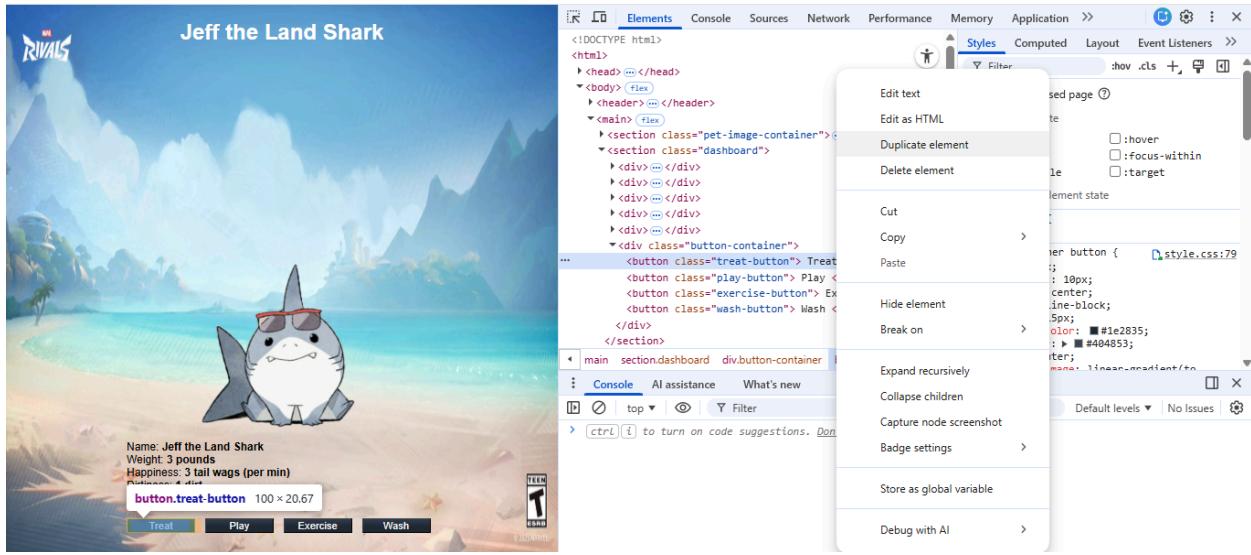
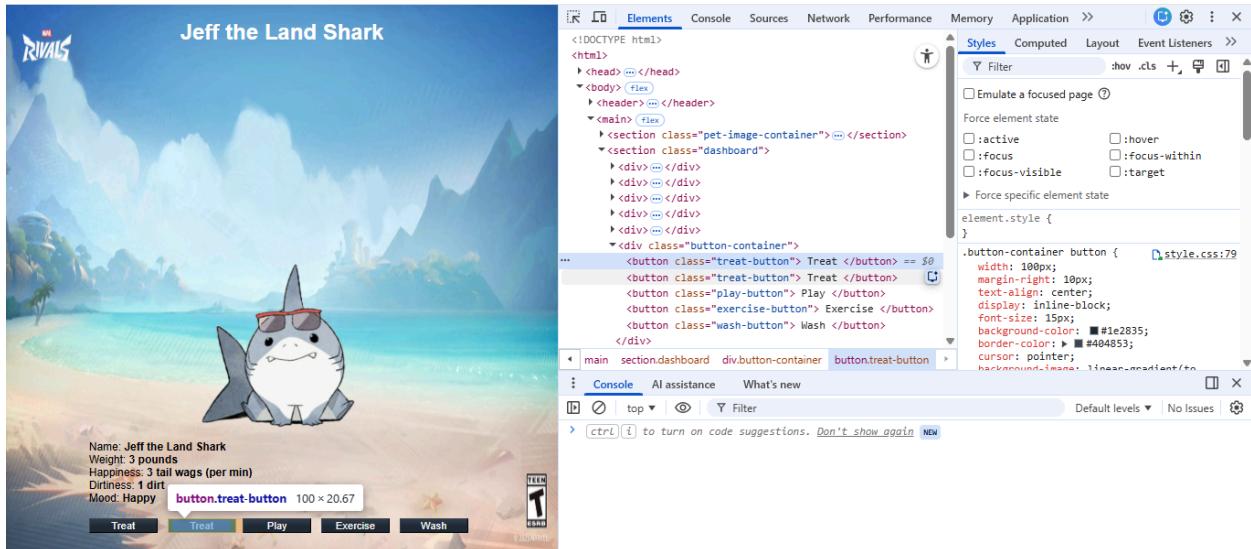


