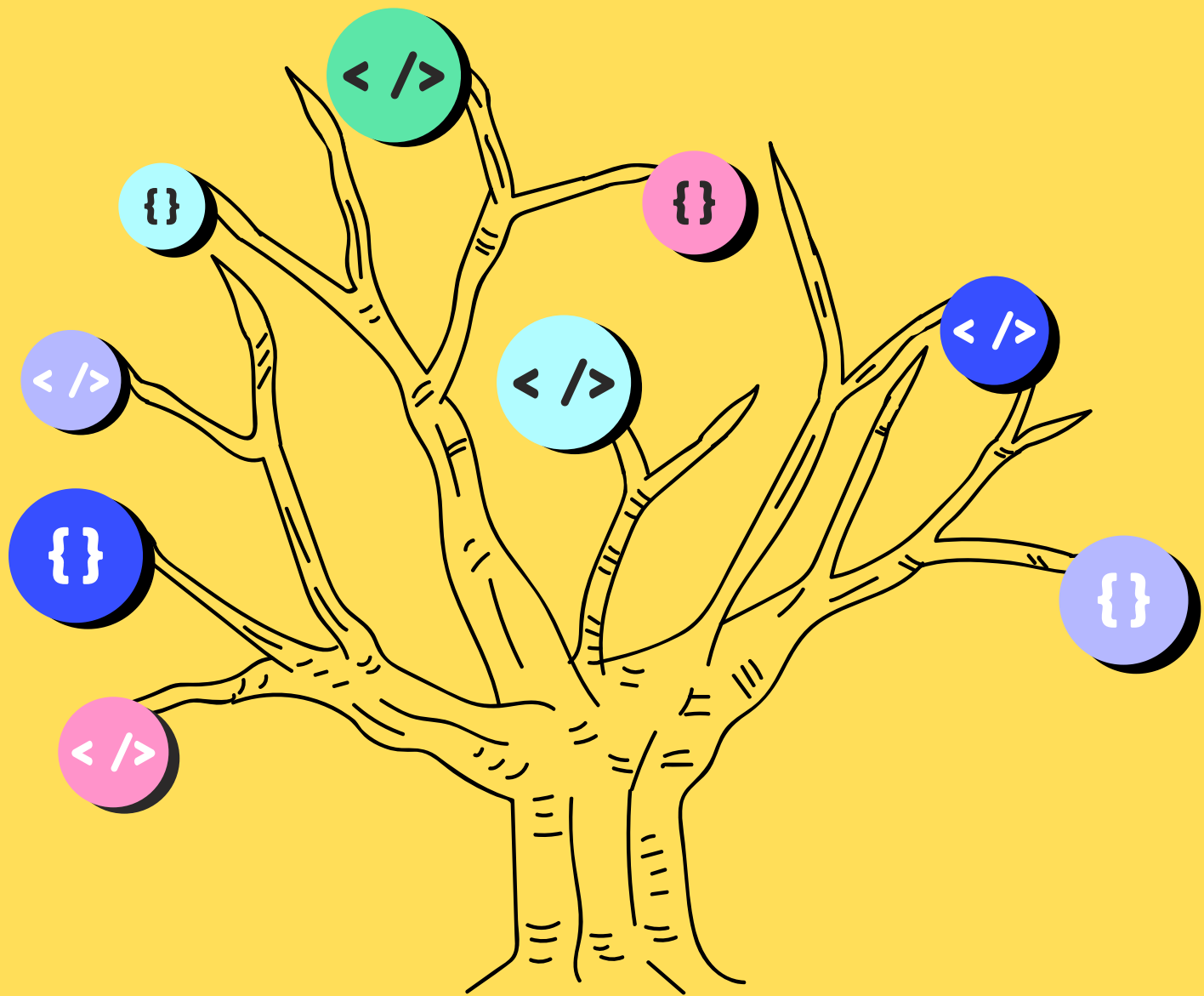


THE DOM











DOCUMENT

OBJECT

MODEL



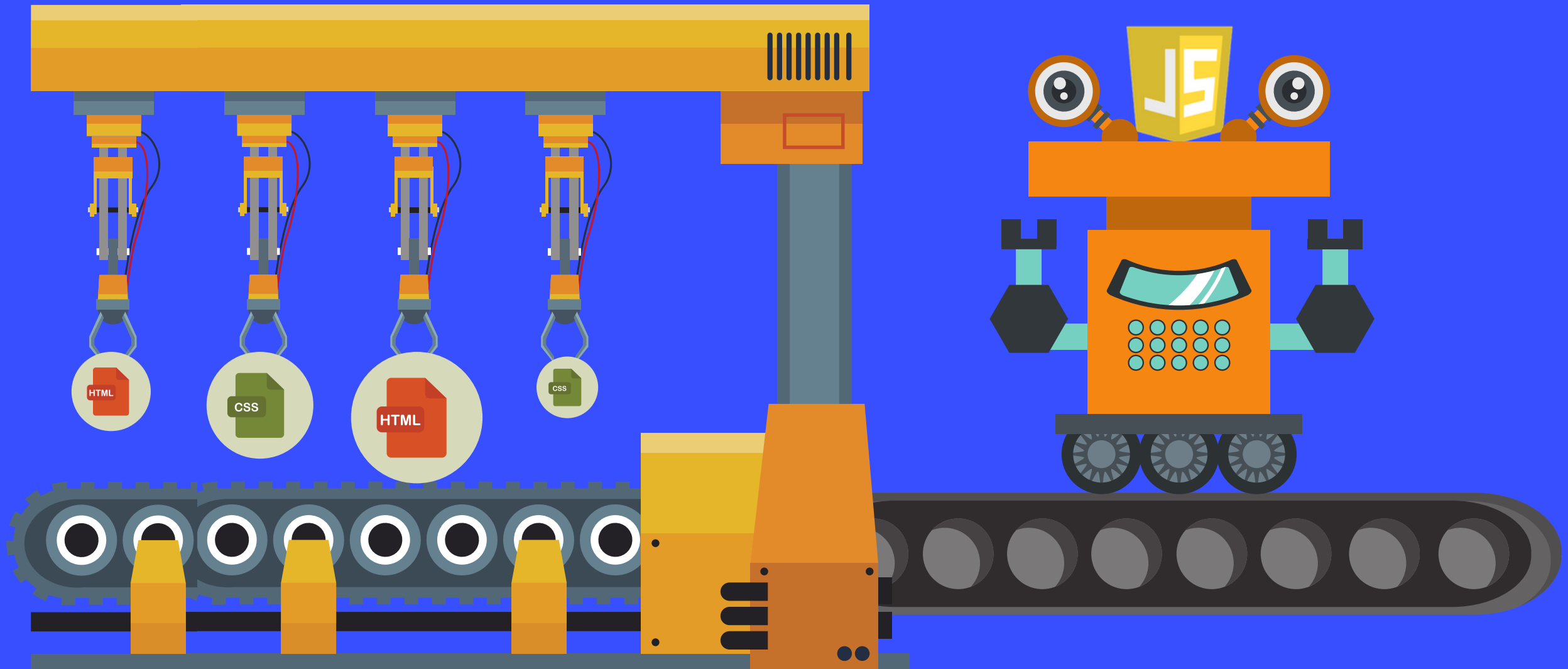
WHAT IS IT?

- The DOM is a JavaScript representation of a webpage.
- It's your JS "window" into the contents of a webpage
- It's just a bunch of objects that you can interact with via JS.

