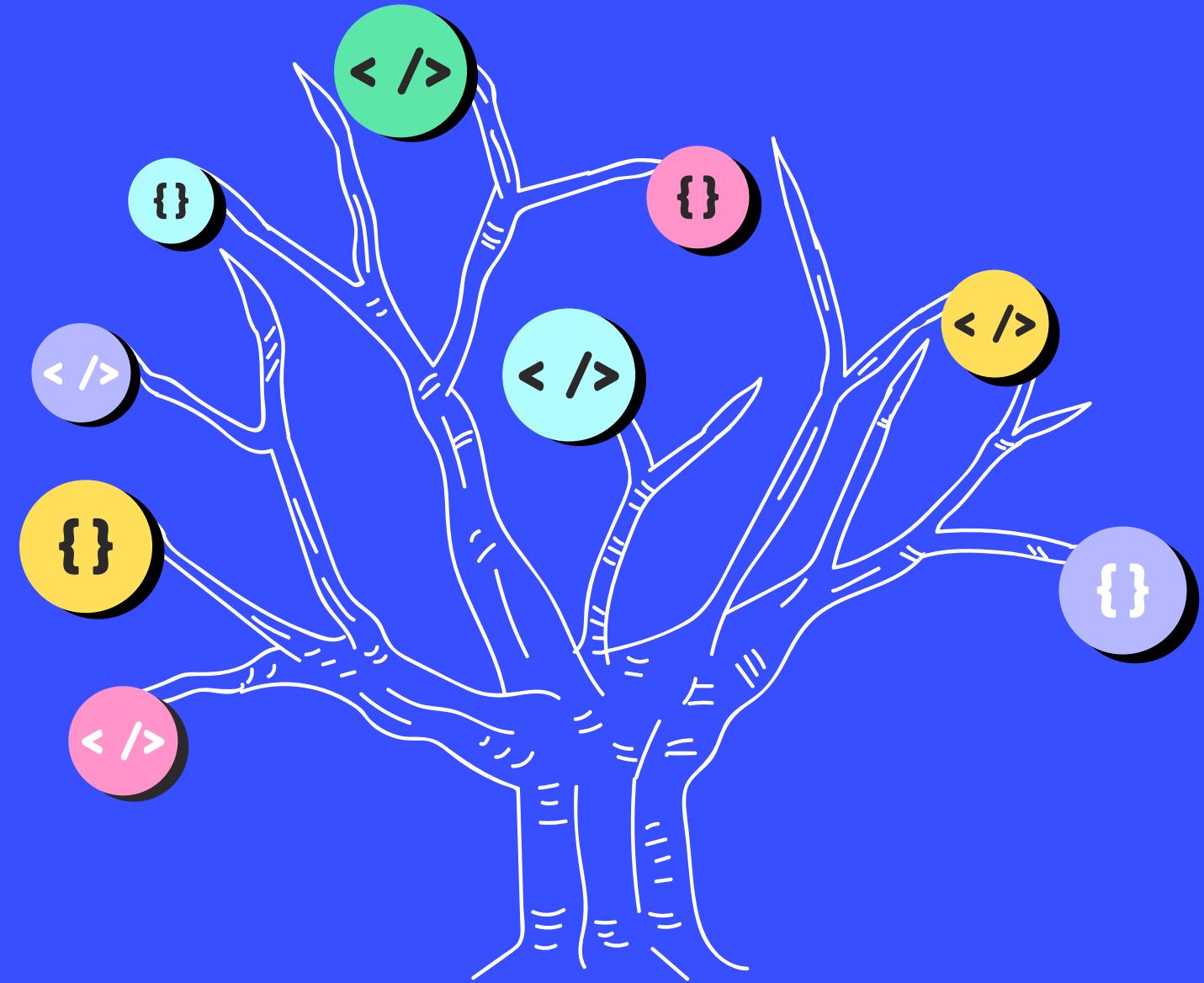


# THE DOM















MAKE SURE YOU ARE  
COMFORTABLE WITH  
BASIC HTML & CSS!

