

JavaScript, Widgets, & Events

No screens



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Say your name



Users interact with the system to accomplish a goal.

The screenshot shows the Amazon Books homepage. At the top, there is a search bar with the word "Books" selected and a magnifying glass icon. To the right of the search bar, there are navigation links for "Shop Valentine's Day Deals", "EN", "Hello, Lydia", "Account & Lists", "Orders", "Prime", and a shopping cart icon with a "1" on it. Below the search bar, there is a horizontal menu with "Departments" and various categories like "Browsing History", "Lydia's Amazon.com", "Today's Deals", "Gift Cards", "Registry", "Sell", and "Help". A secondary menu below that lists "Books", "Advanced Search", "New Releases", "Amazon Charts", "Best Sellers & More", "The New York Times® Best Sellers", "Children's Books", "Textbooks", "Textbook Rentals", "Sell Us Your Books", "Best Books of the Month", and "Kindle eBooks".

The main content area is divided into two columns. The left column has a section titled "Popular in Books" with links to "Award Winners", "Bargain Books", "Best Books of the Month", "Best Books of 2017", "Books in Spanish", "Children's Books", "Deals in Books", and "Top 20 Lists in Books". Below this is a "More in Books" section with links to "100 Books to Read in a Lifetime", "Amazon Book Review Blog", "Amazon Books on Facebook", "Amazon Books on Twitter", and "Amazon First Reads".

The right column displays five book covers in a row, each with a title, author(s), edition information, and a star rating. A left arrow is positioned to the left of the first book cover.

- The Craft of Research, Third Edition** by Wayne C. Booth, Gregory G. Colomb, and Joseph M. Williams. 4.5 stars, 384 reviews.
- A Manual for Writers of Research Papers, Theses, and Dissertations** by Kate L. Turabian and Wayne C. Booth. 7th Edition. 4.5 stars, 753 reviews.
- Academic Writing for Graduate Students: Essential Tasks and Skills** by John M. Swales and Christine B. Feak. 3rd Edition. 4.5 stars, 128 reviews. Price: \$25.65. Prime.
- The Craft of Research, 2nd edition** by Wayne C. Booth and Joseph M. Williams. 4.5 stars, 384 reviews.
- A Manual for Writers of Research Papers, Theses, and Dissertations** by Kate L. Turabian and Wayne C. Booth. 9th Edition. Price: \$18.00. Prime.

To buy a book.

The designer must create the subgoals and interactions to help them accomplish it.

Goal: Buy a book

Subgoal:

Find it

Add to cart

Enter payment info

Place order

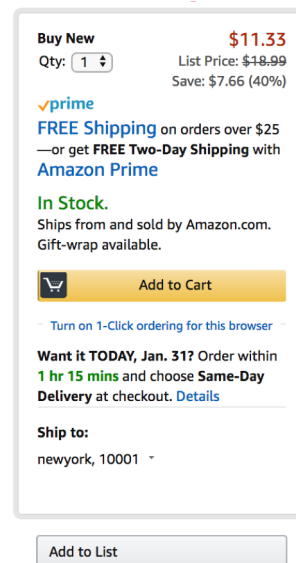
Interaction:

Type, click

click

Type, click, point

Click

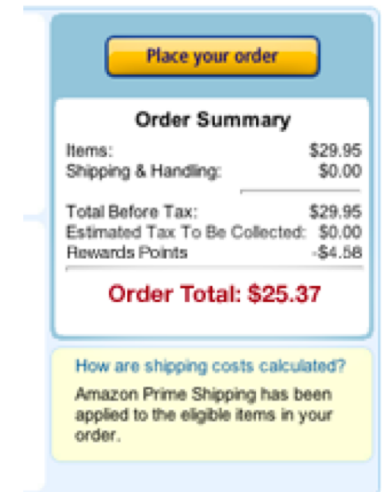


Name (as it appears on your card)

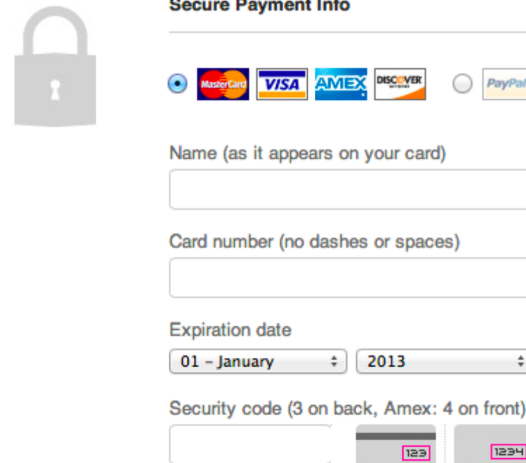
Card number (no dashes or spaces)

Expiration date

Security code (3 on back, Amex: 4 on front)

Low-level interactions take time and effort.
Minimize them because you do them a lot.

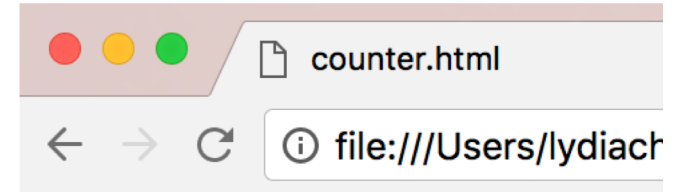


Move
Click
Move Click
TypeTypeTypeType
Move Click
TypeTypeTypeType
Move Tunnel Click
Move Tunnel Click
TypeTypeTypeType

Creating Interactions on the web

Program the interface and style in HTML & CSS

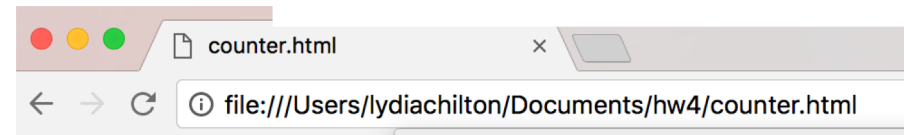
```
30  
31 <body>  
32  
33   <button id="counter" class="btn btn-primary">Counter (0)</button>  
34  
35 </body>  
36
```



Counter (0)

Program interactions is JavaScript

```
25  
26 $(document).ready(function(){  
27   $("#counter").click(function(){  
28     alert("foo")  
29   })  
30 })  
31
```



Counter (0)

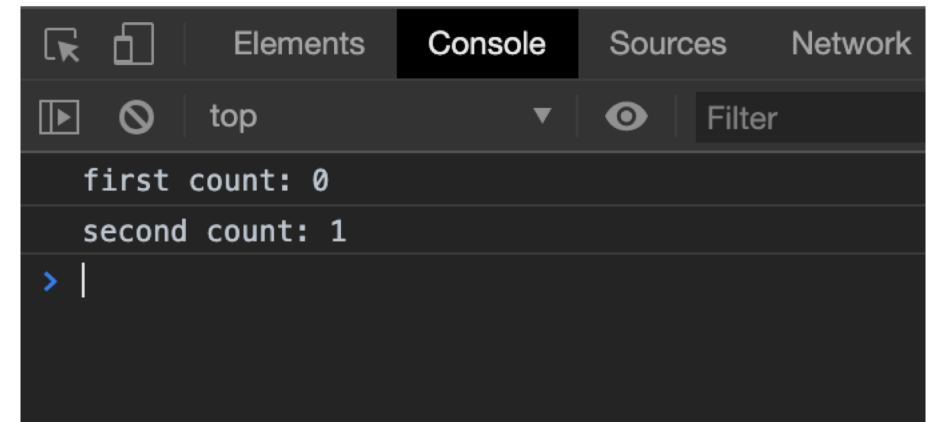
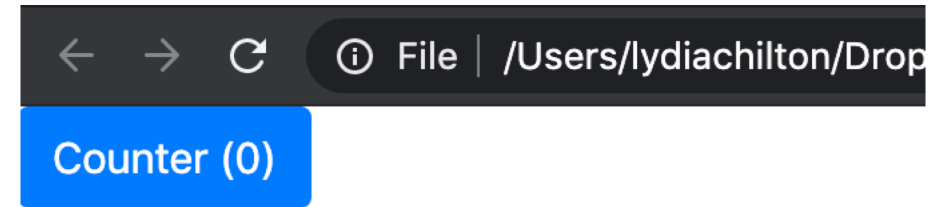
This page says:

foo

Web Page Execution

Browsers execute an HTML file from top to bottom. What will this execute?

```
1 <html>
2 <head>
3   <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/boot
4     <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossor
5
6   <script>
7
8     var count = 0
9
10    function incrementCount(c) {
11      return c + 1;
12    }
13
14    console.log("first count: "+count)
15    count = incrementCount(count)
16
17    console.log("second count: "+count)
18
19  </script>
20
21 </head>
22
23
24
25
26 <body>
27   <button id="counter" class="btn btn-primary">Counter (0)</button>
28 </body>
29
30 </html>
31
```



Browser execute HTML files from top to bottom.
What will this execute?

