**vanillaJS**

Vanilla in common understanding is considered something which has no flavour, same applies when we use it in the tech-industry, it has no additional libraries. vanillaJS is called Pure JavaScript or Plain JavaScript. It is a framework used for building incredible and innovative applications.

For starting with an application using vanillaJS, we will follow the following steps:

1. Create a new repository on Github Desktop.
2. Click on the button ‘View on Visual Studio Code’.
3. Once the repository opens in Vscode, create an ‘index.html’ file.
4. Type html and select the html:5 embed.
5. Create a new file named ‘app.js’

Now, I feel the easiest way of learning a new language/technology is to play around with it.

There are some commands that would help you visualise the application better. Type the following code in js file (app.js).

1. alert(“Hello!”) : This would show a pop-up saying ‘Hello!’
2. prompt(“give me your username”) : This would show a pop-up with a prompt, you will need to enter a value/word into the prompt.

**DOM Scripting:**

We can make changes using JS on HTML, this is called DOM Scripting.

**How to listen to events? I want my app to tell me a button is clicked.**

some\_variable.addEventListener(“Click”, function clickEventHandler( )){

console.log(“clicked!”)

Hey browser, whenever there is a ‘click’ event, run this function. Therefore if you click on inspect and check the console it will show ‘clicked!’

**What is querySelector?**

Me: Hey broswer, I need this element!

Browser: Which element?

Me: That element.

Browser: Arre which one?

Me: Arre that one which has id = btn-translate.

Browser: Ohh okay take it.

This is what querySelector is. How are we talking to the browser? Using the ‘document’ API .

**What is addEventListener?**

Me: Hety browser! Can you add a ‘click’ event to that element you just gave me?

Browser: Okay, what do you want me to do when ‘click’ happens?

Me: Can you just console.log(“clicked!”)?

Browser: Done!