# DOCUMENT

# OBJECT MODEL



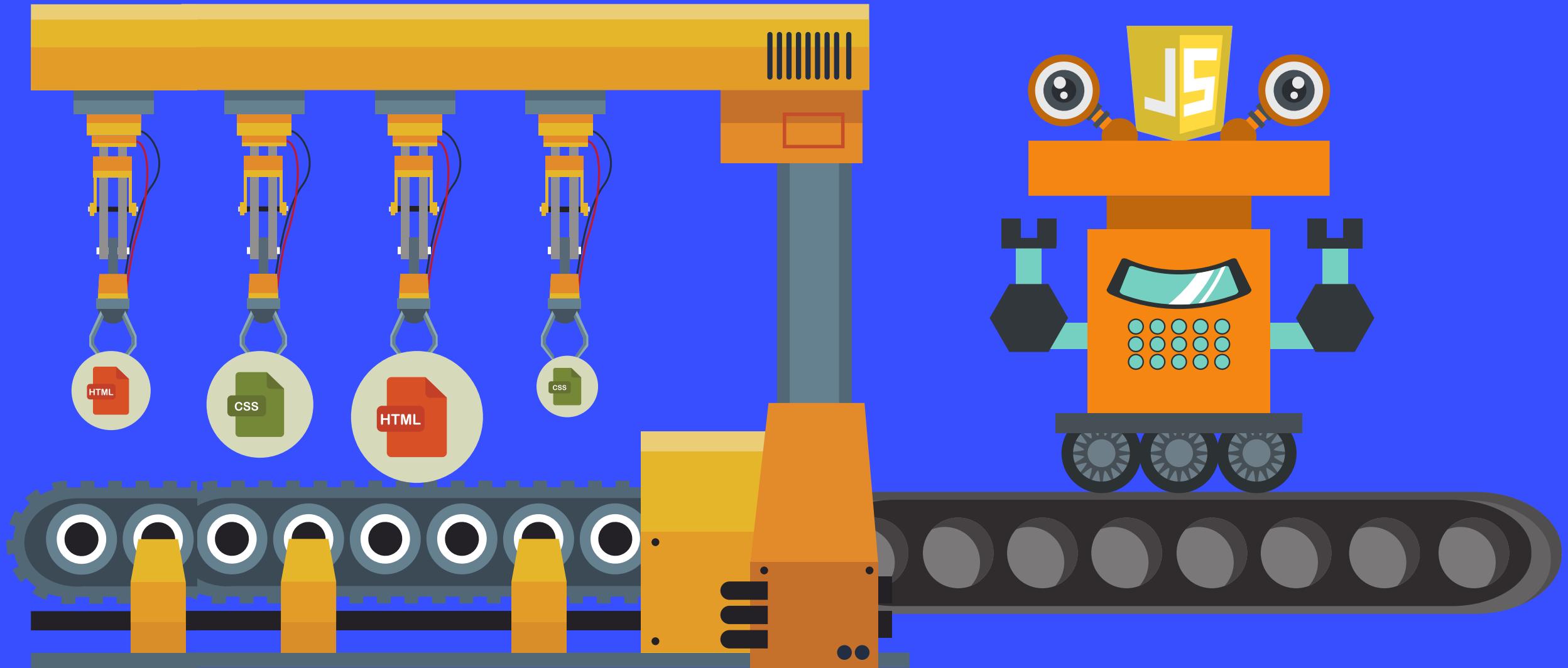
# WHAT IS IT?