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css" >
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" >
</head>

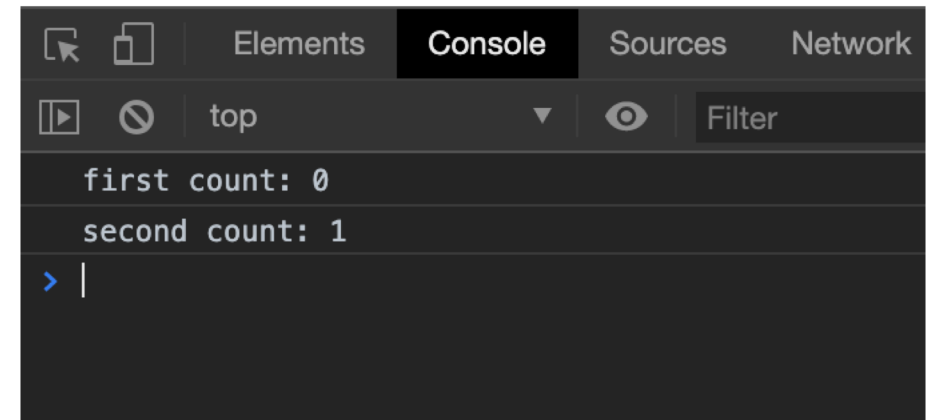
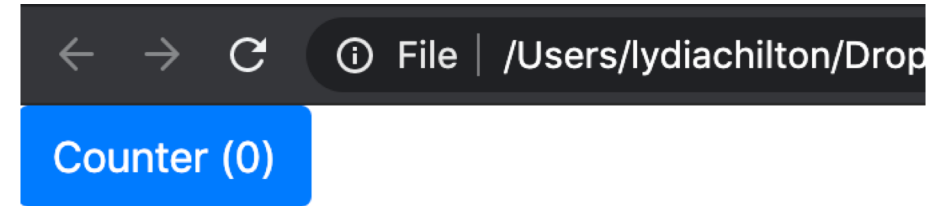
<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>

  <script>
    var count = 0

    function incrementCount(c) {
      return c + 1;
    }

    console.log("first count: "+count)
    count = incrementCount(count)

    console.log("second count: "+count)
  </script>
</body>
</html>
```



Two ways of declaring functions

```
<script>

  var count = 0

  count = incrementCount(count)

  // this is a function expression, it will execute whenever it is called
  function incrementCount1(c) {
    return c + 1;
  }

  // This is a variable
  // it will only be available only after it is executed by the browser
  // this will create an error in this case
  var incrementCount2 = function(c) {
    return c + 1;
  }

</script>
```

This way will create fewer errors for you

Adding events

When you click this button, what will it do?

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/boots

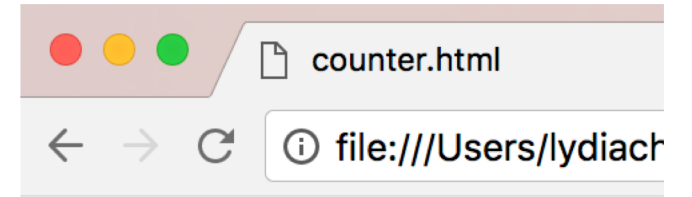
  <script>

    var count = 0

    function incrementCount() {
      return c + 1;
    }
  </script>

</head>

<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>
</html>
```



Counter (0)

Nothing

After we include JQuery, what will it do?

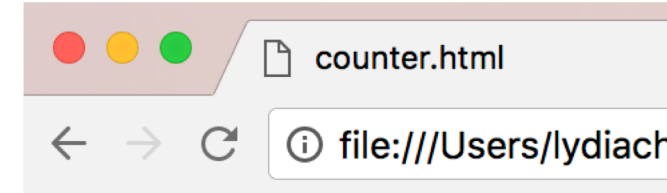
```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.2.1/css/bootstrap.min.css" >
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossorigin="anonymous"></script>

  <script>
    var count = 0

    function incrementCount() {
      return c + 1;
    }
  </script>

</head>

<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>
</html>
```



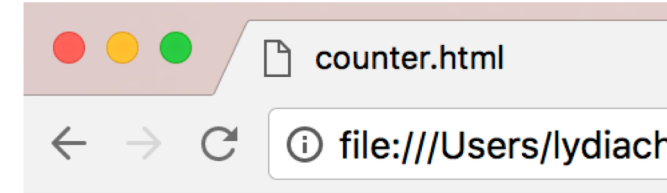
Counter (0)

Nothing

If we add an event, what will it do?

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css" >
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossorigin="anonymous">
  <script>
    $("#counter").click(function(){
      alert("foo")
    })
  </script>
</head>

<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>
</html>
```



Counter (0)

Nothing

If we add an event after the document is loaded, will it finally work??

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/boot
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossorig

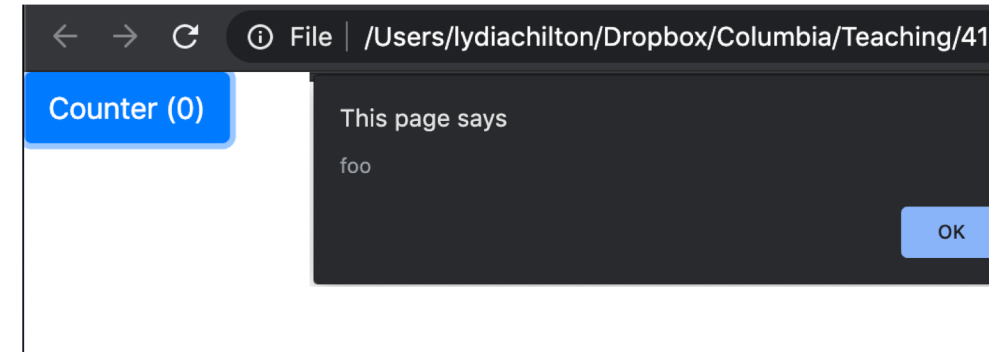
  <script>

    $(document).ready(function(){
      $("#counter").click(function(){
        alert("foo")
      })
    })
  </script>

</head>

<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>

</html>
```

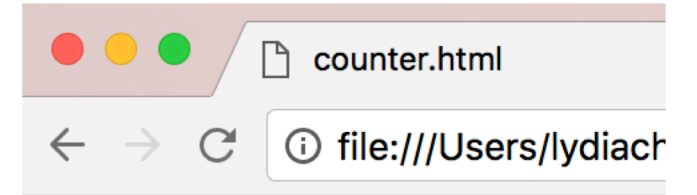


YES!!!!

How do we increment the counter?

HTML

```
30  
31 <body>  
32  
33   <button id="counter" class="btn btn-primary">Counter (0)</button>  
34  
35 </body>  
36
```



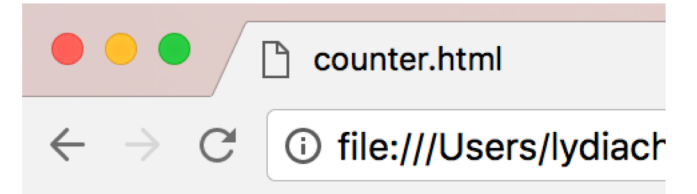
Counter (0)

JavaScript

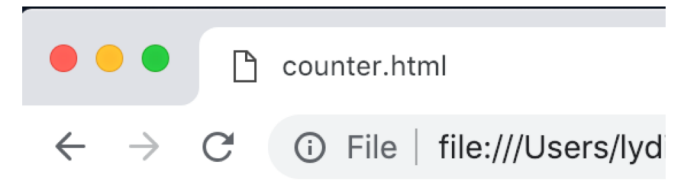
```
25  
26 $(document).ready(function(){  
27   $("#counter").click(function(){  
28     alert("foo")  
29   })  
30 })  
31
```

How do we increment the count?

```
1 <html>
2 <head>
3   <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css" >
4   <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossorigin="anonymous">
5
6   <script>
7
8     var count = 0
9
10    function incrementCount(c) {
11      return c + 1;
12    }
13
14
15    $(document).ready(function(){
16      $("#counter").click(function(){
17        count = incrementCount(count)
18        $("#counter").html("Counter (" + count + ")")
19      })
20    })
21  </script>
22
23
24 </head>
25
26
27
28
29 <body>
30   <button id="counter" class="btn btn-primary">Counter (0)</button>
31 </body>
32
33 </html>
34
```



Counter (0)



Counter (1)

Incrementing the count differently.

```
1 <html>
2 <head>
3   <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.2.1/css/bootstrap.min.css" >
4   <script src="https://code.jquery.com/jquery-3.3.1.min.js" crossorigin="anonymous"></script>
5
6   <script>
7
8     var count = 0
9
10    function incrementCount(c) {
11      return c + 1;
12    }
13
14
15    $(document).ready(function(){
16      $("#counter").click(function(){
17        count = incrementCount(count)
18        // $("#counter").html("Counter (" + count + ")")
19        $("#count").html(count)
20      })
21    })
22
23  </script>
24
25
26 </head>
27
28
29
30 <body>
31   <button id="counter" class="btn btn-primary">Counter (<span id="count">0</span></button>
32 </body>
33
34 </html>
```

Jquery vs. Pure JavaScript

jQuery is a JavaScript Library that make JavaScript easier (and standard across browsers)

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

jQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

What's the JS equivalent to `$("#counter")`
?

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

JQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

document.getElementById("counter")

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

jQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

What's the JavaScript equivalent of \$(element).click(...)

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

jQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

We used `$("#counter")` again...
Is that normal?

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

jQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

What's the JavaScript equivalent of setting html?

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

JQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```


Will this work?

JavaScript

JQuery

```
document.getElementById("counter").click(function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

No.

Don't mix pure JavaScript with JQuery in the same line.

For your own sanity. Only use JQuery

Don't do this (even though it will work)

```
<button onclick="myFunction()">Click me</button>
```

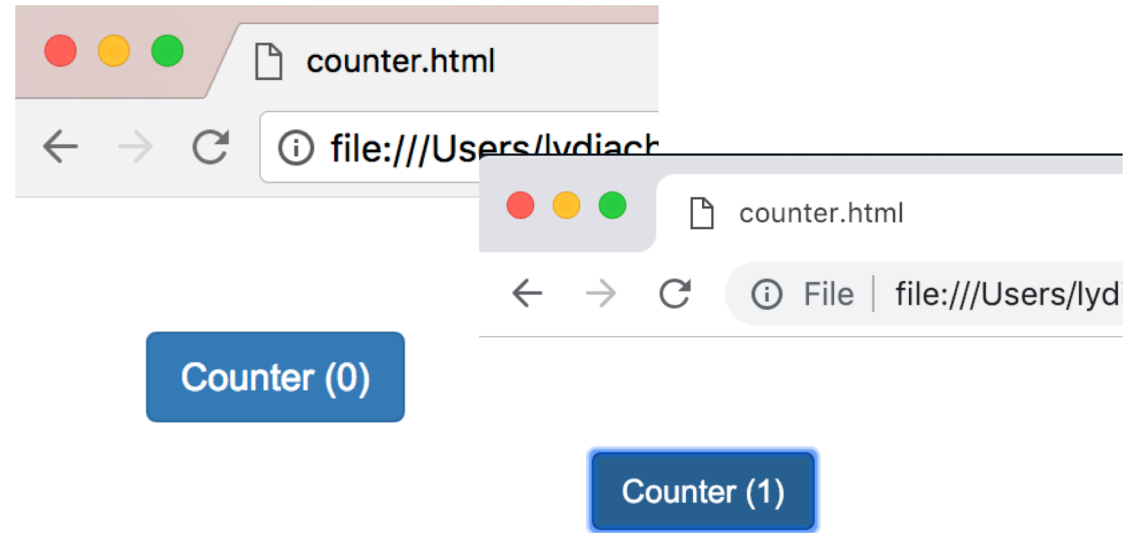
```
<button onclick="incrementCount(1)">Counter (1)</button>
```

Good style of attaching events in JQuery

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css" >
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" >
  </script>
  <script>
    var count = 0

    function incrementCount(c) {
      return c + 1;
    }

    $(document).ready(function(){
      $("#counter").click(function(){
        count = incrementCount(count)
        $("#counter").html("Counter (" + count + ")")
      })
    })
  </script>
</head>
<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>
</html>
```



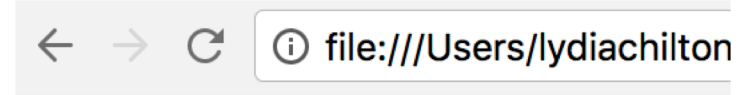
1. Uses JQuery (not pure JavaScript)
2. Attaches click handler as in the `<script>`
`$(element).click(...)`
(doesn't attach in HTML)
2. Uses `$(document).ready(...)`

Creating Widgets Dynamically

Statically created widget: created on page load.

