.event.returnValue = true;
47 }
48 // -->
49 </script>
50 </head>

```

DHTML: Modello degli
Eventi

30

```

51
52 <body>
53
54 <form id = "myForm" onsubmit = "formSubmit()"
55 onreset = "formReset()" action = "">
56 Name: <input type = "text" name = "name"
57 onfocus = "helpText(0)" onblur = "helpText(6)" /><br />
58 Email: <input type = "text" name = "email"
59 onfocus = "helpText(1)" onblur = "helpText(6)" /><br />
60 Click here if you like this site
61 <input type = "checkbox" name = "like" onfocus =
62 "helpText(2)" onblur = "helpText(6)" /><br />
63
64 Any comments?<br />
65 <textarea name = "comments" rows = "5" cols = "45"
66 onfocus = "helpText(3)" onblur = "helpText(6)">
67 </textarea><br />
68 <input type = "submit" value = "Submit" onfocus =
69 "helpText(4)" onblur = "helpText(6)" />
70 <input type = "reset" value = "Reset" onfocus =
71 "helpText(5)" onblur = "helpText(6)" />
72
73 <textarea name = "helpBox" style = "position: absolute;
74 right: 0; top: 0" rows = "4" cols = "45">
75 This textarea provides context-sensitive help. Click on

```

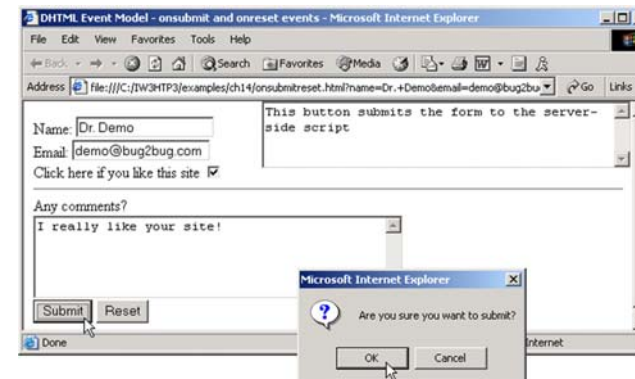
DHTML: Modello degli
Eventi

31

```

76 any input field or use the Tab key to get more
77 information about the input field.</textarea>
78 </form>
79
80 </body>
81 </html >

```



DHTML: Modello degli
Eventi

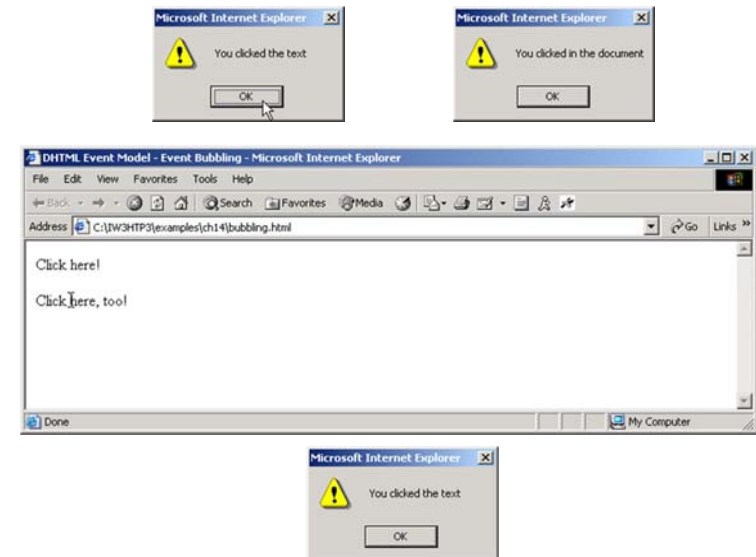
32

Event Bubbling

- È un concetto **cruciale** del modello degli eventi
- Si verifica quando eventi attivati in elementi figlio si ripercuotono (**bubble up**) sugli elementi padre

```
1 <?xml version = "1.0"?>
2 <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
3   "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
4
5 <!-- Fig 14.9: bubbling.html -->
6 <!-- Disabling event bubbling -->
7
8 <html xmlns = "http://www.w3.org/1999/xhtml">
9   <head>
10    <title>DHTML Event Model - Event Bubbling</title>
11
12    <script type = "text/javascript">
13      <!--
14      function documentClick()
15      {
16        alert( "You clicked in the document" );
17      }
18
19      function paragraphClick( value )
20      {
21        alert( "You clicked the text" );
22
23        if ( value )
24          event.cancelBubble = true;
25      }
26    </script>
27  </head>
28  <body>
29    <p onclick = "documentClick()">Click here!</p>
30    <p onclick = "paragraphClick( false )" >Click here, tool</p>
31  </body>
32 </html>
```