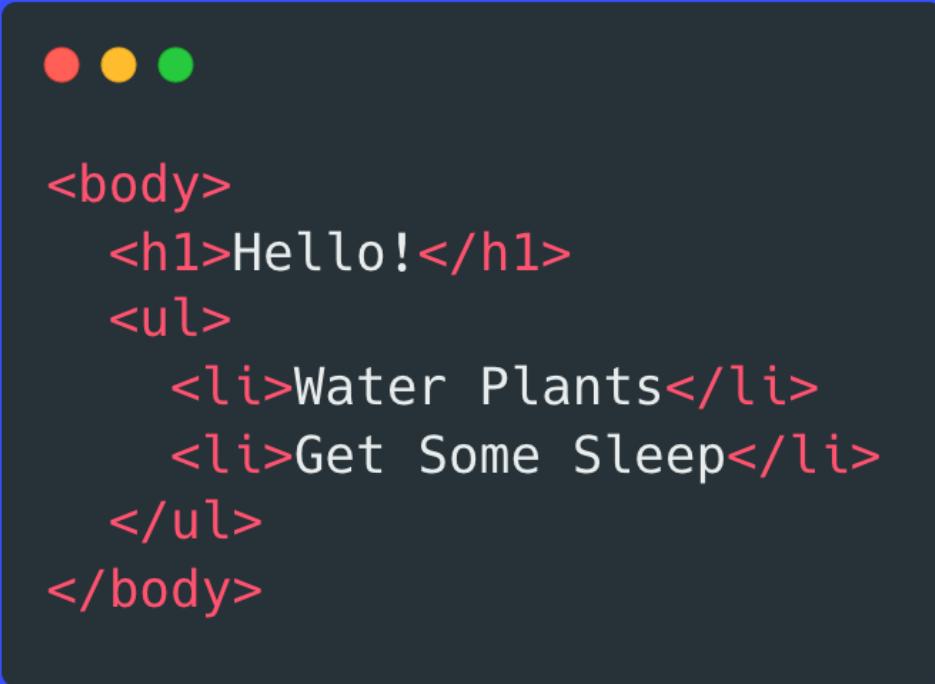
- The DOM is a JavaScript representation of a webpage.
- It's your JS "window" into the contents of a webpage
- It's just a bunch of objects that you can interact with via JS.