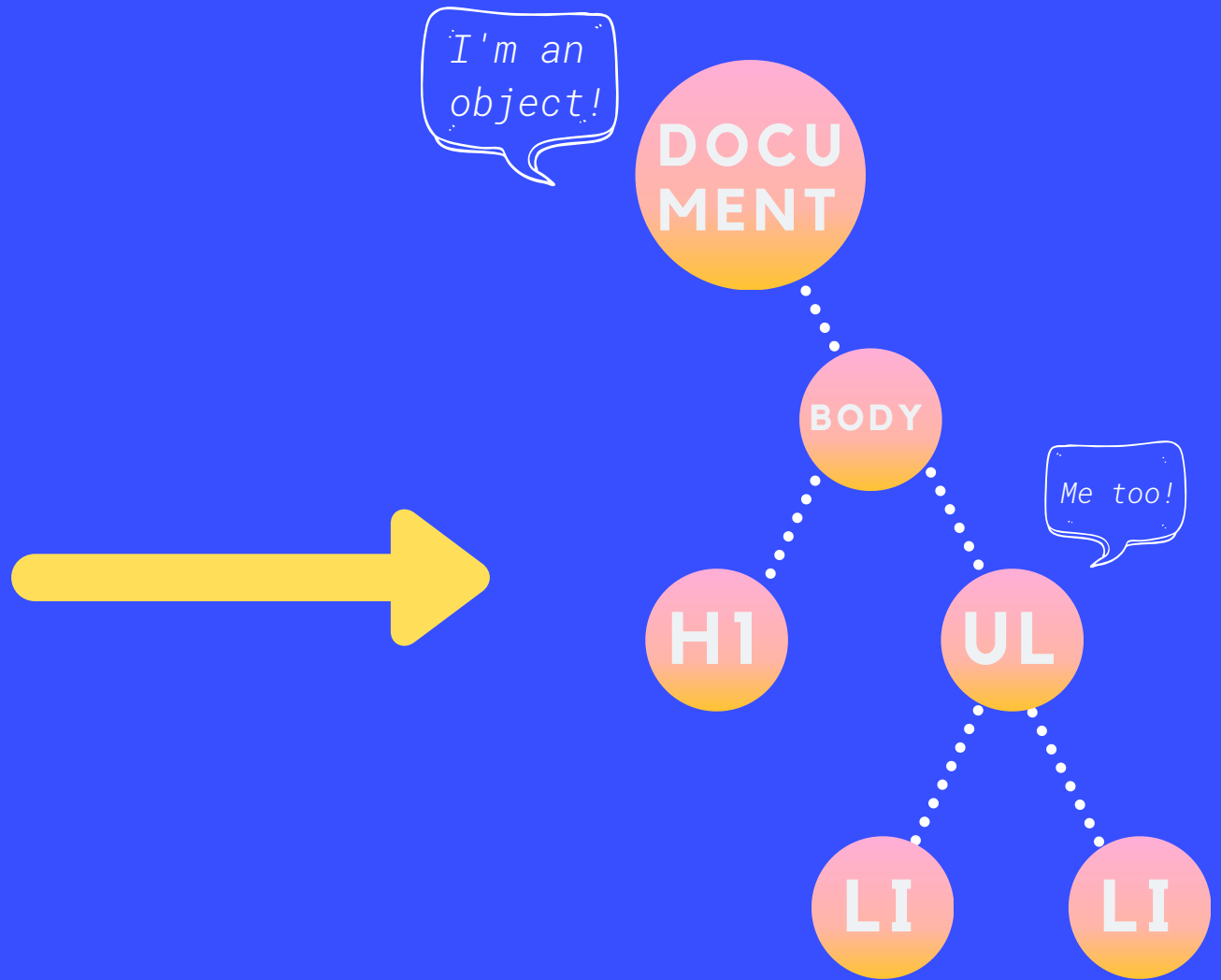


HTML+CSS Go In...

JS Objects Come Out




```
<body>
  <h1>Hello!</h1>
  <ul>
    <li>Water Plants</li>
    <li>Get Some Sleep</li>
  </ul>
</body>
```



HTML+CSS Go In...

JS Objects Come Out

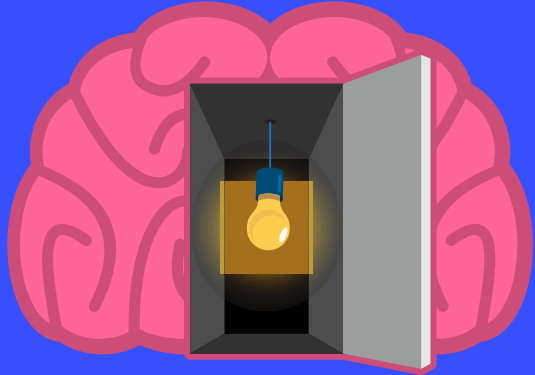
Let's start with the...

