W3C: Document Object Model (DOM) Level 3 Core Specification

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Table 1: Data sheet for Document Object Model (DOM) Level 3 Core Specification

Title	Document Object Model (DOM) Level 3 Core Specification
Acronym	DOM
Version	vvvv
Series	TR
Document Number	
Release Date	7 April 2004
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Note: The following is an excerpt from the W3C site. It is provided here as a convenience and is not authoritative. Refer to the original document as the authoritative reference.

Abstract

This specification defines the Document Object Model Core Level 3, a platform- and language-neutral interface that allows programs and scripts to dynamically access and update the content, structure and style of documents. The Document Object Model Core Level 3 builds on the Document Object Model Core Level 2 [DOM Level 2 Core].

This version enhances DOM Level 2 Core by completing the mapping between DOM and the XML Information Set [XML Information Set], including the support for XML Base [XML Base], adding the ability to attach user information to DOM Nodes or to bootstrap a DOM implementation, providing mechanisms to resolve namespace prefixes or to manipulate “ID” attributes, giving to type information, etc.

Introduction

The Document Object Model (DOM) is an application programming interface (API) for valid HTML and well-formed XML documents. It defines the logical structure of documents and the way a document is accessed and manipulated. In the DOM specification, the term “document” is used in the broad sense - increasingly, XML is being used as a way of representing many different kinds of information that may be stored in diverse systems, and much of this would traditionally be seen as data rather than as documents. Nevertheless, XML presents this data as documents, and the DOM may be used to manage this data.

With the Document Object Model, programmers can build documents, navigate their structure, and add, modify, or delete elements and content. Anything found in an HTML or XML document can be accessed, changed, deleted, or added using the Document Object Model, with a few exceptions - in particular, the DOM interfaces for the XML internal and external subsets have not yet been specified.

As a W3C specification, one important objective for the Document Object Model is to provide a standard programming interface that can be used in a wide variety of environments and applications. The DOM is designed to be used with any programming language. In order to provide a precise, language-independent specification of the DOM interfaces, we have chosen to define the specifications in Object Management Group (OMG) IDL [1)], as defined in the CORBA 2.3.1 specification [CORBA]. In addition to the OMG IDL specification, we provide language bindings for Java [Java] and ECMAScript [ECMAScript] (an industry-standard scripting language based on JavaScript [JavaScript] and JScript [JScript]). Because of language binding restrictions, a mapping has to be applied between the OMG IDL and the programming language in used. For example, while the DOM uses IDL attributes in the definition of interfaces, Java does not allow interfaces to contain attributes.

1)

Note: OMG IDL is used only as a language-independent and implementation-neutral way to specify interfaces. Various other IDLs could have been used ([COM], [Java IDL], [MIDL], ...). In general, IDLs are designed for specific computing environments. The Document Object Model can be implemented in any computing environment, and does not require the object binding runtimes generally associated with such IDLs.

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