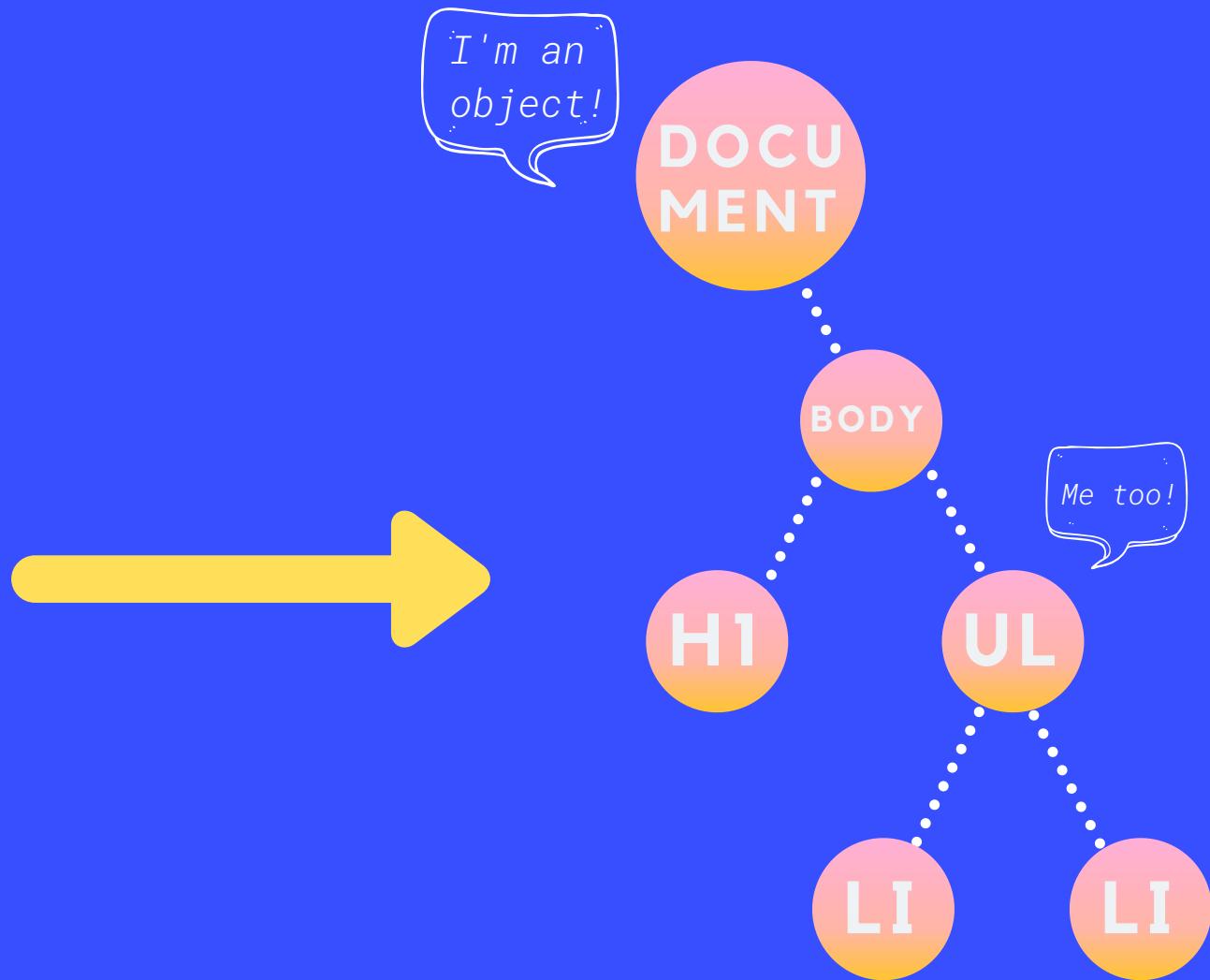
HTML+CSS Go In...

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 . . .