HTML

```
61 <body>
62
63   <button id="counter" class="btn btn-primary"></button>
64
65 </body>
66
```



Static Button (0)

JavaScript

```
60
61 $(document).ready(function(){
62   $("#counter").click(function(){
63     // increment the counter
64   })
65 })
66
```

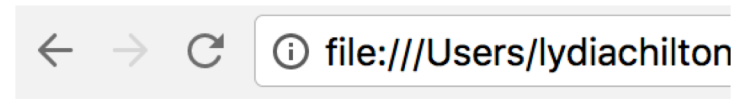
Dynamically created widget: created on demand based on user interaction.

HTML

```
61 <body>
62
63   <button id="counter" class="btn btn-primary"></button>
64
65 </body>
66
```

JavaScript

```
61 $(document).ready(function(){
62   $("#counter").click(function(){
63     // increment the counter
64   })
65 })
66
```



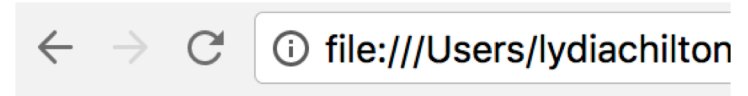
Where in the code should we add the dynamic behavior?

HTML

```
61 <body>
62
63   <button id="counter" class="btn btn-primary"></button>
64
65 </body>
66
```

JavaScript

```
60
61 $(document).ready(function(){
62   $("#counter").click(function(){
63     // increment the counter
64   })
65 })
66
```



Static Button (0)

Create a new button when I am clicked!

Click me

And me!

And me!

And me!

And me!

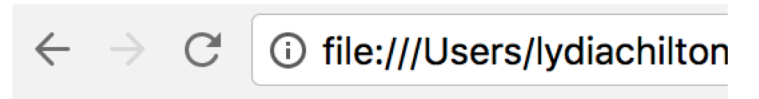
And me!

And me!

How did we create the button in JavaScript?

HTML

```
61 <body>
62
63   <button id="counter" class="btn btn-primary"></button>
64
65 </body>
66
```



Static Button (0)

JavaScript

```
42 function createButton(){
43   var new_button = $("<button>")
44   $(new_button).text("dynamic button "+Date.now())
45 }
46
```

```
61 $(document).ready(function(){
62   $("#counter").click(function(){
63     // increment the counter
64     createButton()
65   })
66 })
67
```


Add widget to UI dynamically

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519059719092 dynamic button 1519059720090

JavaScript

```
44 function createButton(){
45     var new_button = $("<button>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
```

Where do we create a line break *dynamically*?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519059719092 | dynamic button 1519059720090

JavaScript

```
44 function createButton(){
45     var new_button = $("<button>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
```

How do we create a line break *dynamically*?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519059891686

dynamic button 1519059892439

JavaScript

```
44 function createButton(){
45     var new_button = $("<button>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48     $("#updates").append("<br>")
49 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
67
```

Where do we create a bootstrap button dynamically?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519059891686

dynamic button 1519059892439

JavaScript

```
44 function createButton(){
45     var new_button = $("<button>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48     $("#updates").append("<br>")
49 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
67
```

How do we create a bootstrap button dynamically?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519060044460

dynamic button 1519060044905

JavaScript

```
44 function createButton(){
45     var new_button = $("<button class='btn btn-default'>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48     $("#updates").append("<br>")
49 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
```

Where do we create a click event *dynamically*?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
```

Static Button (2)

dynamic button 1519060044460

dynamic button 1519060044905

JavaScript

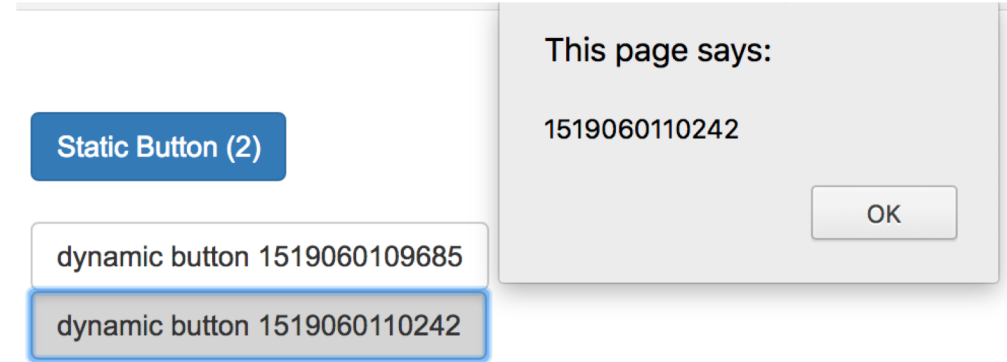
```
44 function createButton(){
45     var new_button = $("<button class='btn btn-default'>")
46     $(new_button).text("dynamic button "+Date.now())
47     $("#updates").append(new_button)
48     $("#updates").append("<br>")
49 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
67
```

How do we create a click event *dynamically*?

HTML

```
61 <body>
62     <button id="counter" class="btn btn-primary"></button>
63     <br><br>
64     <div id="updates"></div>
65 </body>
66
```



JavaScript

```
44 function createButton(){
45
46     var new_button = $("<button class='btn btn-default'>")
47     $(new_button).text("dynamic button "+Date.now())
48     $("#updates").append(new_button)
49     $("#updates").append("<br>")
50
51     var d = Date.now()
52     $(new_button).click(function(){ alert(d) })
53 }
```

```
61 $(document).ready(function(){
62     $("#counter").click(function(){
63         // increment the counter
64         createButton()
65     })
66 })
67
```

You can create elements **statically** in HTML Or **dynamically** in JavaScript (jQuery)

Static: HTML, JavaScript onReady

```
61 <body>
62   <button id="counter" class="btn btn-primary"></button>
63   <br><br>
64   <div id="updates"></div>
65 </body>
66
```

```
61 $(document).ready(function(){
62   $("#counter").click(function(){
63     // increment the counter
64     createButton()
65   })
66 })
67
```

Dynamic: All JavaScript

