



# Tehnologii Web

curs 4

# css avansat si javascript

## ■ CSS

- scurtaturi
- pseudo clase
- pseudo elemente
- pozitionare
- afisara datelor

## ■ JavaScript

- introducere
- actiuni
- obiecte
- DOM
- obiecte custom
- exemple

# scurtaturi

- **border** : [ border-width ] [ border-style ] [ border-color ]
- **margin** : [ margin-top ] [ margin-right ] [ margin-bottom ]  
[ margin-left ]
- **padding** : [ padding-top ] [ padding-right ]  
[ padding-bottom ] [ padding-left ]
  
- **font** : vezi referinte
- **background** : vezi referinte
- **list-style** : vezi referinte

# pseudo-clase

selector : active  
selector : hover  
selector : link  
selector : visited

```
.test{  
    font-size:15px;  
    color:red;  
}  
.test:hover{  
    text-decoration:underline;  
    color:green;  
}
```

```
<div class="test">text</div>
```

# pseudo-elemente

selector : first-letter

selector : first-line

```
<div>A fost odata ca ..</div>
```

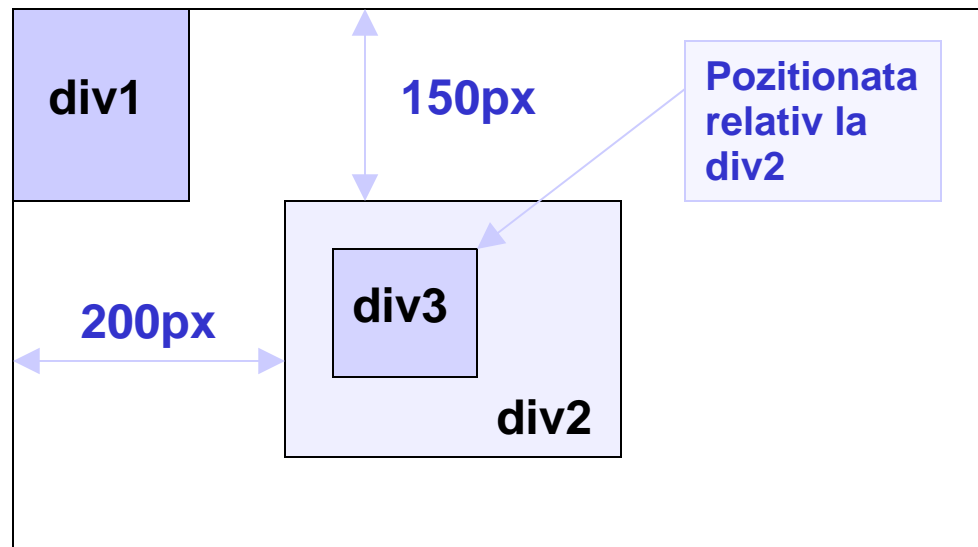
```
div:first-letter{  
    font-size:30px;  
}
```



A fost odata ca ..

# pozitionare

```
position : absolute |  
          relative  
top : % | ..px..  
left : % | ..px..  
right : % | ..px..  
bottom : % | ..px..
```



```
#div1{width:200px;height:200px;}  
#div2{width:300px;height:200px;  
      position:absolute;  
      top:150px;left:200px;  
}  
#div3{width:100px;height:100px;  
      position:relative;  
      top:50px;left:30px;  
}
```

```
<div id="div1"></div>  
<div id="div2">  
  <div id="div3"></div>  
</div>
```