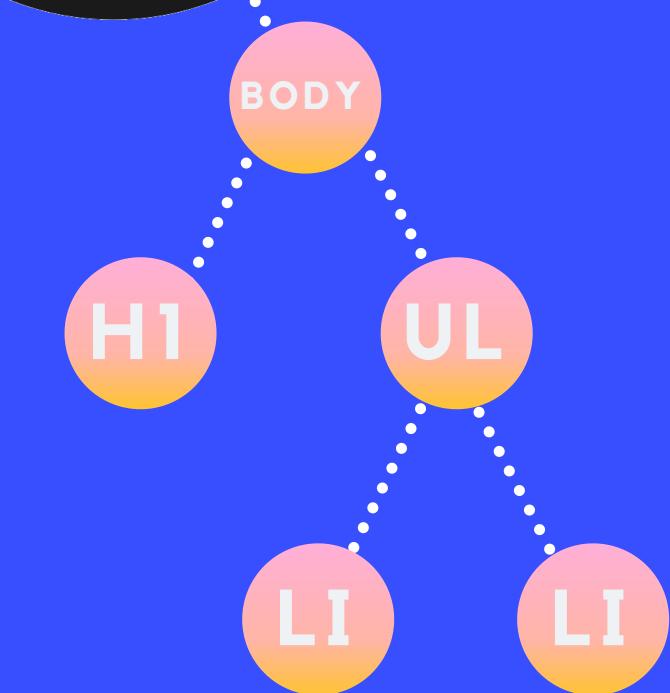
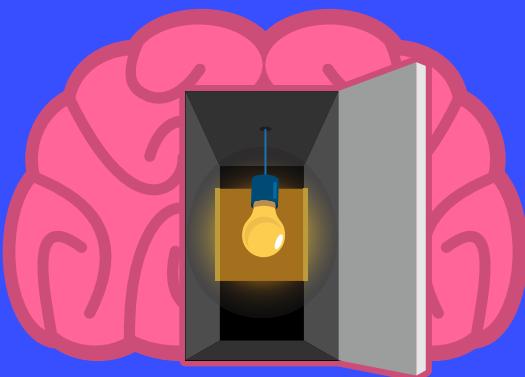
# DOCUMENT OBJECT MODEL