```
44 function createButton(){
45
46   var new_button = $("<button class='btn btn-default'>")
47   $(new_button).text("dynamic button "+Date.now())
48   $("#updates").append(new_button)
49   $("#updates").append("<br>")
50
51   var d = Date.now()
52   $(new_button).click(function(){ alert(d) })
53 }
```

Static Button (2)

dynamic button 1519060109685

dynamic button 1519060110242

This page says:

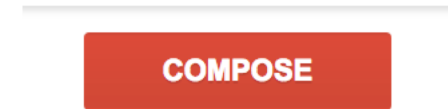
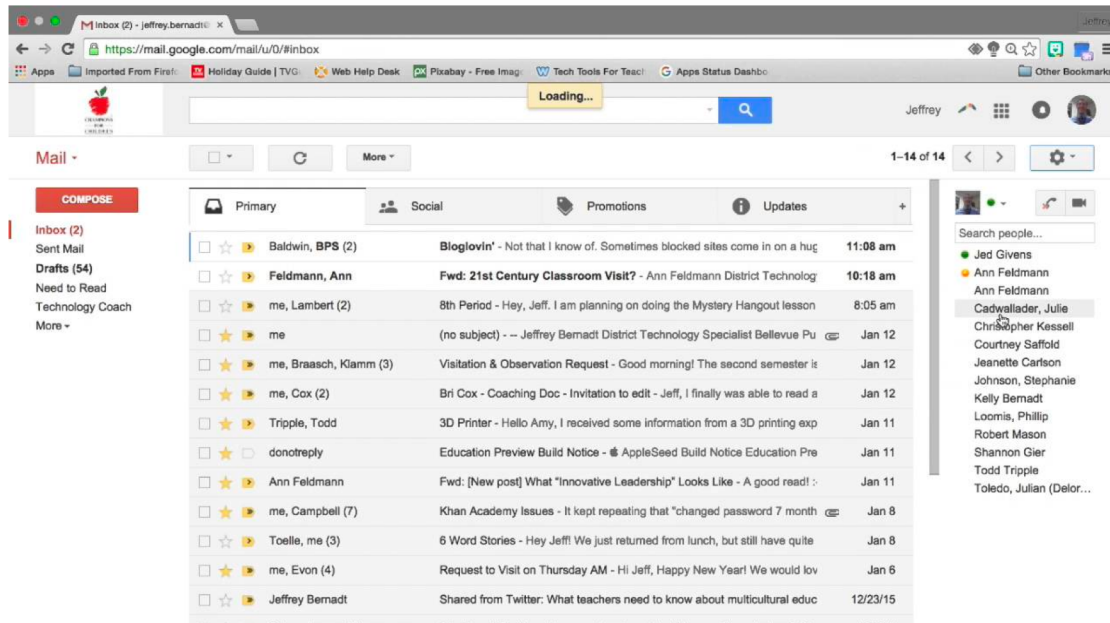
1519060110242

OK

Widgets and Events

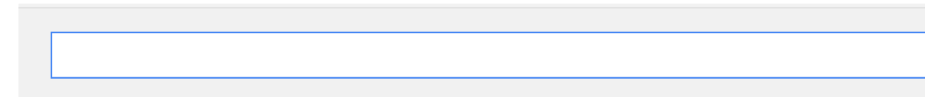
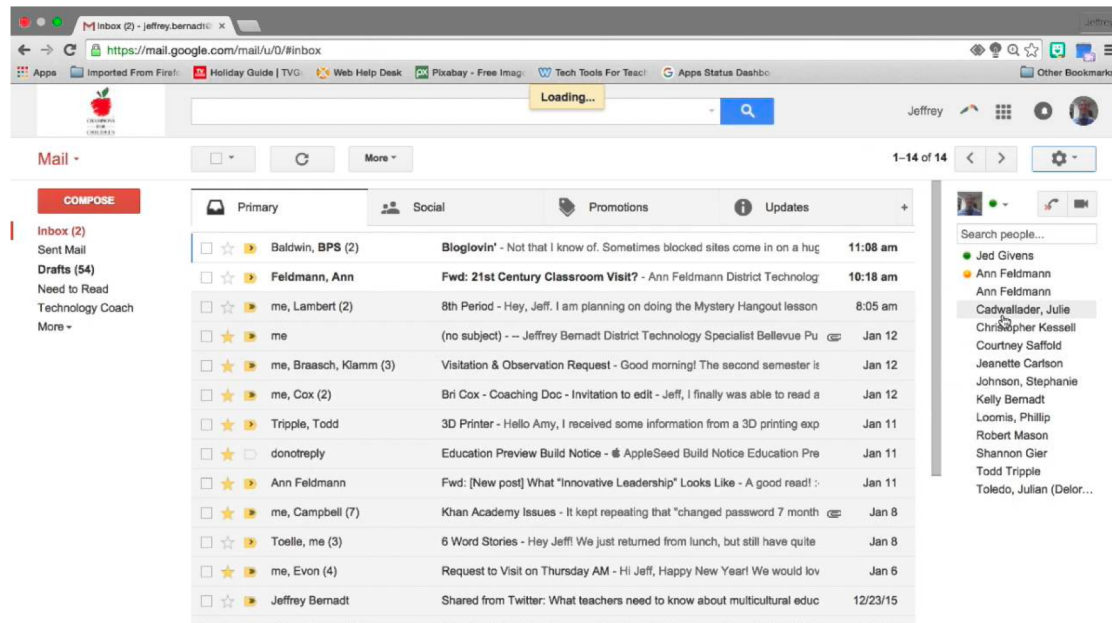
Basic elements for users to interact with your UI

Button Widget interaction: What event fires?



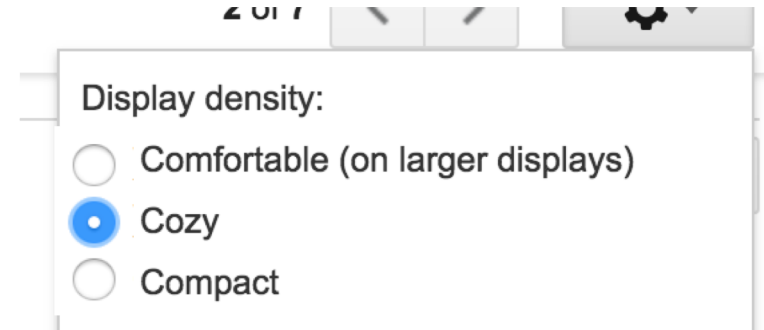
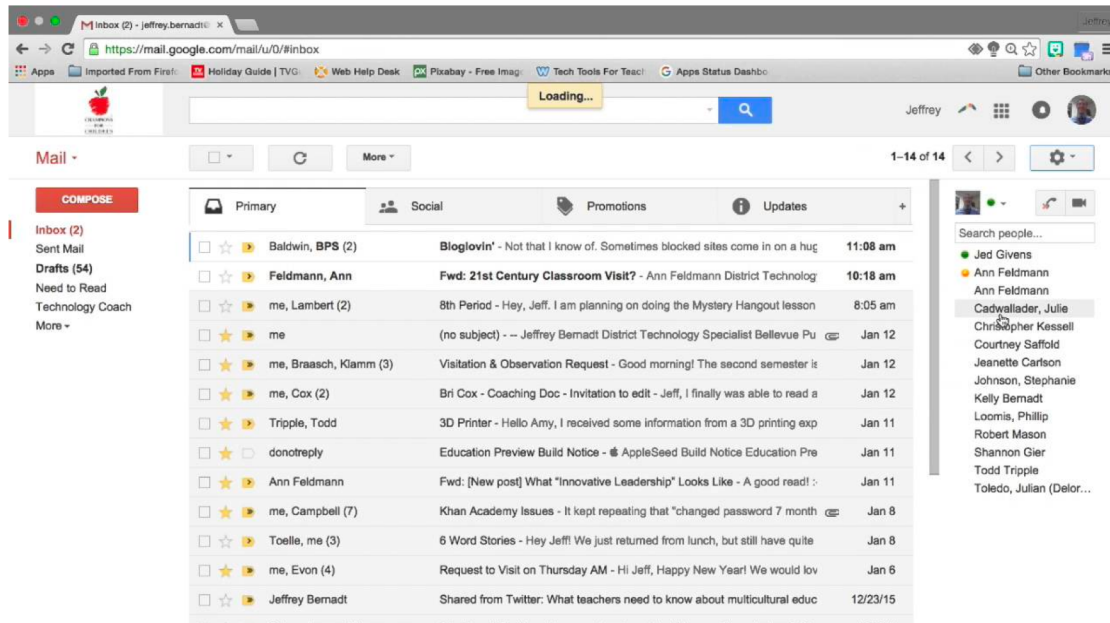
“Click event”

Text Input interaction: What event fires?



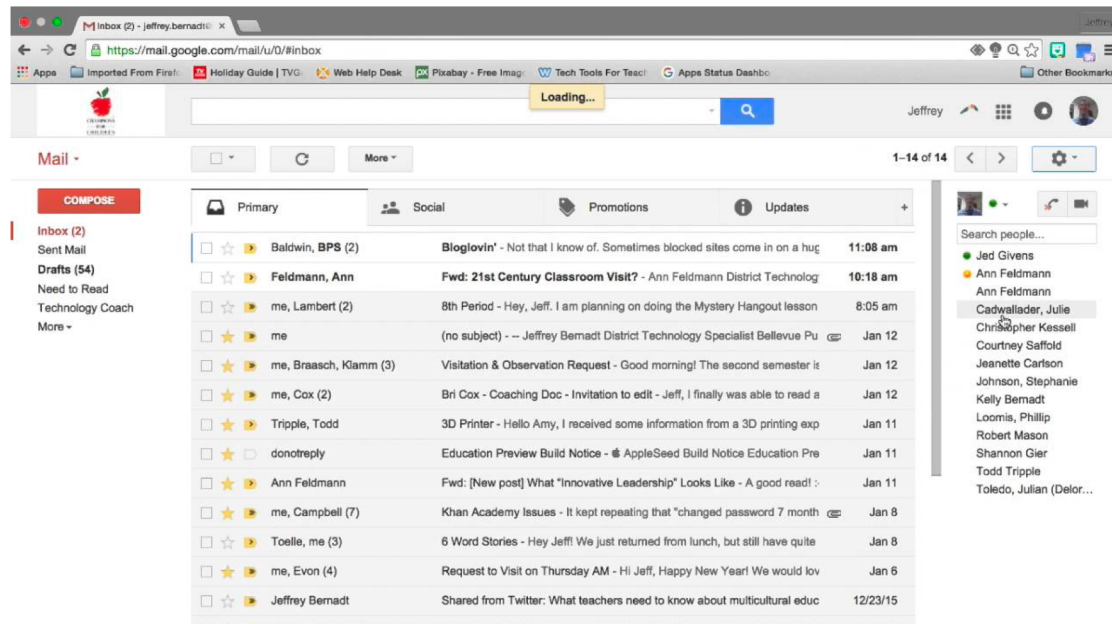
“Keypress” event

Radio Input interaction: What event fires?



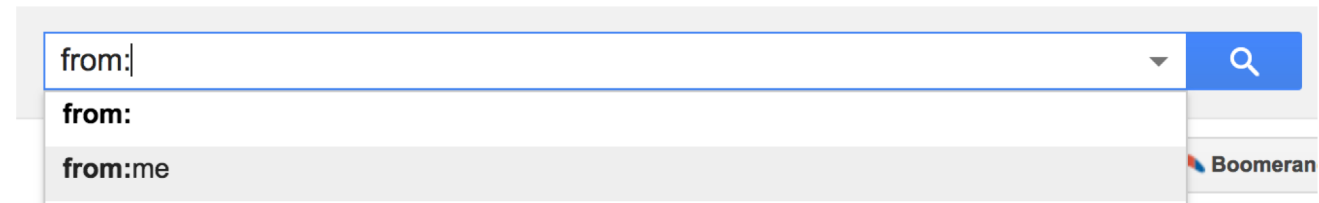
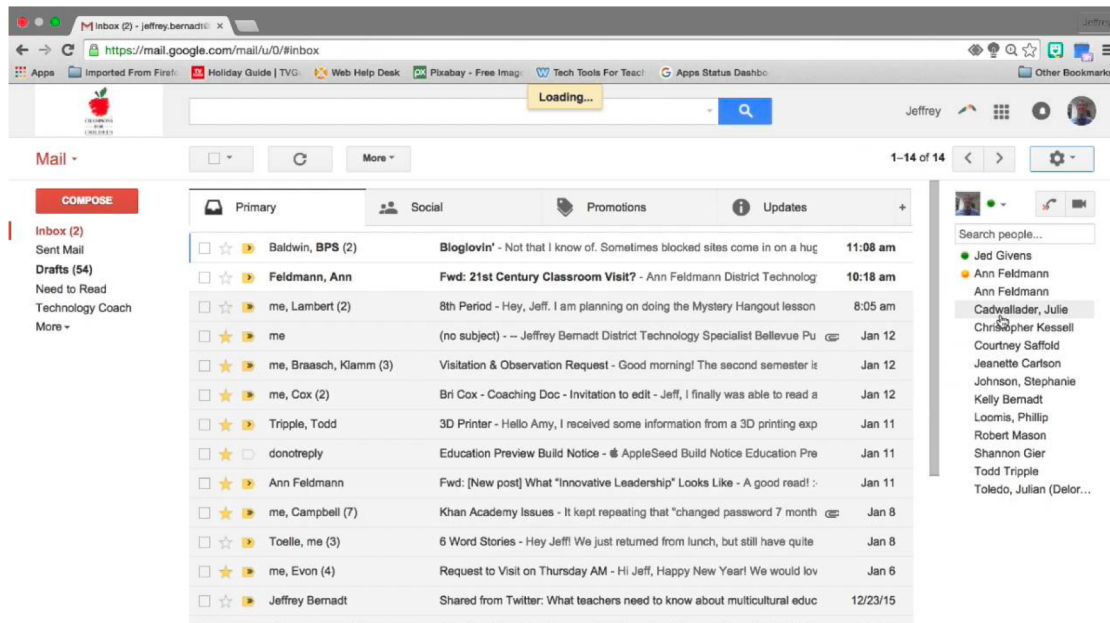
“Change” event

<select> interaction: What event fires?



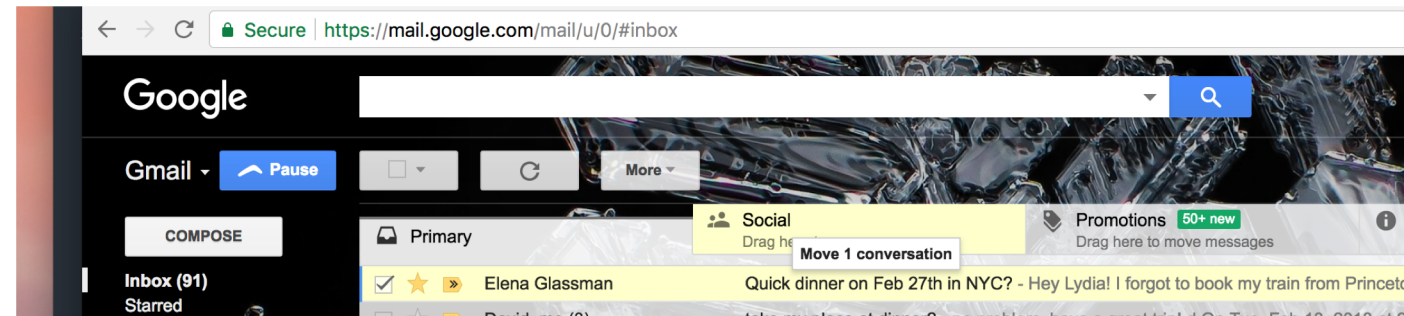
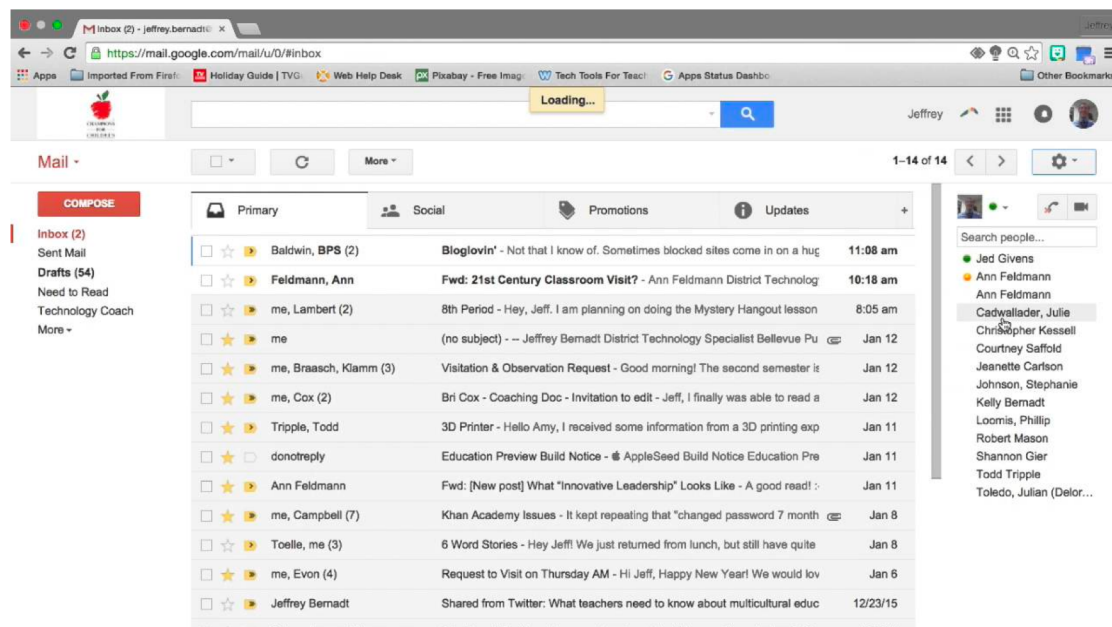