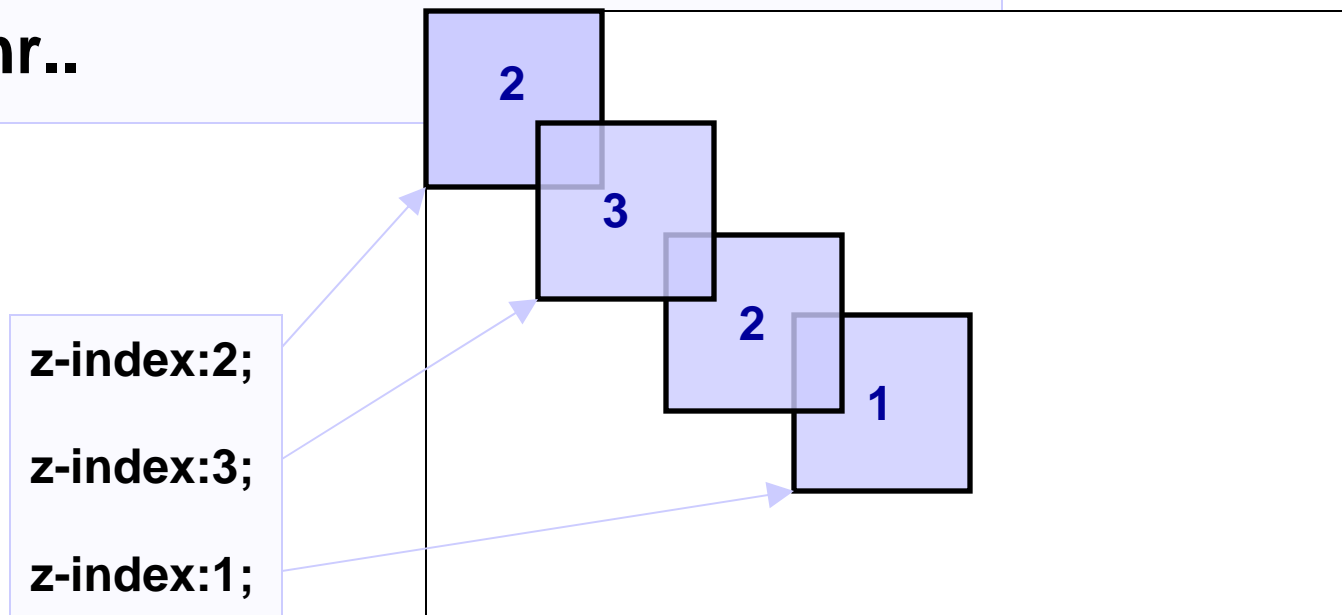
# pozitionare

**vertical-align** : top | bottom | middle | ..px.. | %

**clip** : rect (top, right, bottom, left)

**overflow** : visible | hidden | scroll | auto

**z-index** : ..nr..



# afisare

**display** : none | inline | block

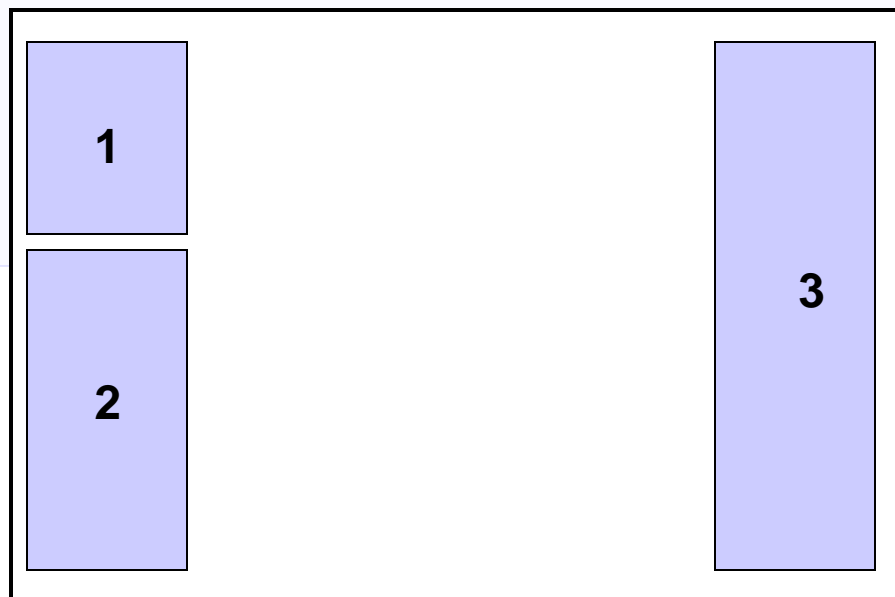
**visibility** : visible | hidden

**cursor** : url('..url..') | pointer | move | n-resize | se-resize | help | wait | text

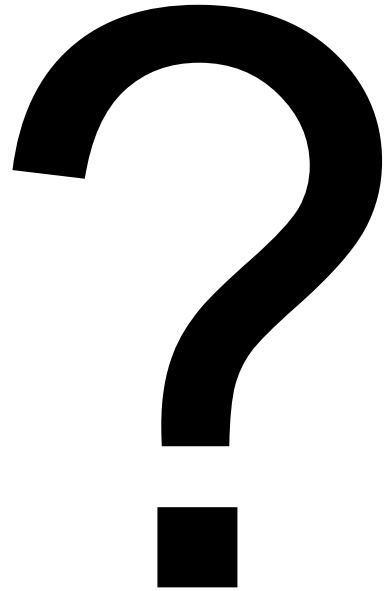
**float** : left | right | none

**clear** : left | right | both

```
#div1{float:left;clear:right;}  
#div2{float:left;}  
#div3{float:right;}
```







# JavaScript

- asemanator cu java si c/c++ ca si sintaxa
- limbaj de scripting
- variabile
- tipuri de date : numere intregi | rationale , siruri de caractere , boolean , Object , Null , Undefined
- operatori : asemanatori limbajului c++
- instructiuni : asemanatoare limbajului c++