```
26
27   document.onclick = documentClick;
28   // -->
29 </script>
30 </head>
31
32 <body>
33
34   <p onclick = "paragraphClick( false )" >Click here!</p>
35   <p onclick = "paragraphClick( true )" >Click here, tool</p>
36 </body>
37 </html >
```



Altri eventi DHTML (1)

Event	Description
<i>Clipboard events</i>	
onbeforecut	Fires before a selection is cut to the clipboard.
onbeforecopy	Fires before a selection is copied to the clipboard.
onbeforepaste	Fires before a selection is pasted from the clipboard.
oncopy	Fires when a selection is copied to the clipboard.
oncut	Fires when a selection is cut to the clipboard.
onabort	Fires if image transfer has been interrupted by user.
onpaste	Fires when a selection is pasted from the clipboard.
<i>Data binding events</i>	
onafterupdate	Fires immediately after a databound object has been updated.
onbeforeupdate	Fires before a data source is updated.
oncellchange	Fires when a data source has changed.
ondataavailable	Fires when new data from a data source become available.
ondatasetchanged	Fires when content at a data source has changed.
ondatasetcomplete	Fires when transfer of data from the data source has completed.
onerrorupdate	Fires if an error occurs while updating a data field.
onrowenter	Fires when a new row of data from the data source is available.
onrowexit	Fires when a row of data from the data source has just finished.
onrowsdelete	Fires when a row of data from the data source is deleted.
onrowsinserted	Fires when a row of data from the data source is inserted.

Fig. 14.10 Dynamic HTML events.

DHTML: Modello degli
Eventi

37

Altri eventi DHTML (2)

Event	Description
<i>Keyboard events</i>	
onhelp	Fires when the user initiates help (i.e., by pressing the <i>F1</i> key).
onkeydown	Fires when the user pushes down a key.
onkeypress	Fires when the user presses a key.
onkeyup	Fires when the user ends a key press.
<i>Marquee events</i>	
onbounce	Fires when a scrolling marquee bounces back in the other direction.
onfinish	Fires when a marquee finishes its scrolling.
onstart	Fires when a marquee begins a new loop.
<i>Mouse events</i>	
oncontextmenu	Fires when the context menu is shown (right-click).
ondblclick	Fires when the mouse is double clicked.
ondrag	Fires during a mouse drag.
ondragend	Fires when a mouse drag ends.
ondragenter	Fires when something is dragged onto an area.
ondragleave	Fires when something is dragged out of an area.
ondragover	Fires when a drag is held over an area.
ondragstart	Fires when a mouse drag begins.
ondrop	Fires when a mouse button is released over a valid target during a drag.
onmousedown	Fires when a mouse button is pressed down.

Fig. 14.10 Dynamic HTML events.

DHTML: Modello degli
Eventi

38

Altri eventi DHTML (3)

Event	Description
onmouseup	Fires when a mouse button is released.
<i>Miscellaneous events</i>	
onafterprint	Fires immediately after the document prints.
onbeforeeditfocus	Fires before an element gains focus for editing.
onbeforeprint	Fires before a document is printed.
onbeforeunload	Fires before a document is unloaded (i.e., the window was closed or a link was clicked).
onchange	Fires when a new choice is made in a select element, or when a text input is changed and the element loses focus.
onfilterchange	Fires when a filter changes properties or finishes a transition (see Chapter 15, Dynamic HTML: Filters and Transitions).
onlosecapture	Fires when the releaseCapture method is invoked.
onpropertychange	Fires when the property of an object is changed.
onreadystatechange	Fires when the readyState property of an element changes.
onreset	Fires when a form resets (i.e., the user clicks a reset button).
onresize	Fires when the size of an object changes (i.e., the user resizes a window or frame).
onscroll	Fires when a window or frame is scrolled.
onselect	Fires when a text selection begins (applies to input or textarea).
onselectstart	Fires when the object is selected.
onstop	Fires when the user stops loading the object.
onunload	Fires when a page is about to unload.

Fig. 14.10 Dynamic HTML events.

DHTML: Modello degli
Eventi

39