## 1. Duplicate a node

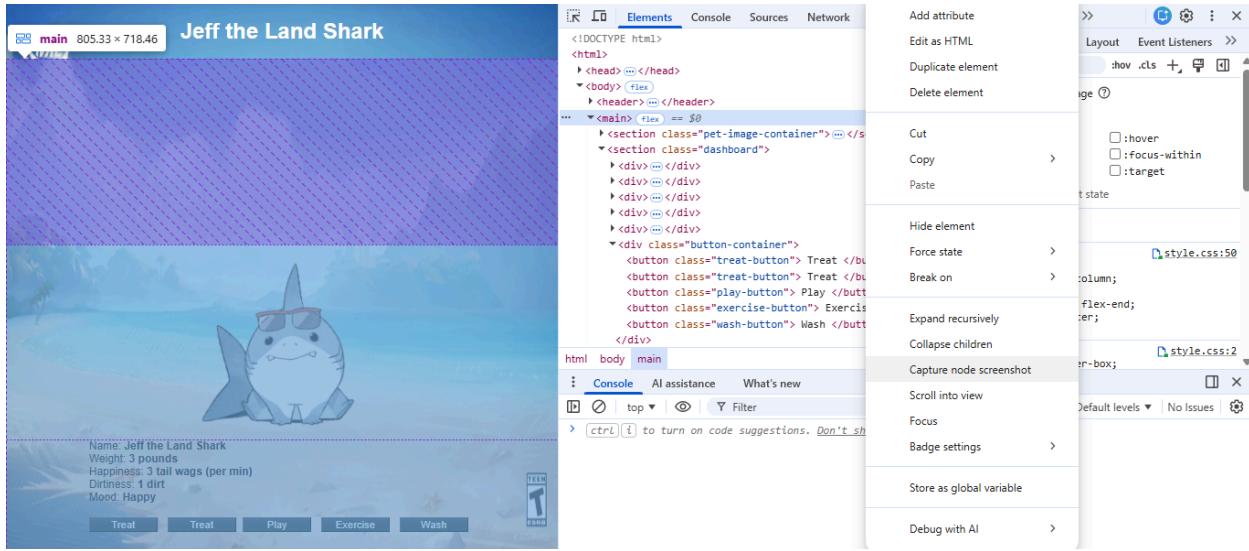


- a. Right click on a node → select the “Duplicate element” option

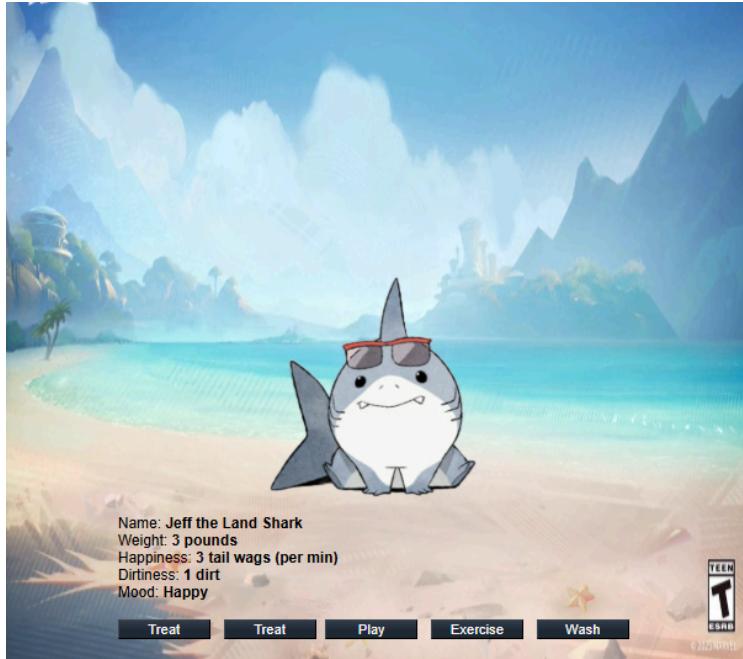


