

CS105

week 15/16 handout

objects, DOM

Notes

Activity 12 Answers

decimal to binary

5: 0000101
18: 0010010
24: 0011000
72: 1001000

binary to decimal

100100: 36
011101: 29
101100: 44
101010: 42

DECIMAL

base 10 (10 digits 0-9)

⁰⁻⁹	⁰⁻⁹	⁰⁻⁹	⁰⁻⁹	⁰⁻⁹
2	8	7	1	5
10^4	10^3	10^2	10^1	10^0

20000	(2 * 10000)	+
8000	(8 * 1000)	+
700	(7 * 100)	+
10	(1 * 10)	+
5	(5 * 1)	
28715		

BINARY

base 2 (2 digits 0-1)

<i>0-1</i>	<i>0-1</i>	<i>0-1</i>	<i>0-1</i>	<i>0-1</i>
1	1	0	1	0
2^4	2^3	2^2	2^1	2^0

16	(	1	*	16)	+
8	(	1	*	8)	+
0	(	0	*	4)	+
2	(	1	*	2)	+
0	(	0	*	1)	

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Swap items

```
var items = [42, 23, 10];  
// how to swap items[0] with items[1]?  
// after: [23, 42, 10];  
// write the JavaScript code
```

JavaScript Objects

```
var suits = "♠♥♦♣";
```

```
var spade   = suits[0];
```

```
var heart   = suits[1];
```

```
var diamond = suits[2];
```

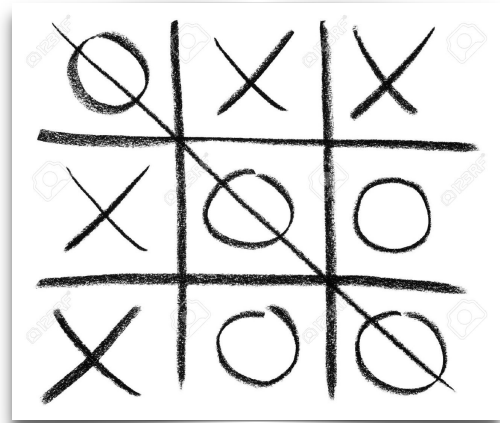
```
var club    = suits[3];
```

```
// how to represent a deck
```

```
// of 52 playing cards?
```

```
// how to access the first card's rank in a deck?
```

modeling 'tic-tac-toe'



```
var slot = {  
  glyph:      undefined, // 'X', 'O'  
  moveNumber: -1,        // when occupied  
  isEmpty: function() { // wow a function  
    return typeof(this.glyph) === 'undefined';  
  }  
}
```

```
var board = [];  
for (var row = 0; row < 3; row++) {  
  var row = [];  
  for (var col = 0; col < 3; col++) {  
    row.push({ moveNumber: 0 });  
  }  
  board.push(row);  
}
```

// how would you describe board ?

DOM

```
<body>
  <div id="content">
    <h1>Heading here</h1>
    <p>Lorem ipsum dolor sit amet.</p>
    <p>Lorem ipsum
    <em>sit</em> amet.</p>
    <hr>
  </div>
  <div id="nav">
    <ul>
      <li>item 1</li>
      <li>item 2</li>
      <li>item 3</li>
    </ul>
  </div>
</body>
```

