QUESTION : Dom manipulation, EventListener , change the color of the background whenever click

Solution: output:

This is called DOM manipulation

[add element] [Remove element]

USING addEventListener

hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked---

//key up event addEventListener [gjddfdffddfs]

keyup:s

This is called DOM manipulation

[add element] [Remove element]

USING addEventListener

hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..!

//key up event addEventListener [gjddfdffddf]

keyup:f

This is called DOM manipulation

[add element] [Remove element]

USING addEventListener

hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked--- hey ..! you clicked---

//key up event addEventListener [gjddfdffddfs]

keyup:s

CODE:

```html
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>

<body>

  <h2> This is called DOM manipulation </h2>
  <!-- <input type="text" id="textinput" placeholder="type something">
  <p id="output"> </p>
  <script>

    document.getElementById("textinput").addEventListener("keypress",
      function abc(event) {
        document.getElementById("output").inerText = `keypress:${event.key}`
      })
  </script> -->


  <div id="container"></div>
  <button onclick="addElement()">add element</button>
  <button onclick="removeElement()">Remove element</button>
  <Script>

    function addElement() {
      let a = document.createElement('p')
```

```
        a.innerHTML = 'this is the new paragraph'

        document.getElementById('container').appendChild(a)

    }

    function removeElement() {

      let f = document.getElementById("container")

      f.lastChild.remove()



    }



</Script>



<H2>USING addEventListener</H2>

<P id="demo"></P>

<script>



    // Array of possible background colors

    const colors = ['#ffcccc', '#ccfcc0', '#ccccff', '#ffffcc', '#ffccff', '#ccffff'];

    let clickCount = 0;



    document.addEventListener('click', abc)

    function abc() {



      document.getElementById('demo').innerHTML += "hey ..! you clicked--- " + " "



      // Change background color

      const randomColor = colors[clickCount % colors.length];

      document.body.style.backgroundColor = randomColor;



      // Increment click counter
```

```
      clickCount++;

    }


  </script>


  //key up event addEventListener

  <input type="text" id="textinput" placeholder="type something">

  <p id="output"> </p>

  <script>// event listener keyup , keydown ,keypress, click etc

    document.getElementById("textinput").addEventListener("keypress", abc)

    function abc(event) {

      document.getElementById("output").innerHTML = `keyup:${event.key}`

    }


  </script>


</body>


</html>
```