“Change” event

Dropdown interaction: What event fires?



“Select” event

Drag and Drop interaction: What events fire?

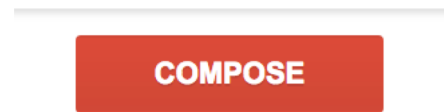


- “Drag” event
- “Drop” event

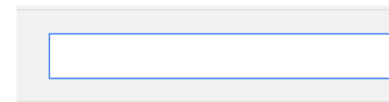
Widgets are standardized low-level interaction interfaces that trigger events

When you create a widget...

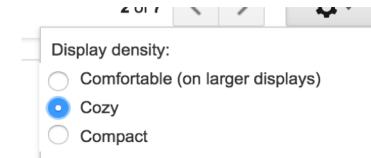
The **appearance** is standardized,



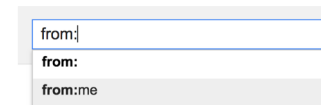
“Click”



“Keypress”



“Change”



“Search”

The **types of events** it responds to are standardized

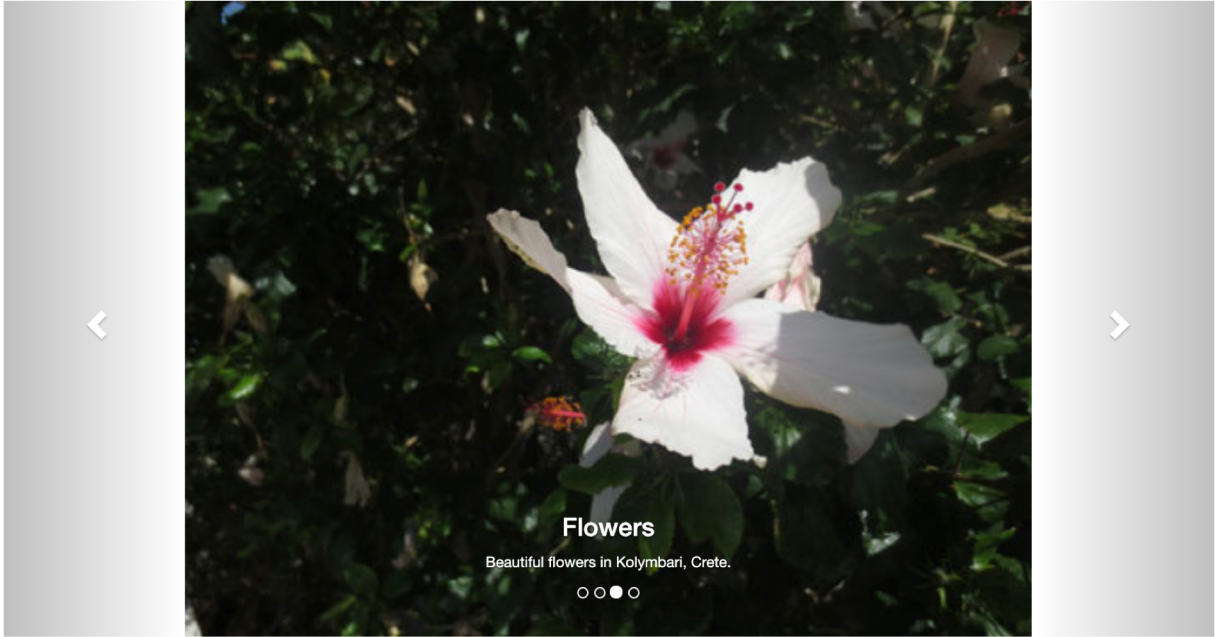
But the actions taken after an event is fired, are not standardized

Widgets can also be big

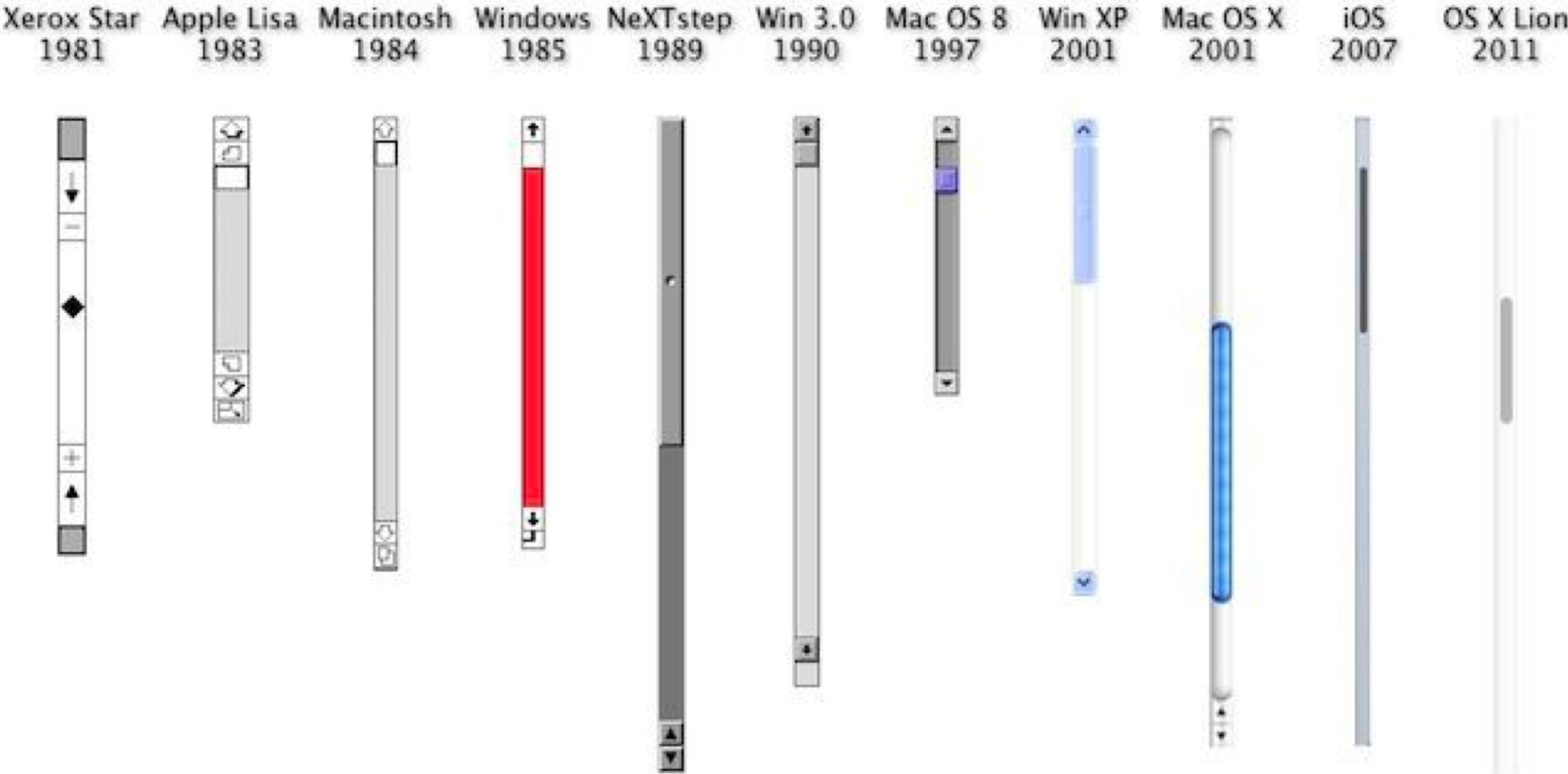
```
Run » Result Size: 1573 x 723
<div id="myCarousel" class="carousel slide" data-ride="carousel">
  <!-- Indicators -->
  <ol class="carousel-indicators">
    <li data-target="#myCarousel" data-slide-to="0" class="active"></li>
    <li data-target="#myCarousel" data-slide-to="1"></li>
    <li data-target="#myCarousel" data-slide-to="2"></li>
    <li data-target="#myCarousel" data-slide-to="3"></li>
  </ol>

