Hello, World DOMination: Adding a CSS Class After DOM Load Event

In our previous JS examples, we used `window.onload` to run a function after the window has loaded the page, which ensures that all of the objects are in the DOM, including images, scripts, links, and subframes. However, we don't need to wait for stylesheets, images, and subframes to finish loading before our JavaScript runs because JS isn't dependent on them. And, some images may be so large that waiting on them to load before the JS runs would make the user experience feel slow and clunky. There is a better method to use in this case: `DOMContentLoaded`.

According to MDN, "the DOMContentLoaded event fires when the initial HTML document has been completely loaded and parsed, without waiting for stylesheets, images, and subframes to finish loading."

We'll use DOMContentLoaded to add CSS classes to page elements immediately after they are loaded. Let's add the CSS class "i-got-loaded" to the `body` element when the window fires the DOMContentLoaded event. We can do this in the script block or in an external JS file, as we did in the examples above.

Javascript

```javascript
window.addEventListener("DOMContentLoaded", event => {
  document.body.className = "i-got-loaded";
});
```

After adding the Javascript above, refresh the HTML in your browser, inspect the page, and notice that the `body` element now has a class of "i-got-loaded".