- b. Here you can see that the ‘Treat’ button element has been duplicated

## 2. Capture a screenshot

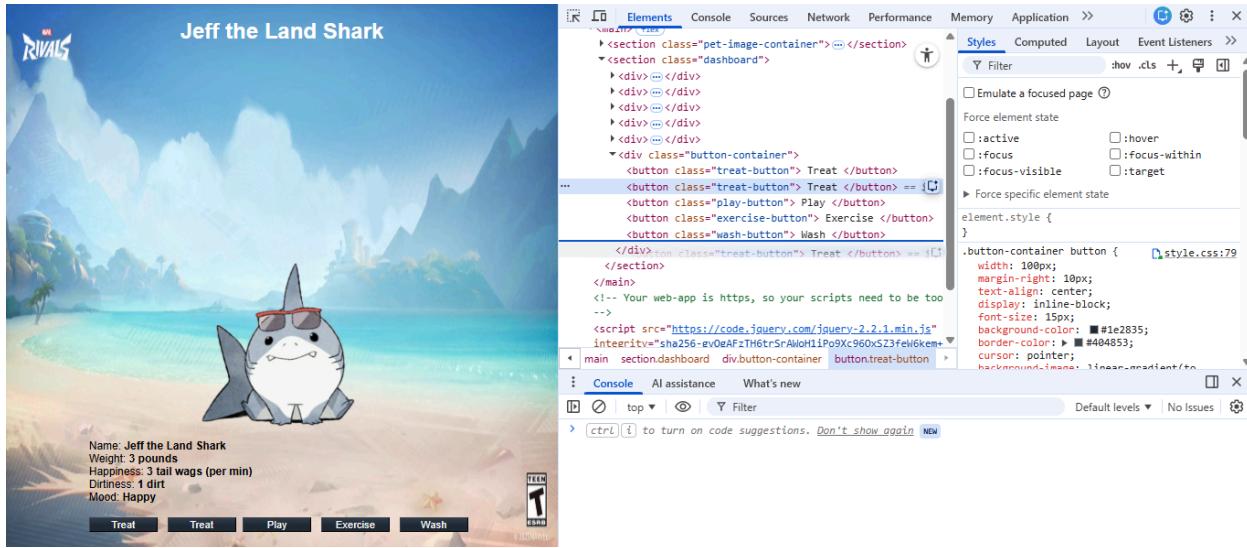


- Right click on a node (in this case <main>) → select the “Capture node screenshot” option