# exemplu

```
var suma = 0;  
var sir = Array(1, 2, 3, 4, 5);  
for (i = 0; i < sir.length; i++)  
    suma += sir[i];
```

# integrarea in html

```
<html>
  <head>
    <script type="text/javascript"
      src="javascript/script.js"></script>
    <script type="text/javascript" >
      alert("a");
    </script>
  </head>
  <body>
    <script type="text/javascript" >
      alert("b");
    </script>
  </body>
</html>
```

# exemplu

```
function suma (n) {  
    s = 0;  
    for (i = 0; i < n; i++)  
        s += i;  
    return s;  
}  
  
alert (suma (4));
```

# actiuni

```
<div onclick="alert('curs web') "> click me!</div>
```

## ■ Fereastra

onload onunload

## ■ Formular

onchange onsubmit onreset onselect onblur onfocus

## ■ Tastatura

onkeydown onkeypress onkeyup

## ■ Mouse

onclick ondblclick onmousedown onmousemove  
onmouseover onmouseout onmouseup

# Q: Cum se face un link catre o pagina?

```
<a href="google.com">google</a>
```

```
<div onclick="window.location.href='google.com'">  
  google  
</div>
```

# Obiecte

- Sunt un tip abstrac de date
- Contin metode (functii) si variabile

**window**

**document**

**window.location**

**document.body**

```
alert(window.location.href);
```

```
document.write('Text scris dinamic cu javascript');
```



# DOM

- **Document Object Model**
- Fiecare eticheta si atribut pot fi accesate si schimbate din javascript.

```
<div id="divulMeu">123</div>
```

```
myDiv = document.getElementById("divulMeu");  
myDiv.style.color = "#cccccc";  
myDiv.innerHTML = "Text nou introdus cu DOM";
```

# obiecte custom

```
function persoana () {  
    this.nume = "Popescu";  
    this.prenume = "Ion";  
    this.sex = "M";  
    this.varsta = "33";  
}  
  
alert(persoana.nume + " " + persoana.prenume);
```

# obiecte predefinite

## ■ Array

```
lista=Array("Nume",1,3.14);  
alert(lista[0]) -> Nume  
alert(lista.length); -> 3  
lista["indexulMeu"] = "valoarea mea";  
.length – lungime  
.sort() – sorteaza
```

## ■ String

```
nume="popescu";  
nume.length -> 7;  
nume.charAt(1); -> o
```

# obiecte predefinite

```
window.open(url,nume,optiuni);  
window.close();  
alert();  
confirm();
```

```
myWindow = window.open("", "tinyWindow",  
    'toolbar,width=150,height=100')  
myWindow.document.write("Am scris pe noua pagina")
```

# obiecte predefinite

- Data

```
time=new Date();
```

```
hour=time.getHours();
```

```
minutes=time.getMinutes();
```

```
seconds=time.getSeconds();
```

```
document.write('Ora:'+hour+":"+minutes+":"+seconds);
```

```
Ora: 12:40:15
```

# obiecte predefinite

## ■ Math

Math.round(x);

Math.random();

Math.PI.

Math.floor(x);

Math.sin(x);

Math.pow(x,y);

# timer

```
timer = setTimeout("fc()", 2000);  
  
function fc() {  
  
    alert('Am intarziat');  
  
}
```

# Q:Cum fac swap la o imagine?

```

```



# Q: Cum schimb numele clasei css?

```
<div class="c1"  
    onmouseover="this.className='c2'"  
    onmouseout="this.className='c1'">  
</div>
```

# Q:Cum modific stilurile?

```
<div style="width:100px;"  
  id="myId"  
  onclick="myFunction()">1</div>
```

```
function myFunction() {  
  document.getElementById("myId").style.width = "200px";  
}
```

# validarea formularelor

```
<form action="index.php" name="myForm"
  method="post">
  <input type="text" name="nume" />
  <input type="submit" name="Trimite"
  onclick="return valideaza()" />
</form>
```

```
function valideaza() {
  name=document.myForm.nume.value;
  if (name=='') {
    alert('nu ai introdus numele');
    return false;
  }
}
```

# referinte

- <http://w3schools.com/css/default.asp>  
- css Advanced
- <http://w3schools.com/js/default.asp>
- <http://w3schools.com/html/dom/default.asp>
- <http://w3schools.com/dhtml/default.asp>
- <http://www.devguru.com/>