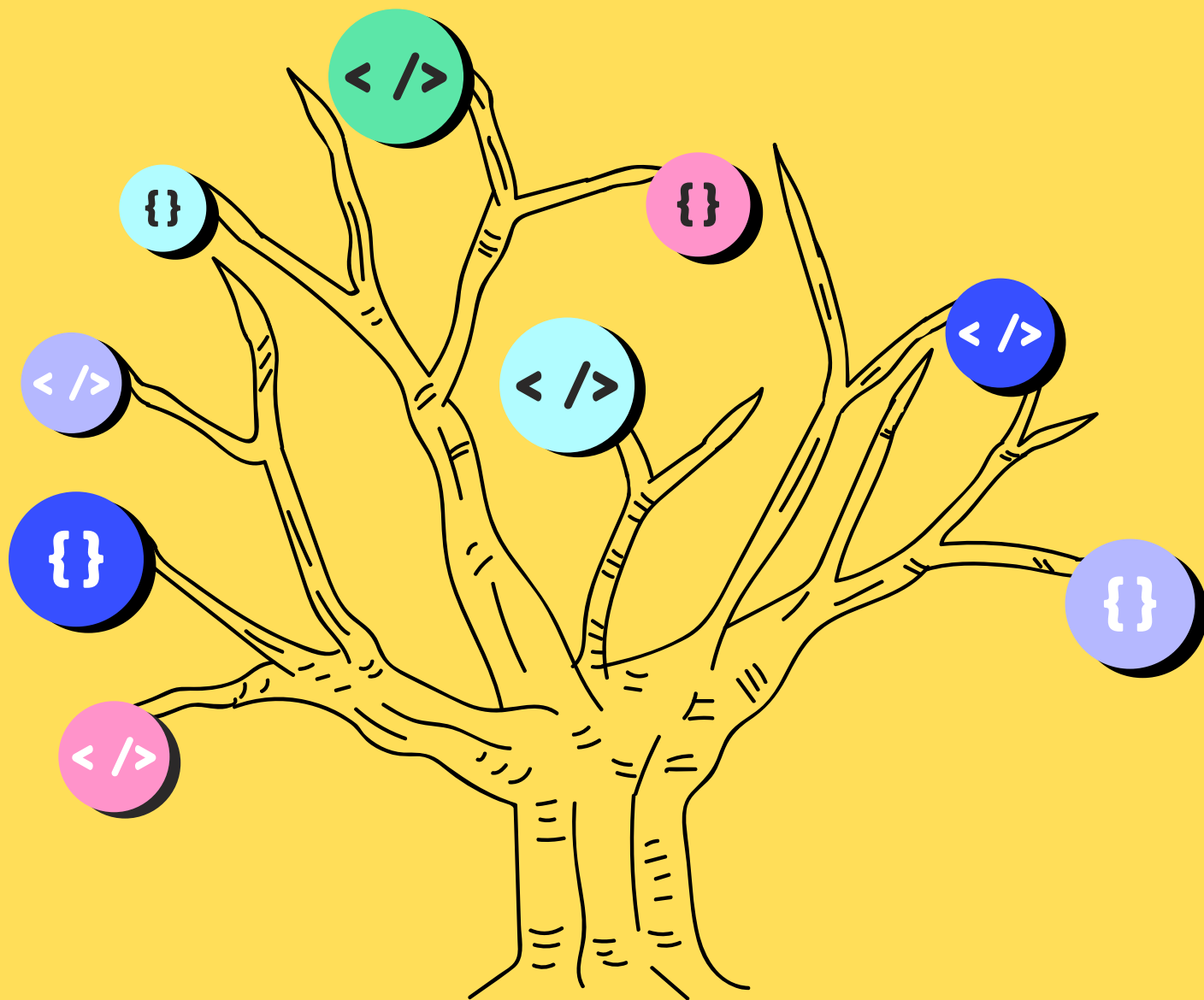


# THE DOM





**D**OCUMENT