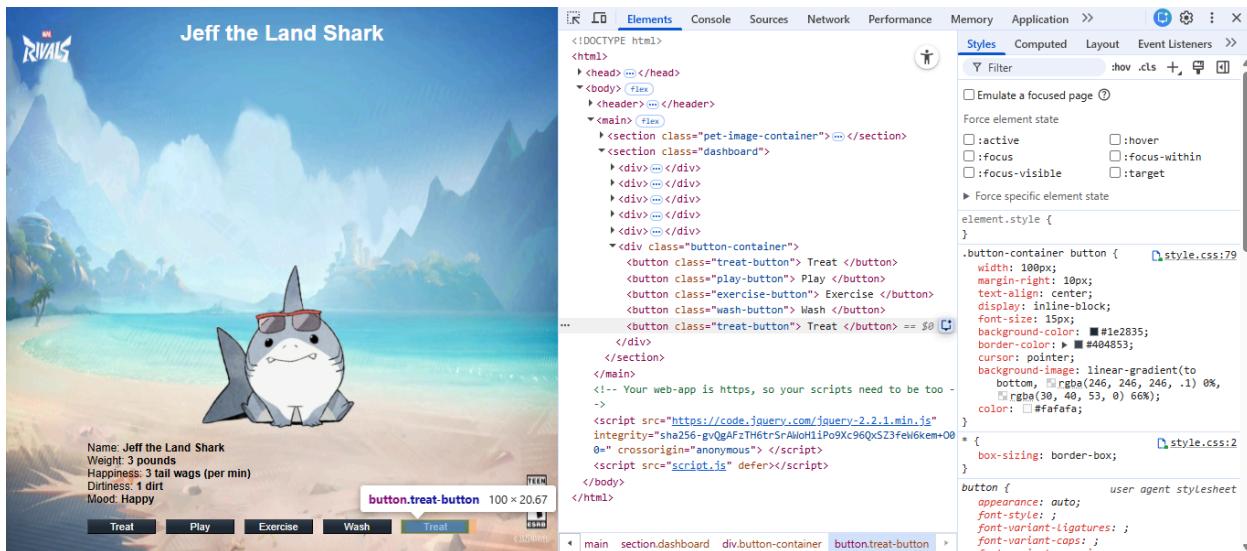


- The screenshot is then downloaded and you can find the file in your computer. Here is the screenshot that was taken from <main>

### 3. Reorder DOM nodes

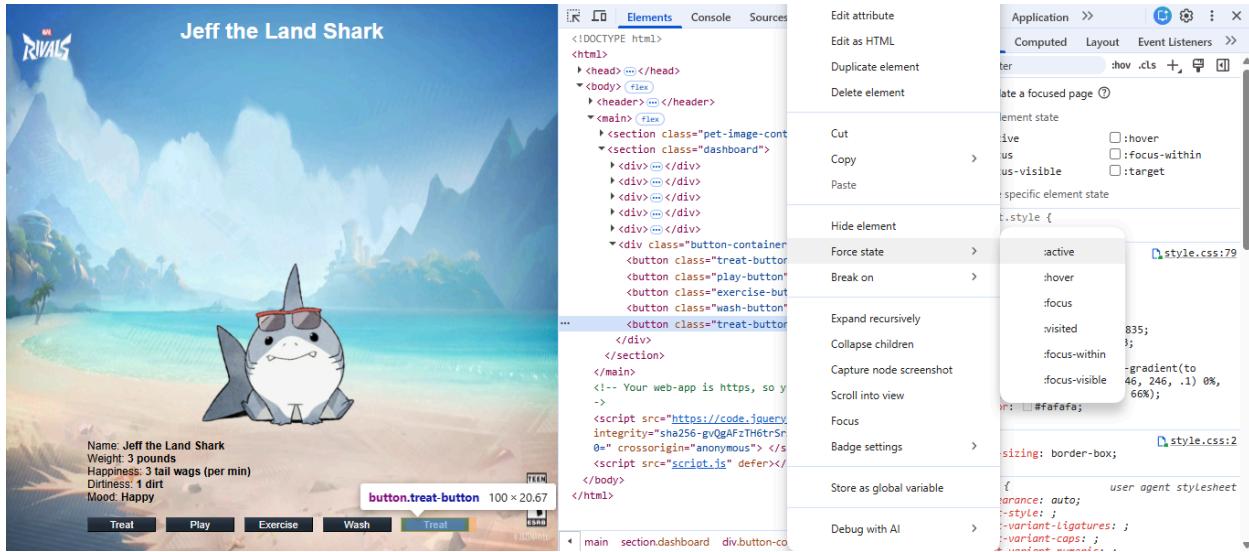


- a. You can left click and drag nodes to change the order. In the image, on the right side, the duplicated ‘Treat’ button node is being dragged below the ‘Wash’ button node



- b. Here you can see, once the node was placed, the duplicated ‘Treat’ button is now on the right side of the ‘Wash’ button

