# **DOM Manipulation Cheat Sheet**

# **Selecting Elements**

```
getElementById("id")
```

- Selects **one element** by ID.
- Returns a single element (or null).
- Old but still widely used.

```
document.getElementById("main-title");
```

## getElementsByClassName("class")

- Selects all elements with a class.
- Returns an **HTMLCollection** (not an array).

```
document.getElementsByClassName("card");
```

#### getElementsByTagName("tag")

- Selects all elements with a tag name (div, p, ul, etc.).
- Returns an HTMLCollection.

```
document.getElementsByTagName("li");
```

### querySelector("selector")

- Selects the first matching element.
- Uses **CSS selectors**, very flexible.

```
document.querySelector("#main-title");  // by ID
document.querySelector(".card");  // by class
document.querySelector("p");  // first 
document.querySelector("ul li.active");  // nested selection
```

### querySelectorAll("selector")

- Selects all matching elements.
- Returns a **NodeList** (can use forEach, unlike HTMLCollection).

```
document.querySelectorAll(".card");
document.querySelectorAll("p");
```

#### ✓ When to use what?

- Use getElementById → single element by ID.
- **Use querySelector** → first match with CSS-like selector.
- Use querySelectorAll → all matches (easy looping).

# **Updating Existing Content**

# Property Description .innerHTM Updates HTML inside the element L .outerHTM Updates the element itself including tags L .textCont Updates only text content, ignores HTML ent .innerTex Updates visible text (ignores hidden text) t

# **Adding New Elements / Content**

#### Adding to multiple elements

```
let boxes = document.querySelectorAll(".box");
boxes.forEach(box => {
  box.append("hello");
});
```

#### Using insertAdjacentHTML

```
box.insertAdjacentHTML("beforebegin", "Hello before box");
box.insertAdjacentHTML("afterbegin", "Hello at start");
box.insertAdjacentHTML("beforeend", "Hello at end");
box.insertAdjacentHTML("afterend", "Hello after box");
```

# **Styling Elements**

# Working with Classes & IDs

```
box.setAttribute("id", "heading-id"); // set ID

// Class name as string
console.log(box.className);
```

```
// Class list (like array, easy to manipulate)
box.classList.add("new-class");
box.classList.remove("old-class");
box.classList.toggle("active"); // add if missing, remove if exists
```