  <!-- Wrapper for slides -->
  <div class="carousel-inner" role="listbox">

    <div class="item active">
      
      <div class="carousel-caption">
        <h3>Chania</h3>
        <p>The atmosphere in Chania has a touch of Florence and Venice.</p>
      </div>
    </div>
  </div>
</div>
```

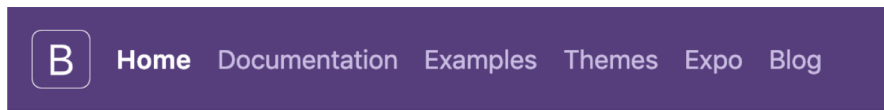
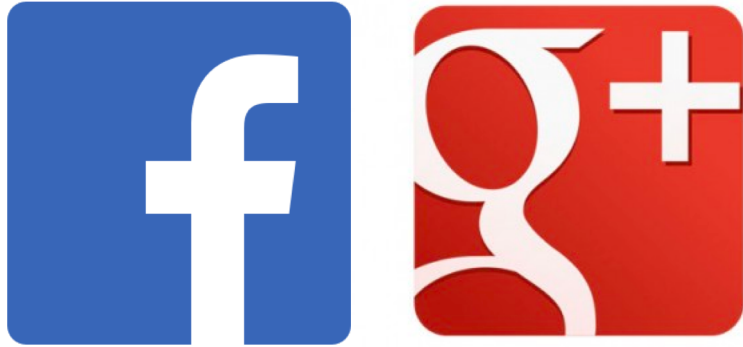


Because you did not program them yourself, widgets may appear and act differently on different devices



Pros and Cons of Standardization

Things that have become standardized

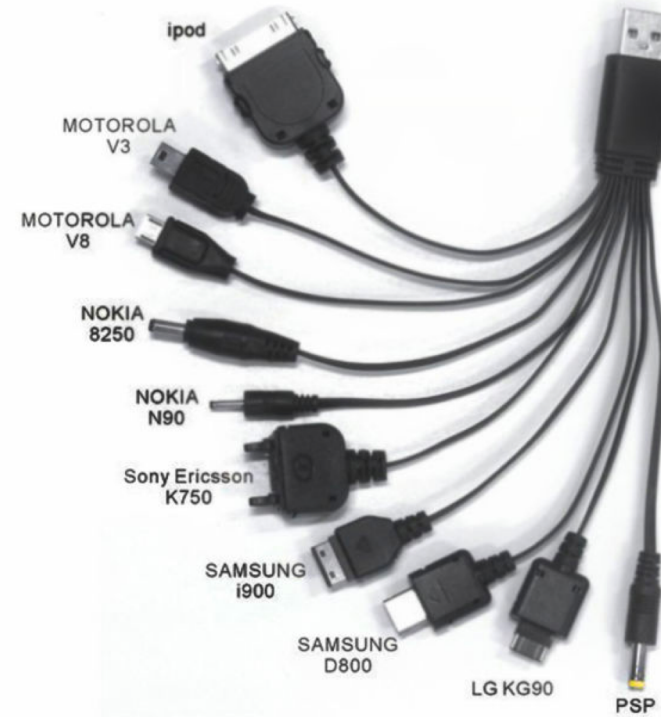


Bootstrap

Build responsive, mobile-first projects on the world's most popular front-end component lib

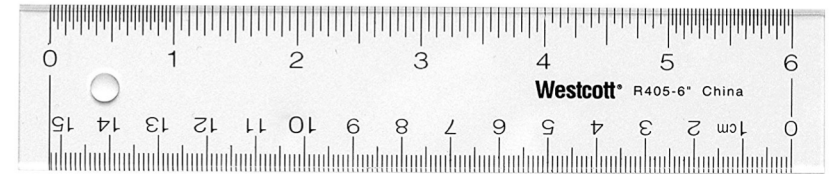


Things that have not become standardized



“colour”, “honour”,
“cheque”, “connexion”