## 4. Force state

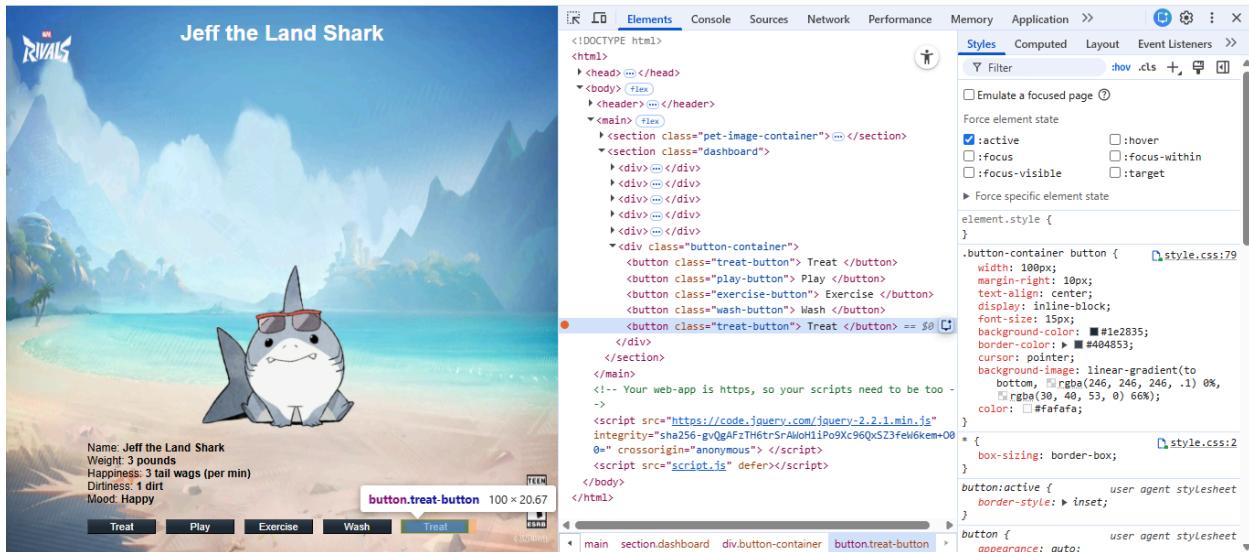


- Right click on a node → select the “Force state” option → select the state (in this case the “active” state)