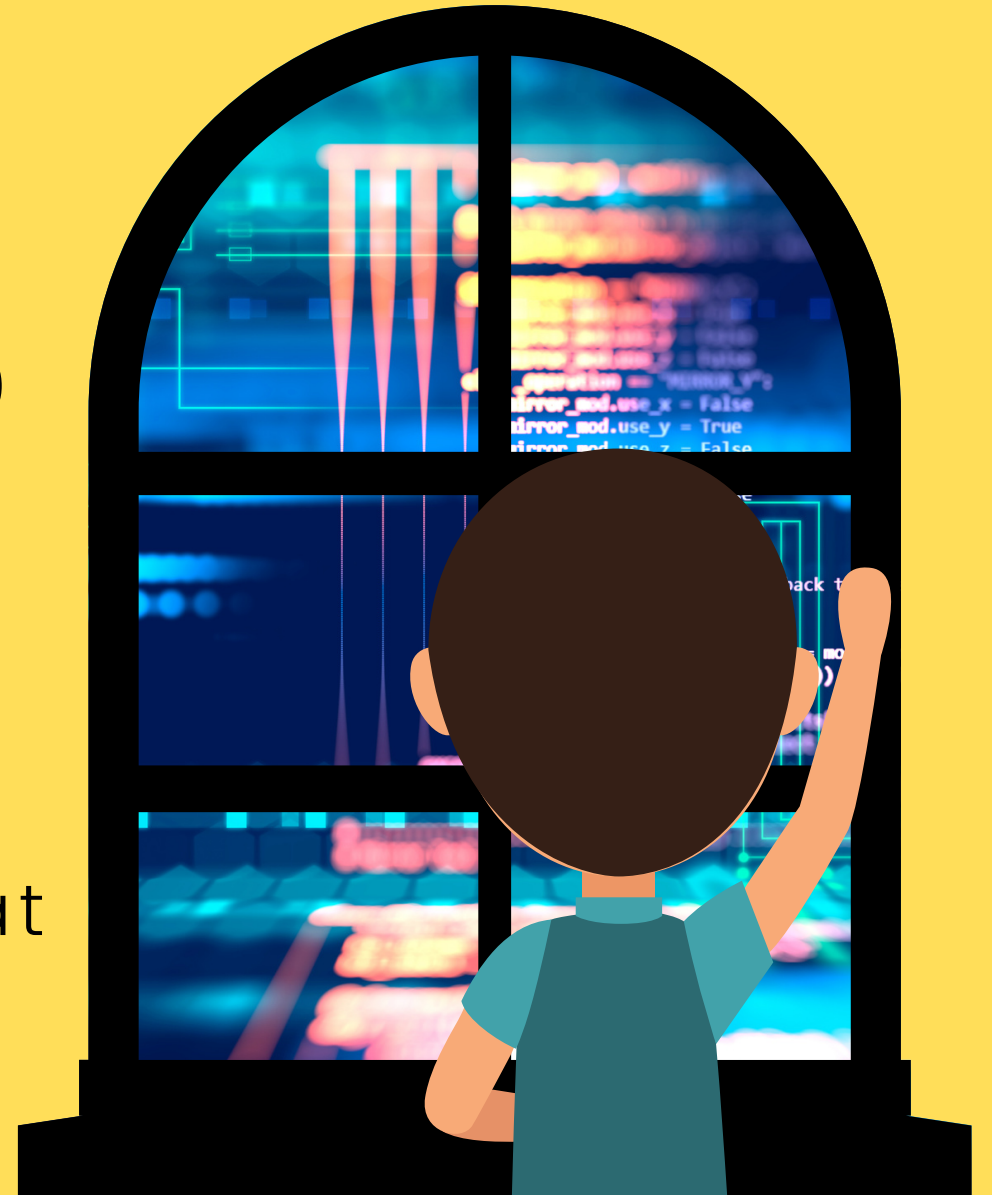
**O**BJECT

**M**ODEL



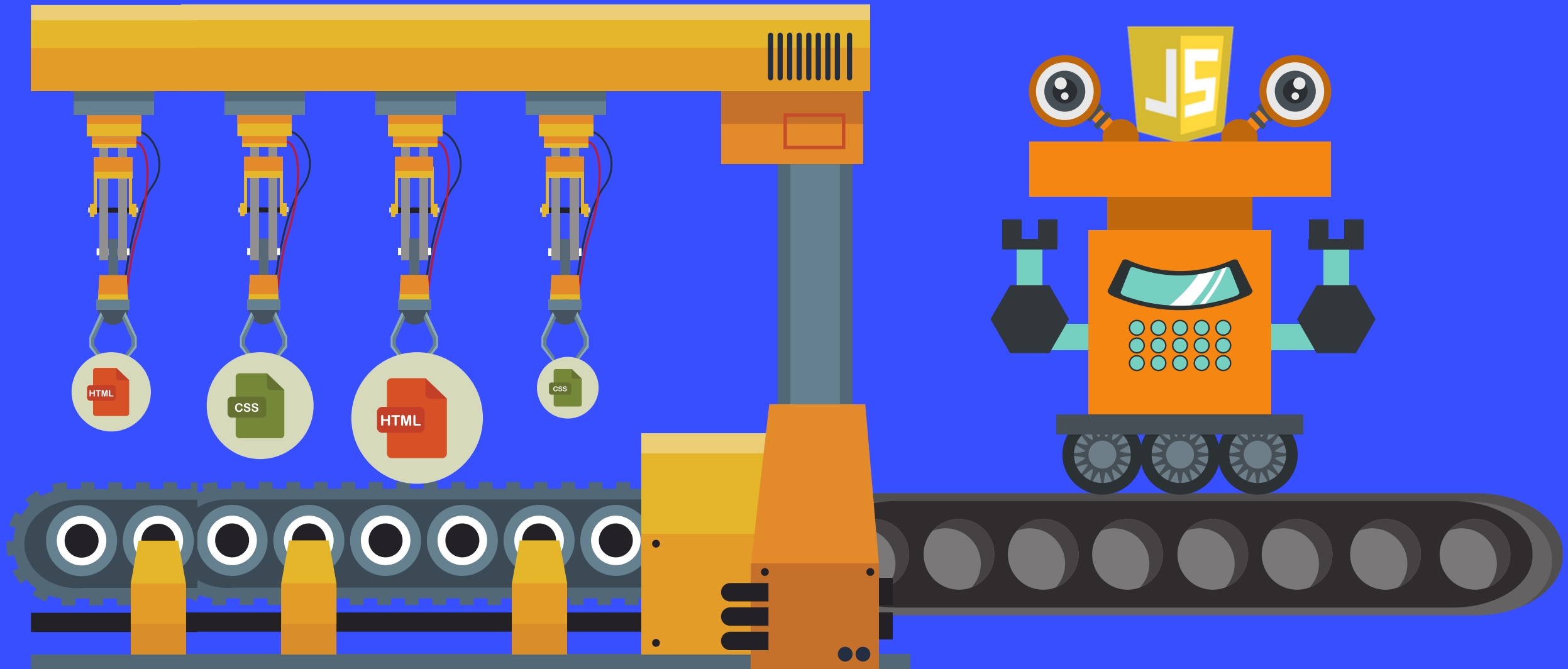
# WHAT IS IT?

- 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.



