

DIVs and DOMs



Div.....really do we need to do this again?

A DIV is an empty container for your page

The benefit is it has no pre defined context or bias

DIVs are widely used across webpages

DOM - It's all about family???

DOM stands for document object model

DOM explains the way an HTML page is structured

While we do not explicitly use DOM it helps for us to understand why the term is important and how it explains our webpage

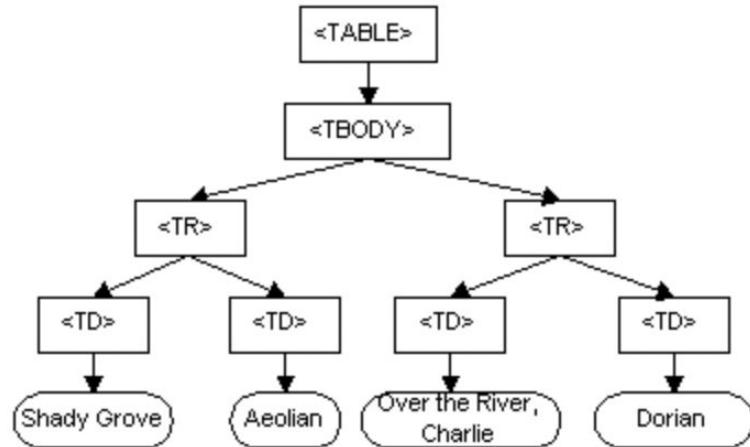


DOM Explained

Code

```
<TABLE>
<TBODY>
<TR>
<TD>Shady Grove</TD>
<TD>Aeolian</TD>
</TR>
<TR>
<TD>Over the River, Charlie</TD>
<TD>Dorian</TD>
</TR>
</TBODY>
</TABLE>
```

DOM



DOM continued....like 11 times too many

Understanding DOM lets us define how we can manipulate individual elements on a page and how things are built on a page

Dance DIV Dance!!

A couple of cool things you can do with a div

- Show/Hide
- Create a div in Javascript
- Add things to it (child nodes)
- Loading screen sample
- Using a timer to Show/Hide a Div

Show/Hide

```
<script>  
  
function abraKadabra() {  
  
    var divOnPage = document.getElementById("magic");  
  
    if (divOnPage.style.display == "none") {  
  
        divOnPage.style.display = "block";  
  
    } else {  
  
        divOnPage.style.display = "none";  
  
    }  
  
}  
  
</script>
```

```
<button onclick="abraKadabra()">Click  
Me</button>  
  
<div id="magic">  
    Hey you can see me now!  
</div>
```

Creating a DIV in Javascript

```
var newDiv = document.createElement('div');
newDiv.innerHTML = "<text>This is text inside my new DIV<text>";
document.body.appendChild(newDiv);
```

Using a DIV as an empty container

Javascript:

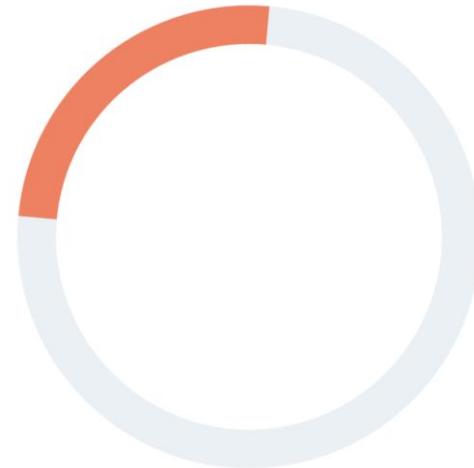
```
document.getElementById("emptyDiv").innerHTML = "<p>Adding text to the page</p>;"
```

HTML:

```
<div id="emptyDiv"></div>
```

Loading screen sample

```
<style>
  .loader {
    margin: auto;
    border: 20px solid #EAF0F6;
    border-radius: 50%;
    border-top: 20px solid #FF7A59;
    width: 200px;
    height: 200px;
    animation: spinner 4s linear infinite;
  }
  @keyframes spinner {
    0% { transform: rotate(0deg); }
    100% { transform: rotate(360deg); }
  }
</style>
<body>
  <div class="loader"></div>
</body>
```



Using a timer to show/hide a DIV

```
<div id="loadingAnimation" class="loader"></div>

<script>

setTimeout(() => {

  document.getElementById('loadingAnimation').style.display = 'none';

}, 1000);

</script>
```