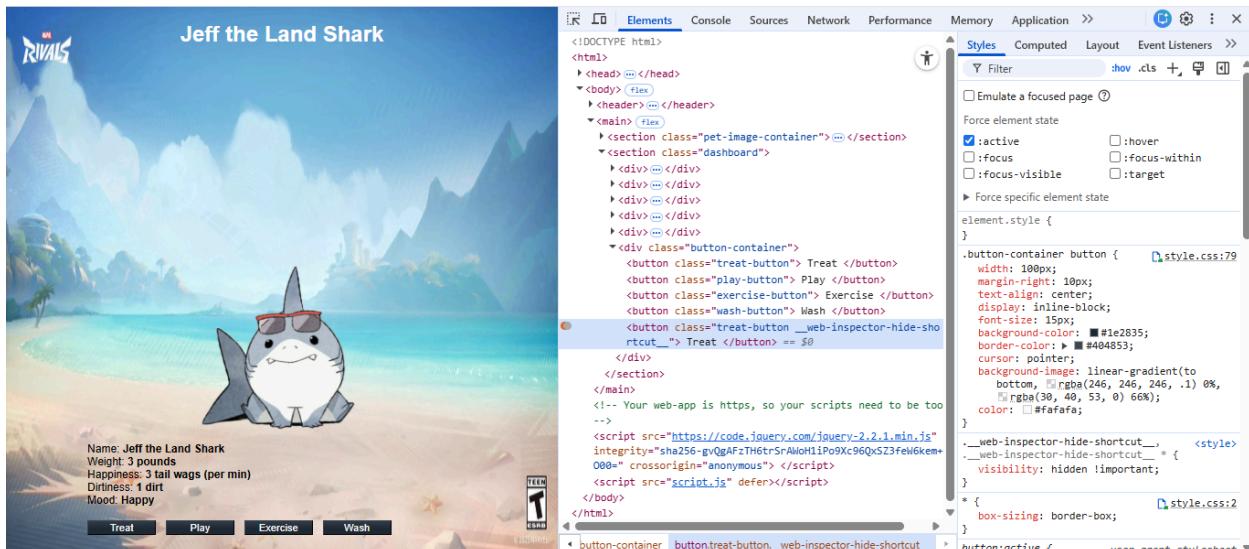


- Here it shows how the button looks when the active state is enabled. It's a little difficult to see, but if you compare the 'Wash' button to the 'Treat' button you can see the difference

## 5. Hide a node

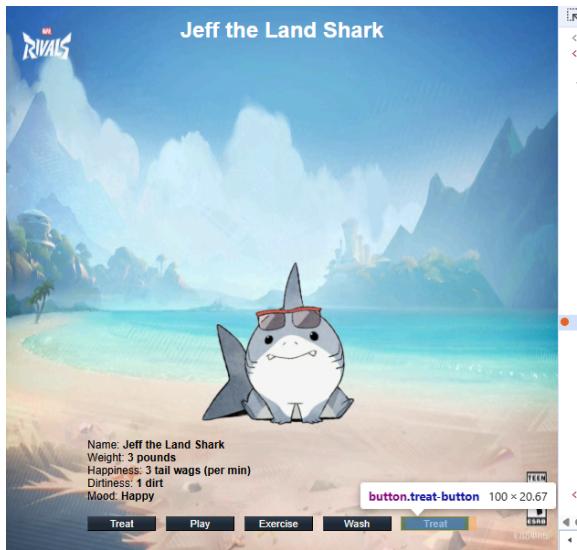


- Select the node that you want to hide



- Press the H key and it will hide the node (in this case, the duplicated 'Treat' button is now hidden). If you press the H key again the node will show again

## 6. Delete a node



The screenshot shows the Rivals game interface with a shark named Jeff the Land Shark. The 'Treat' button is highlighted with a red selection box in the browser's Elements tab, indicating it is selected for deletion.

```
<!DOCTYPE html>
<html>
  <head> ... </head>
  <body> ... </body>
</html>
```

Styles Computed Layout Event Listeners >

Force element state

checkbox :active

checkbox :focus

checkbox :focus-visible

checkbox Force specific element state

element.style { }

.button-container button { style.css:79 }

width: 100px;  
margin-right: 10px;  
text-align: center;  
display: inline-block;  
font-size: 15px;  
background-color: #1e2835;  
border-color: #404853;  
cursor: pointer;  
background-image: linear-gradient(to  
bottom, #404853 0%,  
#404853 40, 53, 0 66%);  
color: #fafafa;

\* { box-sizing: border-box; }

button:active { user agent stylesheet  
border-style: inset; }

button { user agent stylesheet  
appearance: auto; }

- Select the node you want to delete



The screenshot shows the Rivals game interface with the same shark. The 'Treat' button is no longer highlighted with a red selection box in the browser's Elements tab, indicating it has been successfully deleted.

```
<!DOCTYPE html>
<html>
  <head> ... </head>
  <body> ... </body>
</html>
```

Styles Computed Layout Event Listeners >

Force element state

checkbox :active

checkbox :focus

checkbox :focus-visible

checkbox Force specific element state

element.style { }

.button-container button { style.css:79 }

width: 100px;  
margin-right: 10px;  
text-align: center;  
display: inline-block;  
font-size: 15px;  
background-color: #1e2835;  
border-color: #404853;  
cursor: pointer;  
background-image: linear-gradient(to  
bottom, #404853 0%,  
#404853 40, 53, 0 66%);  
color: #fafafa;

\* { box-sizing: border-box; }

button:active { user agent stylesheet  
border-style: inset; }

button { user agent stylesheet  
appearance: auto; }

- Press the Delete key and it will delete the node (in this case, the duplicated 'Treat' button has been deleted)