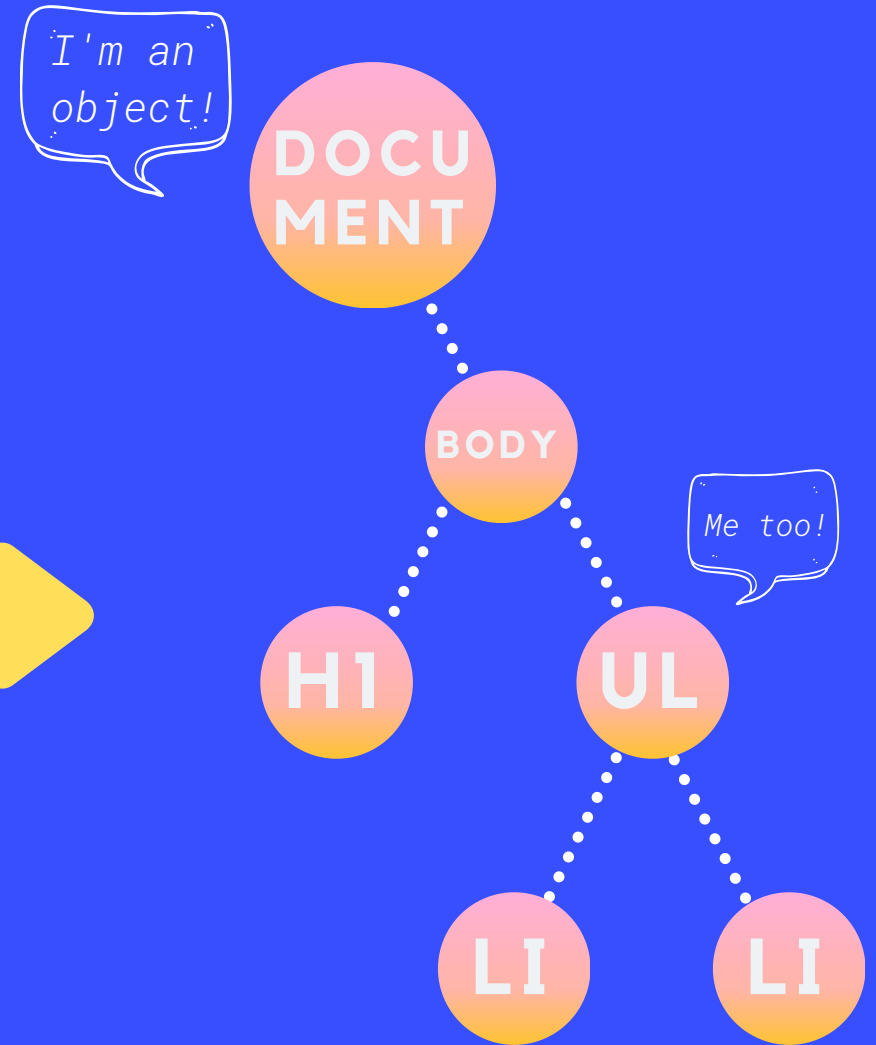
HTML+CSS Go In...

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

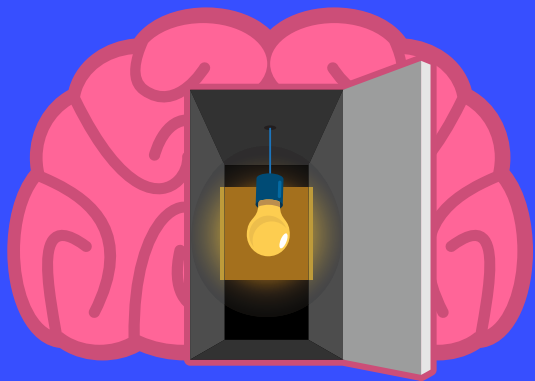
Let's start with the...