Old things that got standardized



What's **good** about standardization?

Standardized



Non-Standardized



What's **bad** about standardization?

Standardized

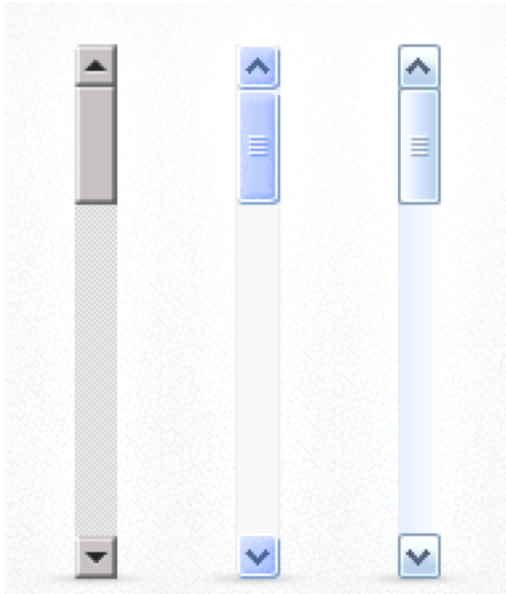


Non-Standardized

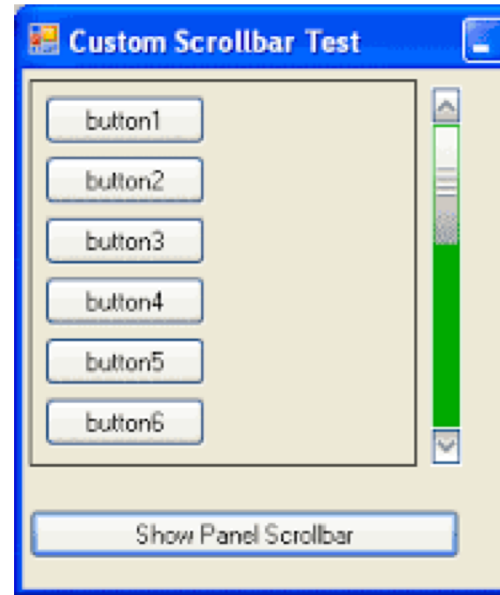


Widgets allow customization

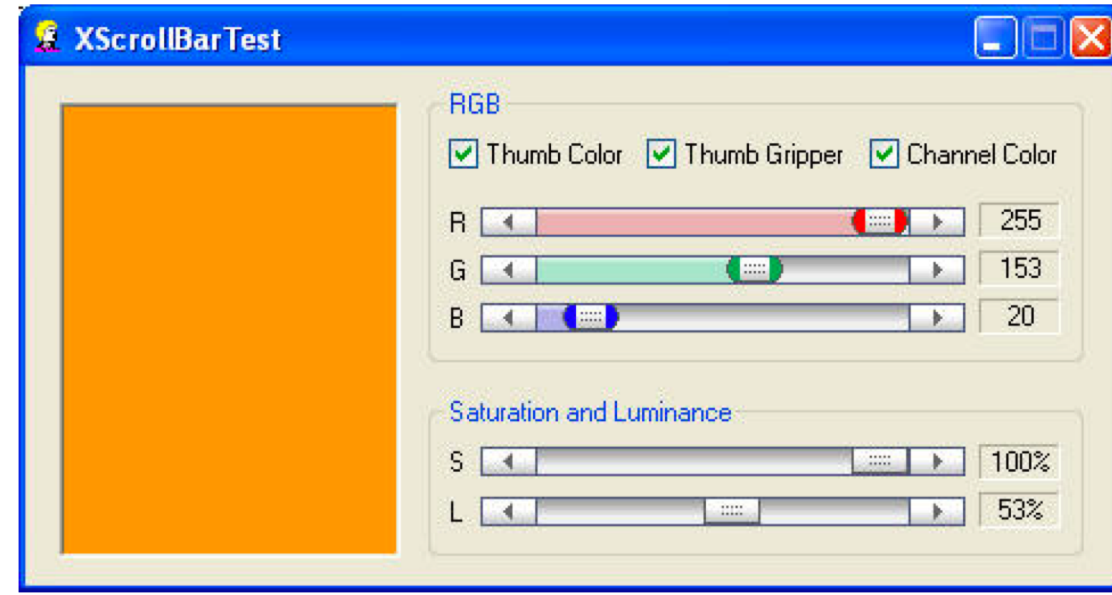
Customizable scroll bars



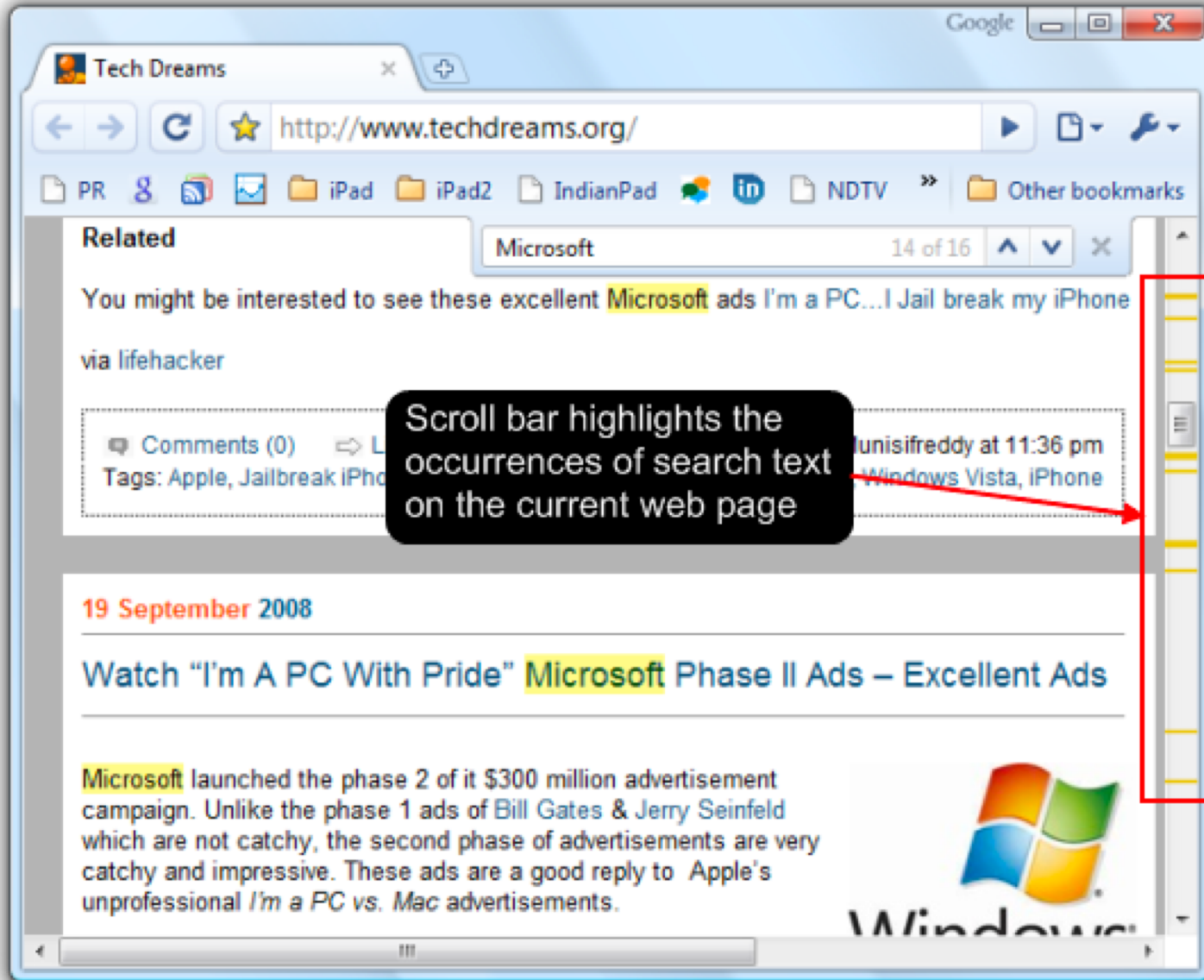
Bad use of customization.



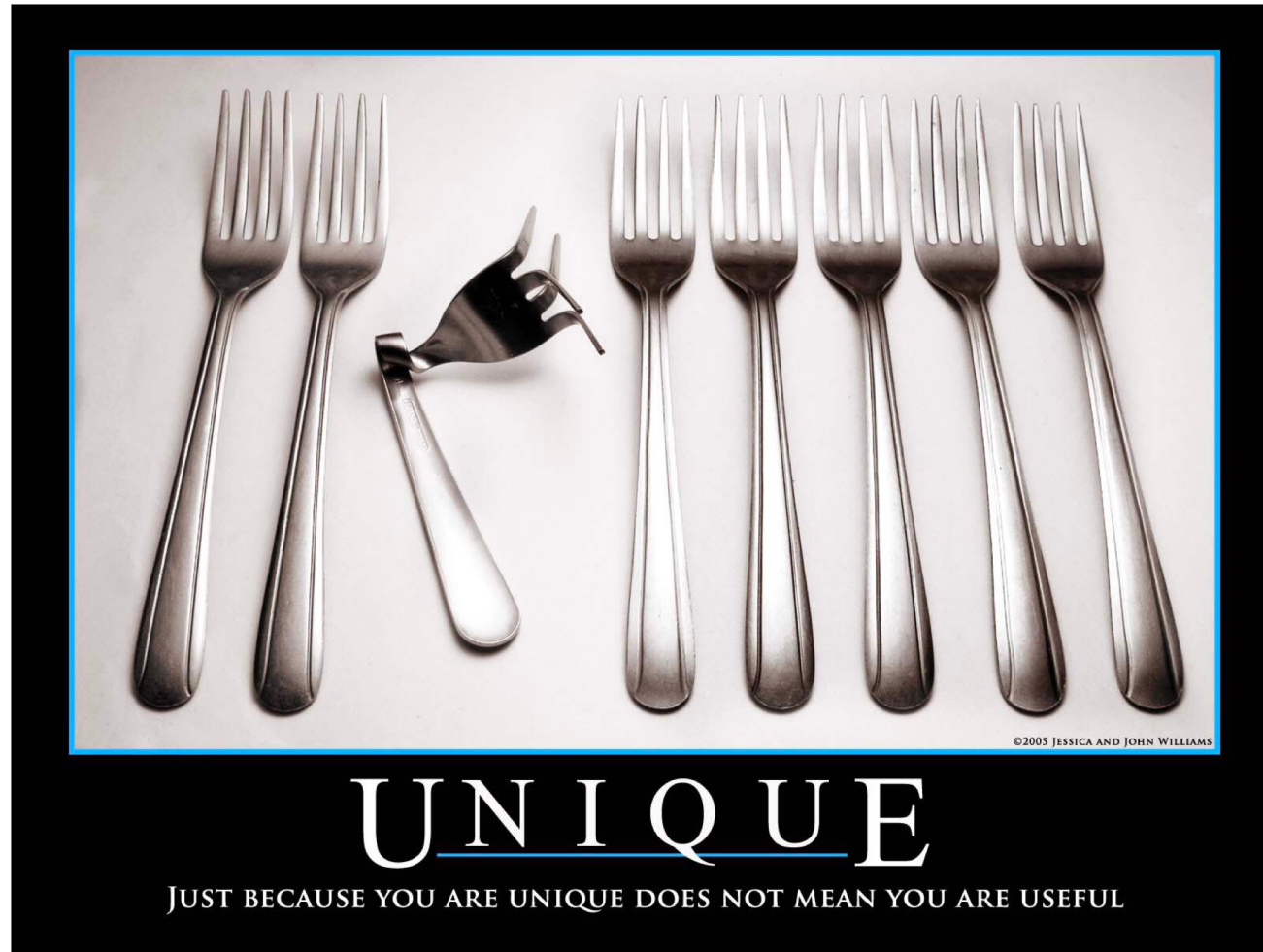
Good use of customization.



Widgets allow customization

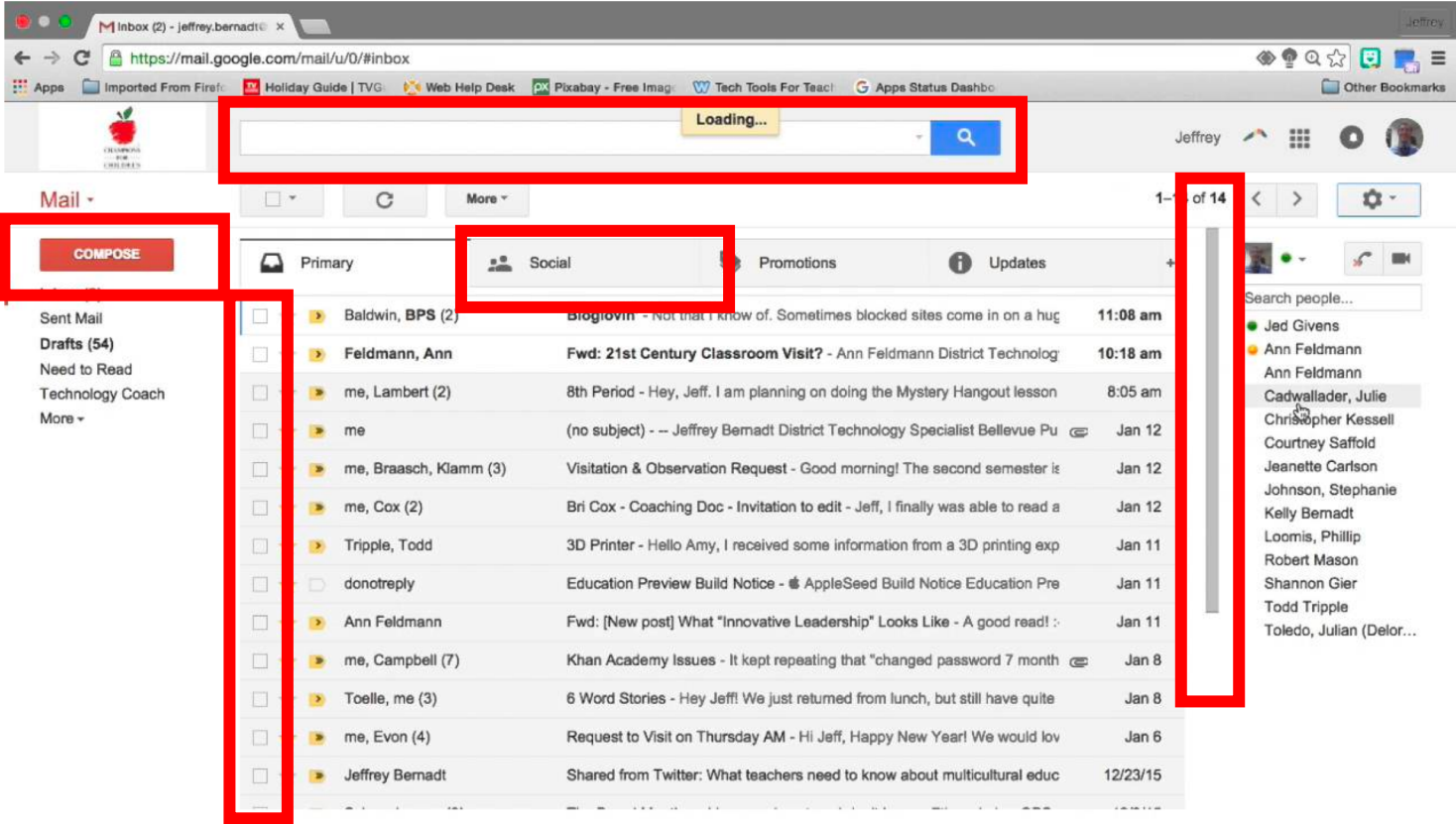


Use your powers of customization wisely.



Summary

We interact with webpages through **widgets**: Elements with standardized appearance and events

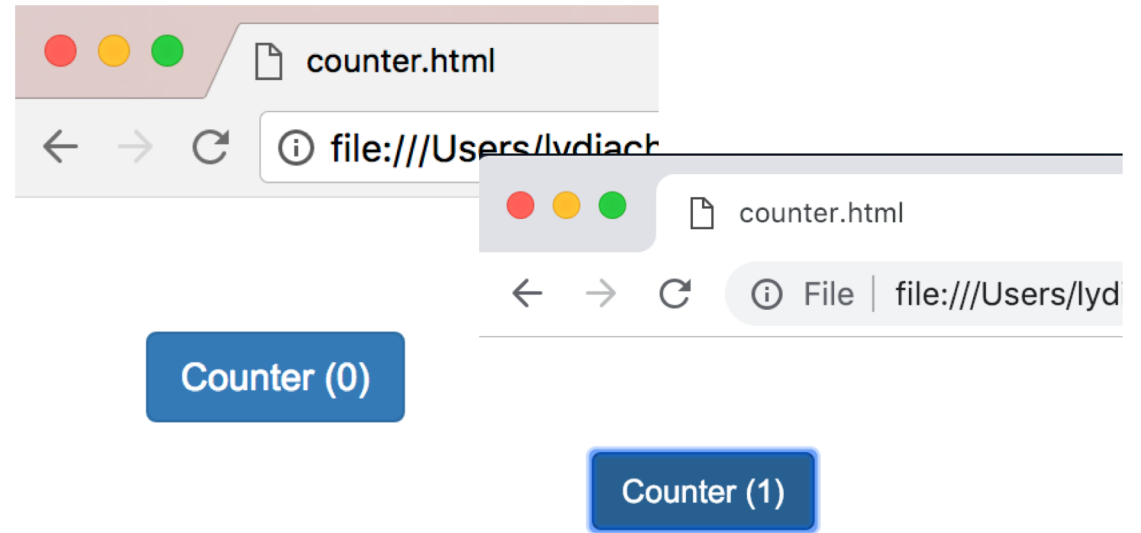


Good style of attaching events in JQuery

