JS HTML DOM

```
<html><body>
<p id="demo"></p>
<script>
document.getElementById("demo").innerHTML = "Hello World!";
</script>
</body></html>
```

```
<script src="myScript.js"></script>
```

To add several script files to one page - use several script tags:

```
<script src="myScript1.js"></script>
<script src="myScript2.js"></script>
```

Finding HTML elements

Method	Description
document.getElementById(*id*)	Find an element by element id
document.getElementsByTagName(*name*)	Find elements by tag name
document.getElementsByClassName(*name*)	Find elements by class name
const x = document.querySelectorAll("p.intro"); returns a list of all <p> elements with class="intro"	Finding HTML Elements by CSS Selectors
Other methods:Finding HTML Elements by HTML Object Collections...<form> const x = document.getElementById("main"); const y = x.getElementsByTagName("p"); finds the element with id="main", and then finds all <p> elements inside "main"	

Changing HTML elements

Property	Description
element.innerHTML = *new html content*	Change the inner HTML of an element
element.*attribute* = *new value*	Change the attribute value of an HTML element
element.style.*property* = *new style*	Change the style of an HTML element*
Method	**Description**
element.setAttribute(*attribute, value*)	Change the attribute value of an HTML element

Adding and Deleting elements

Method	Description
document.createElement(*element*)	Create an HTML element
document.removeChild(*element*)	Remove an HTML element
document.appendChild(*element*)	Add an HTML element
document.replaceChild(*new, old*)	Replace an HTML element
document.write(*text*)	Write into the HTML output stream

*Changing CSS :
document.getElementById(*id*).style.*property* = *new style*

Adding event handler code to an onclick event:
document.getElementById(*id*) .onclick = function(){*code*}

Common Events :
onchange : An HTML element has been changed
onclick : The user clicks an HTML element
onmouseover : moves the mouse over an HTML element
onmouseout: the user moves the mouse away from an HTML element
onkeydown : the userpushes a keyboard key
onload : The browser has finished loading the page
onscroll

***element*.addEventListener(*event, function, useCapture*);**

The first parameter is the type of the event (like "click" or "mousedown",etc.)
The second parameter is the function we want to call when the event occurs.
The third parameter is a boolean value specifying whether to use event bubbling or event capturing. This parameter is optional.
Note that you don't use the "on" prefix for the event
remove an event listener by using themethod :
removeEventListener()

Anonymous function

```
element.addEventListener("click", function(){ alert("Hello World!"); });      OR
element.addEventListener("click", myFunction);
function myFunction() {     .....      }
```