**D**OCUMENT

**O**BJECT

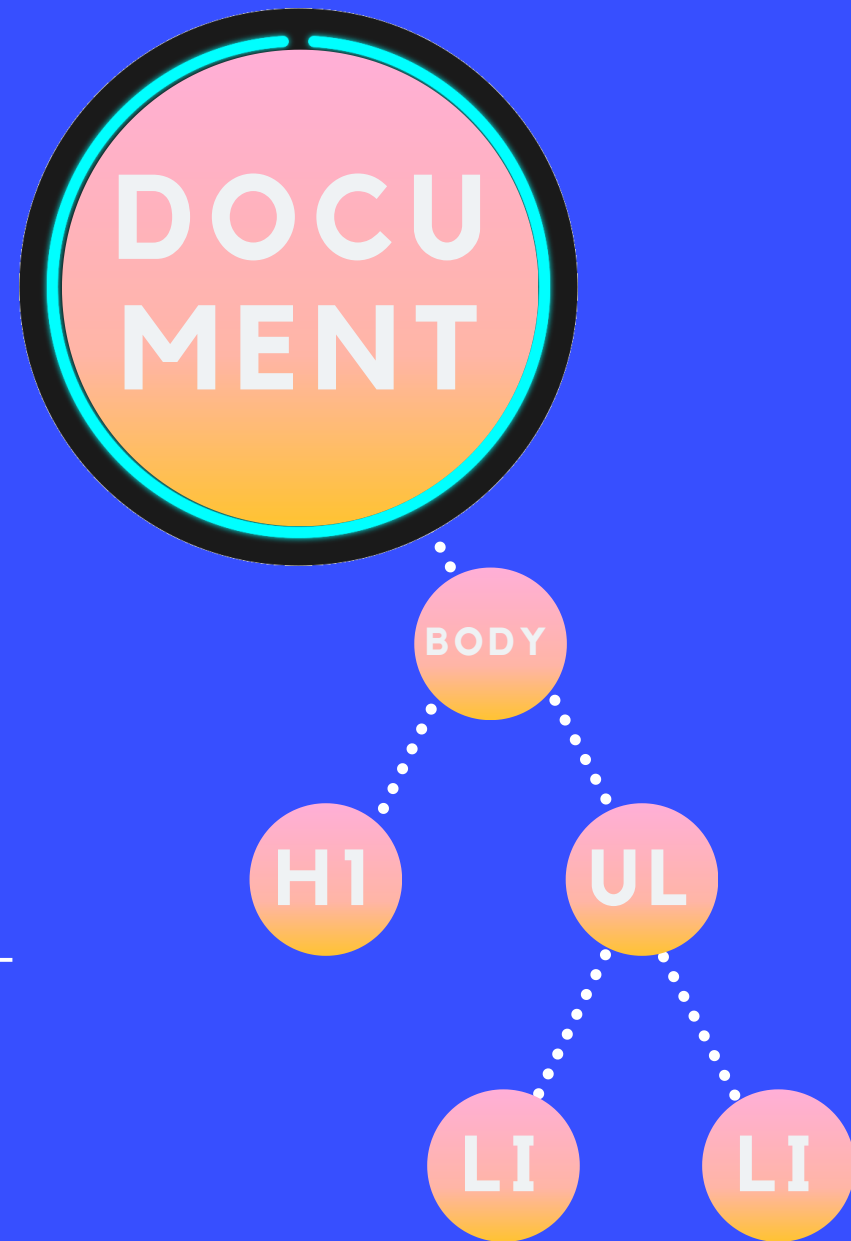
**M**ODEL





# 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



1

SELECT

2

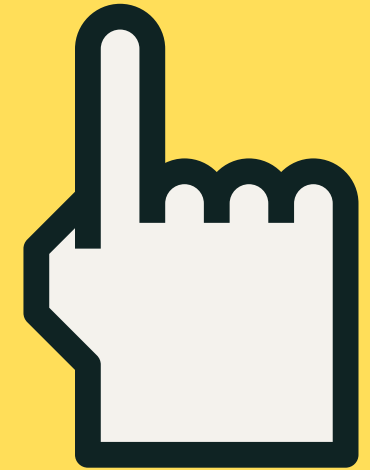
MANIPULATE



# 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



# 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!!")  
})
```