**Document Object Model** (**DOM**)

The **Document Object Model** (**DOM**) is a [cross-platform](https://en.wikipedia.org/wiki/Cross-platform) and [language-independent](https://en.wikipedia.org/wiki/Language-independent_specification) interface that treats an [HTML](https://en.wikipedia.org/wiki/HTML) or [XML](https://en.wikipedia.org/wiki/XML) document as a [tree structure](https://en.wikipedia.org/wiki/Tree_structure) wherein each [node](https://en.wikipedia.org/wiki/Node_(computer_science)) is an [object](https://en.wikipedia.org/wiki/Object_(computer_science)) representing a part of the document. The DOM represents a document with a logical tree. Each branch of the tree ends in a node, and each node contains objects. DOM methods allow programmatic access to the tree; with them one can change the structure, style or content of a document.[[2]](https://en.wikipedia.org/wiki/Document_Object_Model#cite_note-2) Nodes can have [event handlers](https://en.wikipedia.org/wiki/Event_handler) (also known as event listeners) attached to them. Once an event is triggered, the event handlers get executed.[[3]](https://en.wikipedia.org/wiki/Document_Object_Model#cite_note-Introduction-3)

The principal standardization of the DOM was handled by the [World Wide Web Consortium](https://en.wikipedia.org/wiki/World_Wide_Web_Consortium) (W3C), which last developed a recommendation in 2004. [WHATWG](https://en.wikipedia.org/wiki/WHATWG) took over the development of the standard, publishing it as a [living document](https://en.wikipedia.org/wiki/Living_document). The W3C now publishes stable snapshots of the WHATWG standard.

In HTML DOM (Document Object Model), every element is a node:[[4]](https://en.wikipedia.org/wiki/Document_Object_Model#cite_note-4)

* A document is a document node.
* All HTML elements are element nodes.
* All HTML attributes are attribute nodes.
* Text inserted into HTML elements are text nodes.
* Comments are comment nodes.

**Browser Object Model** (**BOM**)

The **Browser Object Model** (**BOM**) is a browser-specific [convention](https://en.wikipedia.org/wiki/Naming_convention_(programming)) referring to all the objects exposed by the [web browser](https://en.wikipedia.org/wiki/Web_browser).[[1]](https://en.wikipedia.org/wiki/Browser_Object_Model#cite_note-1) Unlike the [Document Object Model](https://en.wikipedia.org/wiki/Document_Object_Model), there is no [standard for implementation](https://en.wikipedia.org/wiki/Product_software_implementation_method) and no strict definition, so browser vendors are free to implement the BOM in any way they wish.[[2]](https://en.wikipedia.org/wiki/Browser_Object_Model#cite_note-2)

That which we see as a window displaying a document, the browser program sees as a hierarchical collection of objects. When the browser [parses](https://en.wikipedia.org/wiki/Parsing#Computer_languages) a document, it creates a collection of objects that define the document and detail how it should be displayed. The object the browser creates is known as the [Document Object Model](https://en.wikipedia.org/wiki/Document_Object_Model) (DOM). It is part of a larger [collection](https://en.wikipedia.org/wiki/Library_(computing)) of objects that the browser makes use of. This collection of browser objects is collectively known as the Browser Object Model, or BOM.[[3]](https://en.wikipedia.org/wiki/Browser_Object_Model#cite_note-3)

The top level of the hierarchy is the window object, which contains the information about the [window](https://en.wikipedia.org/wiki/Window_(computing)) displaying the document. Some of its fields are objects themselves that describe the document and related information.