*I have nothing to do  
with the DOM but I  
look cool!*

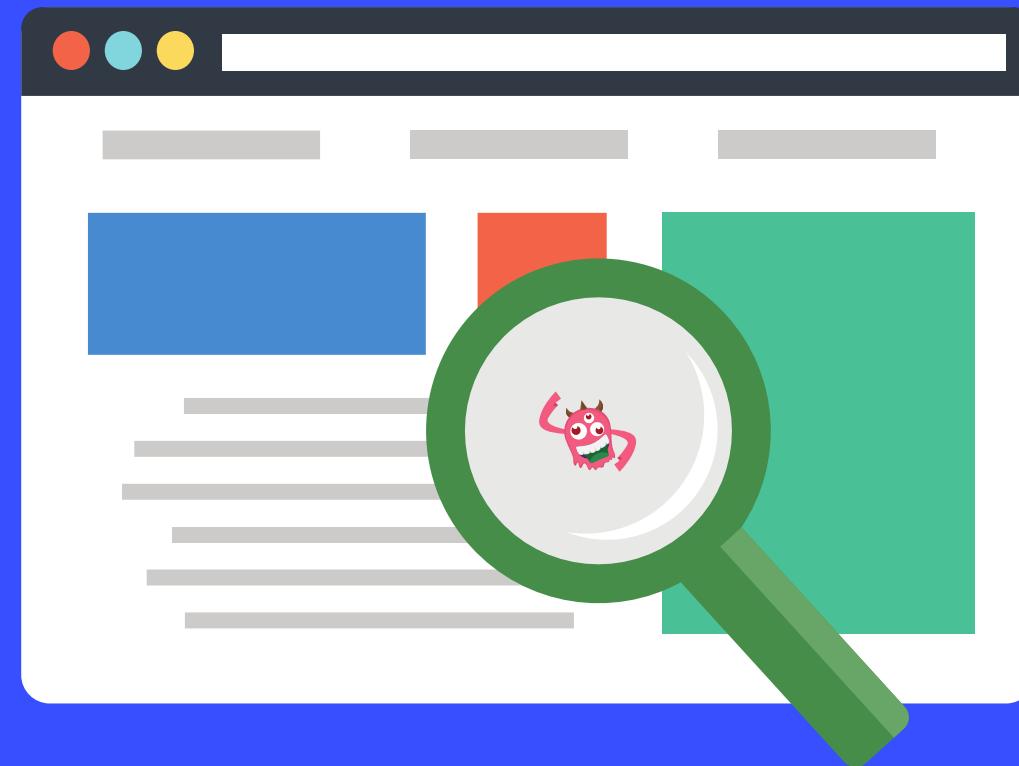


# DOCUMENT

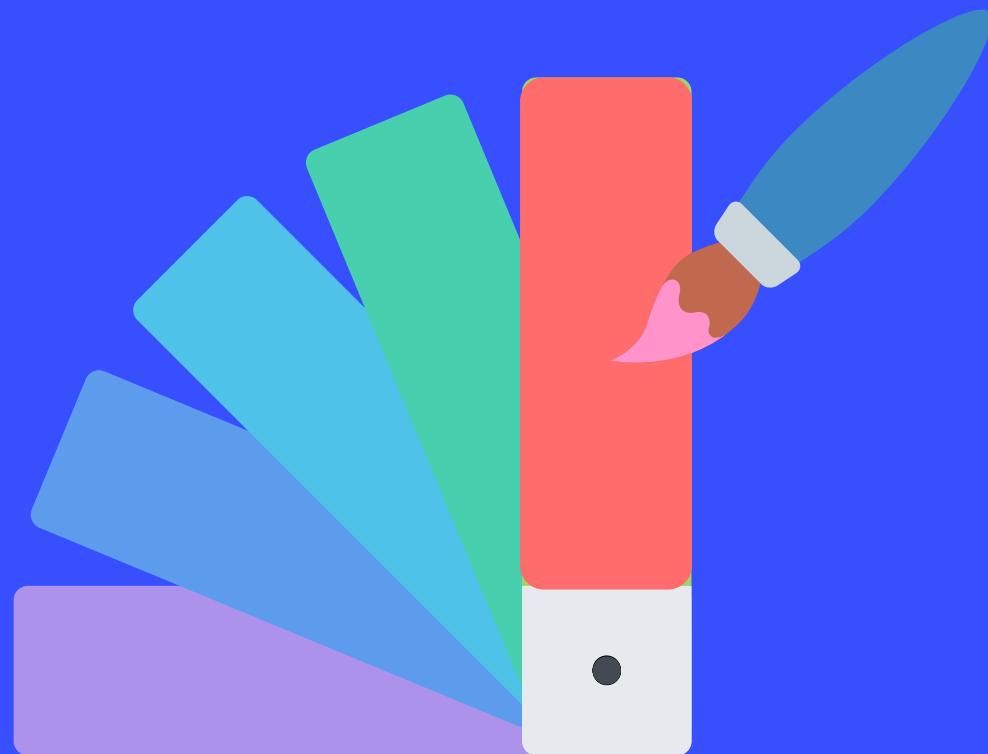
The document object is our entry point into the world of the DOM. It contains representations of all the content on a page, plus tons of useful methods and properties



