

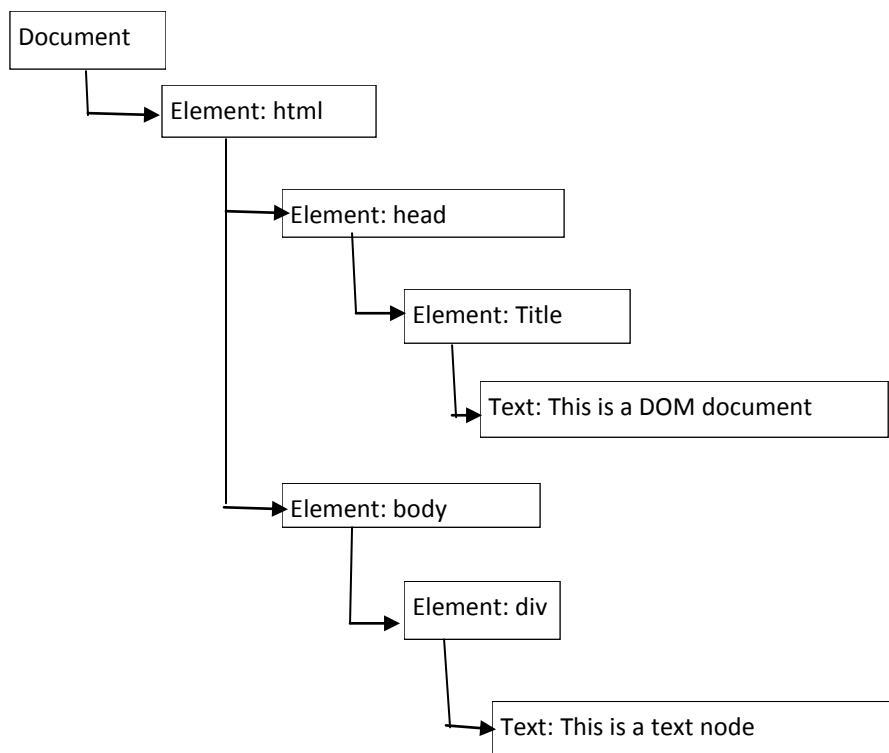
Document Object Model : DOM

The DOM is an application programming interface for HTML and XML documents

Consider the following HTML Document

```
<html>
<head>
<title>This is a DOM document</title>
</head>
<body>
<div id="MyBody">This is a text node</div>
</body>
</html>
```

In the Document Object Model it is represented by the following Node hierarchy



Some terminology

Document is the **root node** as it is the collection of the entire document.

Element: html is the **child node** of the document and the **parent node** of Element head and Element body

Element head and Element body are **sibling nodes**. (another name for brother/sister nodes).

Text : This is a text node and Text: This is aDOM document are of type **text node**

All the Element :???? Are of type **element node**

Please note there are 12 different node types they describe any html documents. I can forward you a list but it is not important at this stage.

So how do I reference a node;

1. You can make repeated calls to navigate through the DOM
le.

```
htmlNode = document.childNodes[0];
```

```
bodyNode = htmlNode.childNodes[0].nextSibling;
```

```
headNode = bodyNode.previousSibling;
```

```
bodyNode = htmlNode.lastChild;
```

```
headNode = htmlNode.firstChild;
```

2. Or you can reference by id

```
divNode = document.getElementById("MyBody");
```

3. Or you can get a collection by referring to a tag Name

```
var images = document.getElementsByTagName("img");
```

You can then repeat through that list var image = images[0]

4. Or if you node has a name

```
<div name="myname" />
```

You can find it by

```
var div = document.getElementsByTagName("div").namedItem("myname");
```

5. Or if your elements have a class

```
var anynodes = document.getElementsByClassName("myclass");
```

How do I add a node;

```
Var div = document.createElement("div");
```

```
document.body.appendChild(div);
```

Or

```
bodyNode.insertBefore(div, referenceNode);
```

```
parentNode.replaceChild(div, replacedcChildNode);
```

How Do I remove a node

```
someNode.removeChild(childNodeToRemove);
```