D O C U M E N T

O B J E C T

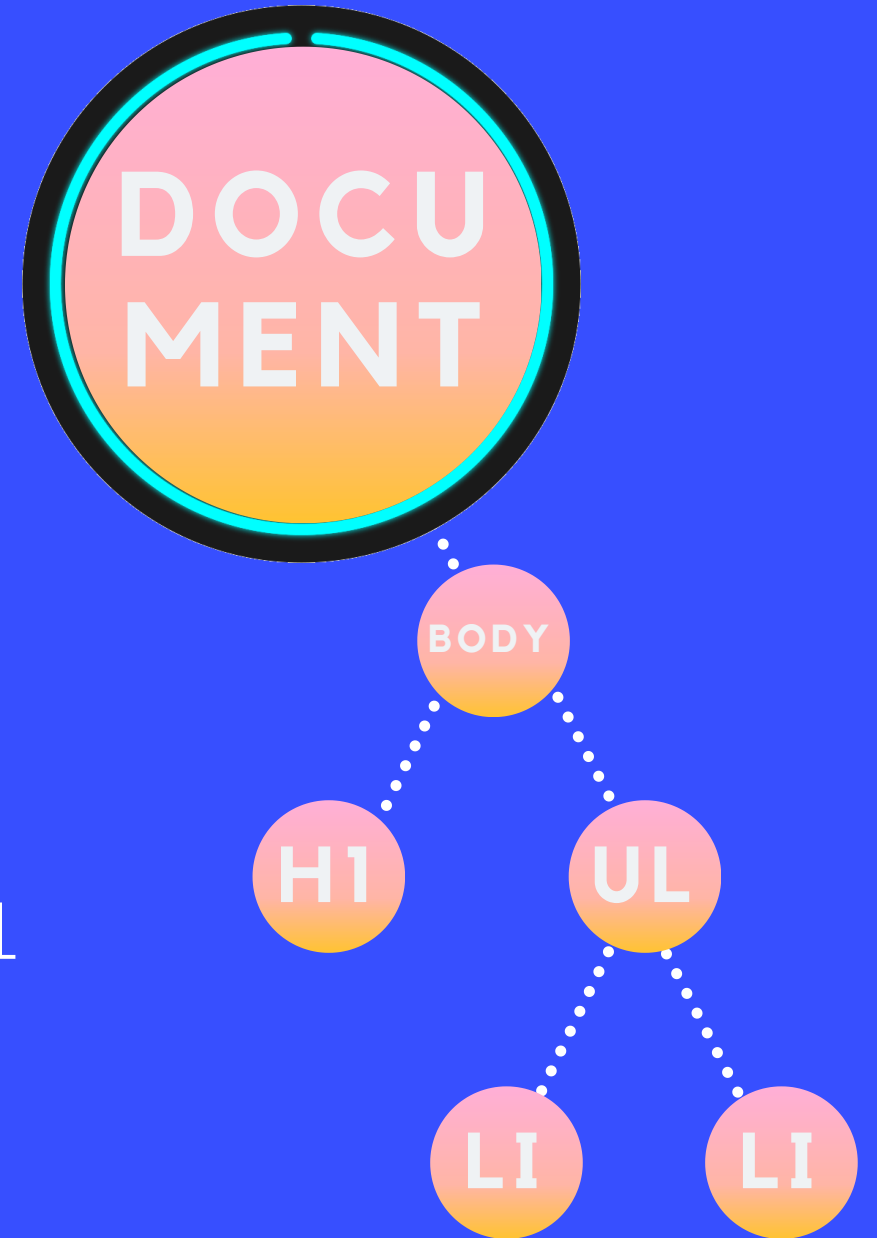
M O D E L





DOCUMENT

The document object is our entry point into the world of the DOM. It contains representations of all the content on a page, plus tons of useful methods and properties



SELECTING





SELECT



MANIPULATE



SELECTING



- `getElementById`
- `getElementsByTagName`
- `getElementsByClassName`



querySelector

- A newer, all-in-one method to select a single element.

```
//Finds first h1 element:  
document.querySelector('h1');  
  
//Finds first element with ID of red:  
document.querySelector('#red');  
  
//Finds first element with class of  
document.querySelector('.big');
```



querySelectorAll

Same idea , but returns a collection of matching elements



SELECT



MANIPULATE



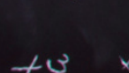
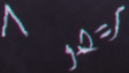
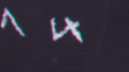
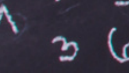
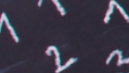
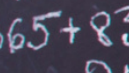
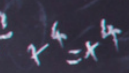
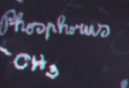












$$T = \frac{2\pi}{\omega}$$

$$p = mv$$

$$E = mc^2$$

$$E = \frac{1}{2}mv^2$$

$$V = \pi r^2 h$$

$$A = \frac{1}{2}bh$$

$$S = \frac{1}{2}ab$$

$$V = \frac{4}{3}\pi r^3$$

$$A = \pi r^2$$

$$S = \pi r l$$

$$V = \pi r^2 h$$

$$A = \pi r^2$$

$$S = \pi r l$$

$$V = \pi r^2 h$$

$$A = \pi r^2$$

$$S = \pi r l$$

$$a^2 = b^2 + c^2$$

$$x^2 + y^2 = z^2$$

$$x^2 - y^2 = z^2$$

$$x^2 + y^2 = z^2$$

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PROPERTIES & METHODS

(the important ones)

- classList
- getAttribute()
- setAttribute()
- appendChild()
- append()
- prepend()
- removeChild()
- remove()
- createElement



- innerText
- textContent
- innerHTML
- value
- parentElement
- children
- nextSibling
- previousSibling
- style

EVENTS

Responding to
user inputs
and actions!



A SMALL TASTE

- clicks
- drags
- drops
- hovers
- scrolls
- form submission
- key presses
- focus/blur



- mouse wheel
- double click
- copying
- pasting
- audio start
- screen resize
- printing

addEventListener

Specify the event type and a callback to run



```
const button = document.querySelector('h1');  
  
button.addEventListener('click', () => {  
  alert("You clicked me!!")  
})
```