# SELECTING

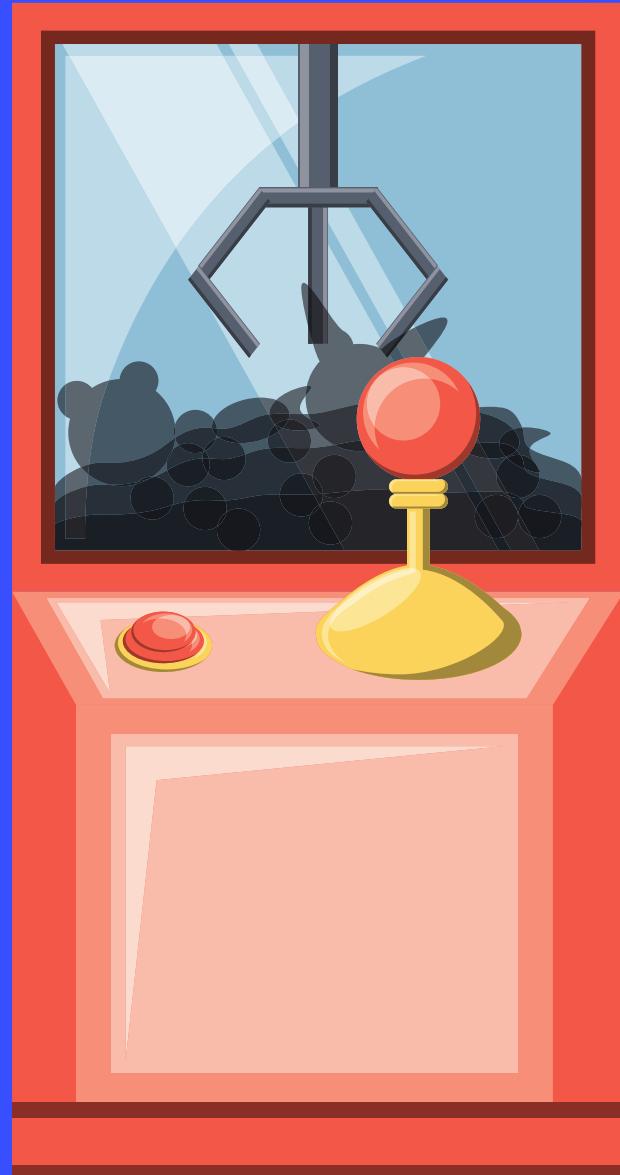


# 1 SELECT 2 MANIPULATE



# SELECTING

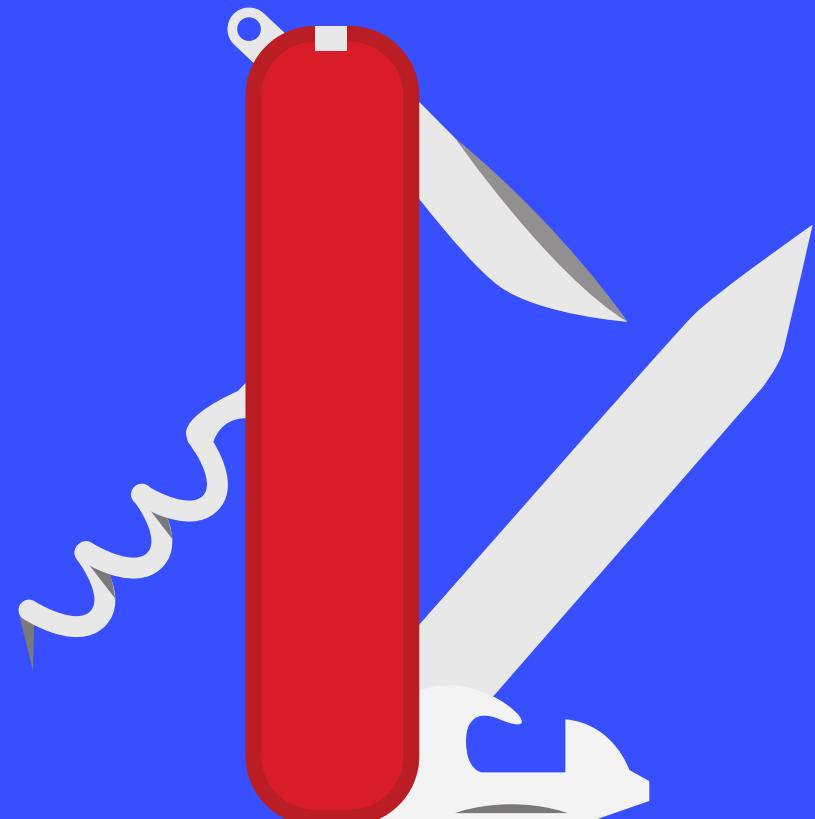
- getElementById
- getElementsByTagName
- getElementsByClassName



# querySelector

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

```
● ● ●  
  
//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');
```