```
<html>
<head>
  <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/bootstrap/4.1.3/css/bootstrap.min.css" >
  <script src="https://code.jquery.com/jquery-3.3.1.min.js" >
  </script>
  <script>
    var count = 0;

    function incrementCount(c) {
      return c + 1;
    }

    $(document).ready(function(){
      $("#counter").click(function(){
        count = incrementCount(count);
        $("#counter").html("Counter (" + count + ")");
      });
    });
  </script>
</head>
<body>
  <button id="counter" class="btn btn-primary">Counter (0)</button>
</body>
</html>
```



1. Uses JQuery (not pure JavaScript)
2. Attaches click handler as in the `<script>`
`$(element).click(...)`
(doesn't attach in HTML)
2. Uses `$(document).ready(...)`

jQuery is a JavaScript Library that make JavaScript easier (and standard across browsers)

JavaScript

```
document.getElementById("counter").addEventListener("click", function(){  
    document.getElementById("counter").innerHTML = "Counter (0)";  
});
```

jQuery

```
$("#counter").click(function(){  
    $("#counter").html("Counter (0)");  
});
```

You can create elements **statically** in HTML Or **dynamically** in JavaScript (jQuery)

Static: HTML, JavaScript onReady

```
61 <body>
62   <button id="counter" class="btn btn-primary"></button>
63   <br><br>
64   <div id="updates"></div>
65 </body>
```

```
61 $(document).ready(function(){
62   $("#counter").click(function(){
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```

Dynamic: All JavaScript

```
44 function createButton(){
45
46   var new_button = $("<button class='btn btn-default'>")
47   $(new_button).text("dynamic button "+Date.now())
48   $("#updates").append(new_button)
49   $("#updates").append("<br>")
50
51   var d = Date.now()
52   $(new_button).click(function(){ alert(d) })
53 }
```

Static Button (2)

dynamic button 1519060109685

dynamic button 1519060110242

This page says:
1519060110242

OK

Widgets are standardized low-level interaction interfaces that trigger events

When you create a widget...

```
61 <body>
62
63   <button id="counter" class="btn btn-primary"></button>
64
65 </body>
66
```

The **appearance** is standardized,



The **types of events** it responds to are standardized

```
50
51   $("#counter").click(function(){
52     [REDACTED]
53   })
54
```

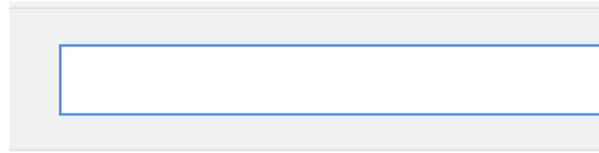
But the actions taken after an event is fired, are not standardized

```
50
51   $("#counter").click(function(){
52     count = count + 1
53     setCount(count)
54   })
```

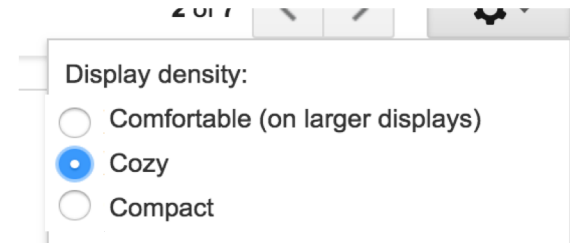
There are many types of widgets and events



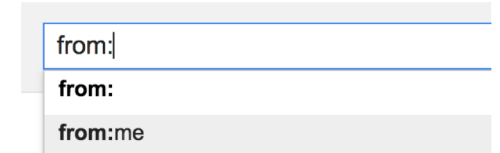
Click



Keypress



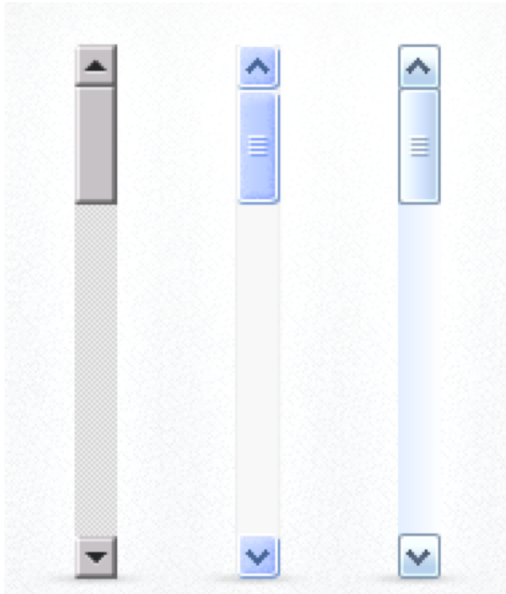
Change



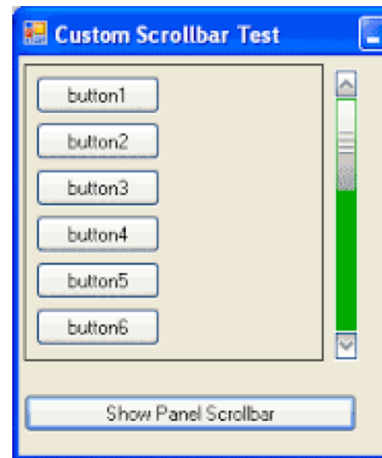
Select

Widgets allow customization. Use it wisely.

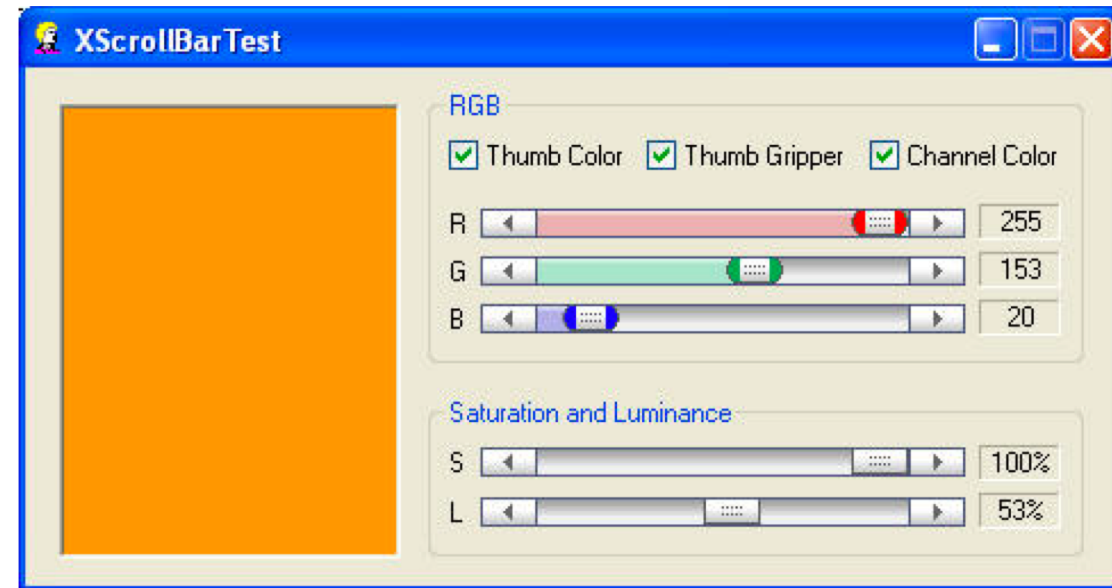
Customizable scroll bars



Bad use of customization.



Good use of customization.



Fill out participation now!
HW 3 is out.

Columbia University

User Interface Design

COMS 4170 · Spring 2020

[Home](#) [Grading](#) [Syllabus](#) [Piazza](#)

FEBRUARY 3	FEBRUARY 5
Participation Form	Homework 2 due @ 4pm
HW1 Review	Participation Form
User Interaction Models	Homework 3 out
(same as 1/31 slides)	