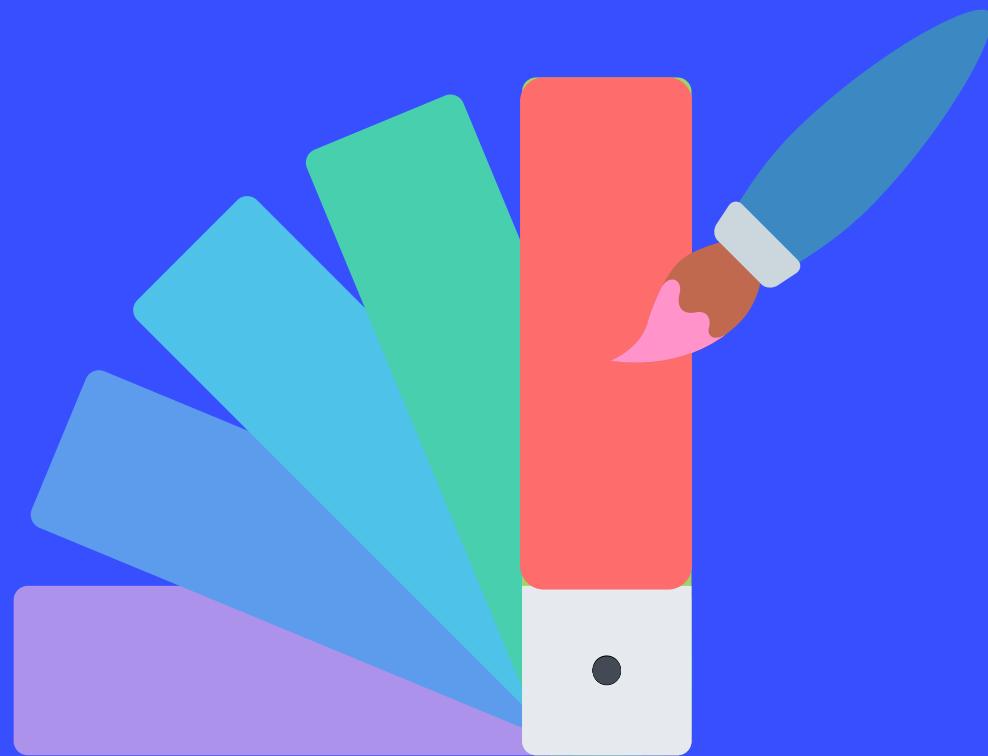


# querySelectorAll

Same idea , but returns **a collection** of matching elements



# 1 SELECT 2 MANIPULATE

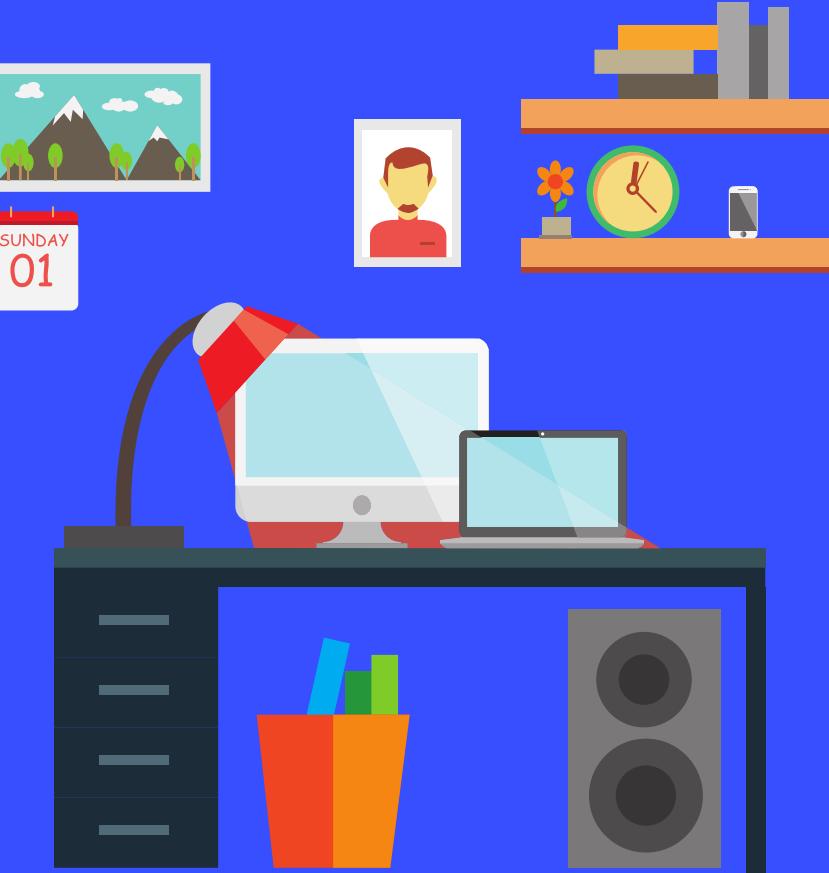




# PROPERTIES & METHODS

(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!!")
})
```