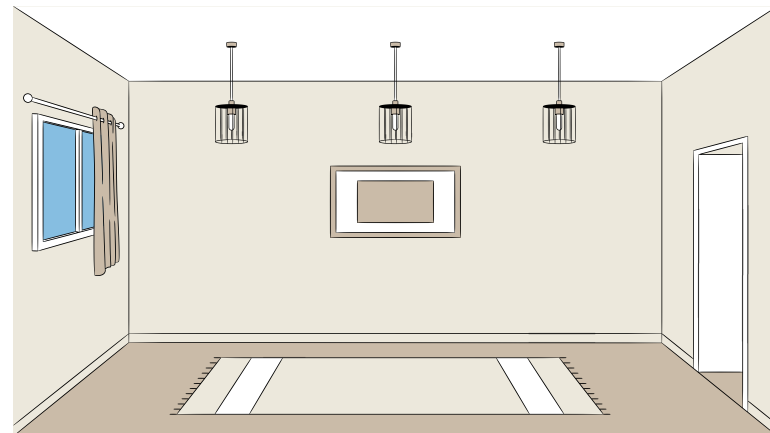


The 3 Musketeers of Web Dev

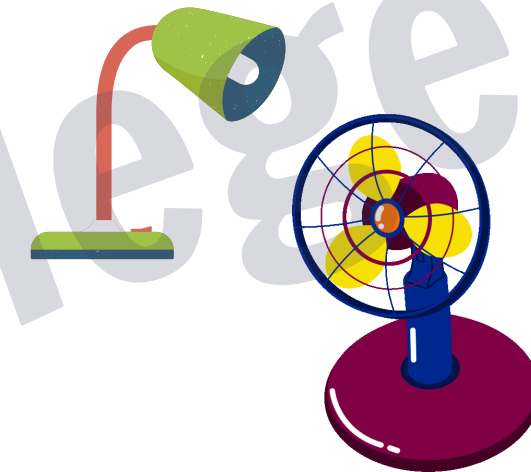
HTML
(structure)



CSS
(style)



JS
(logic)



Starter Code

<style> tag connects HTML with CSS

<script> tag connects HTML with JS

Apna College

```
<html>
```

```
  <head>
```

```
    <title> Website Name </title>
```

```
  </head>
```

```
  <body>
```

```
    <!-- Content Tags -->
```

```
  </body>
```

```
</html>
```

Apna College

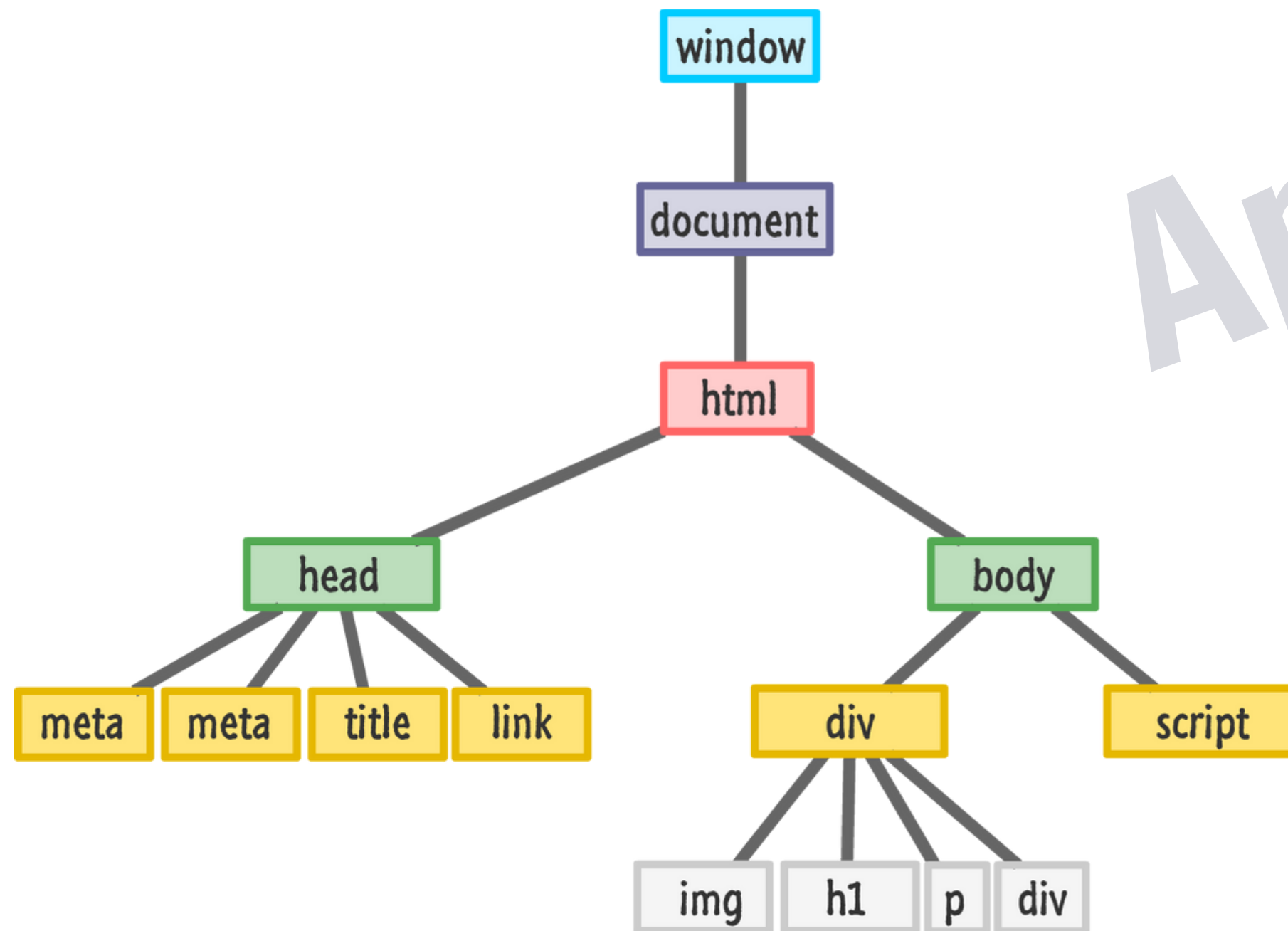
Window Object

The window object represents an open window in a browser. It is browser's object (not JavaScript's) & is automatically created by browser.

It is a **global** object with lots of properties & methods.

What is DOM?

When a web page is loaded, the browser creates a **Document Object Model (DOM)** of the page



DOM Manipulation

Selecting with id

```
document.getElementById("myId")
```

Selecting with class

```
document.getElementsByClassName("myClass")
```

Selecting with tag

```
document.getElementsByTagName("p")
```

DOM Manipulation

Query Selector

```
document.querySelector("#myId / .myClass / tag")  
//returns first element
```

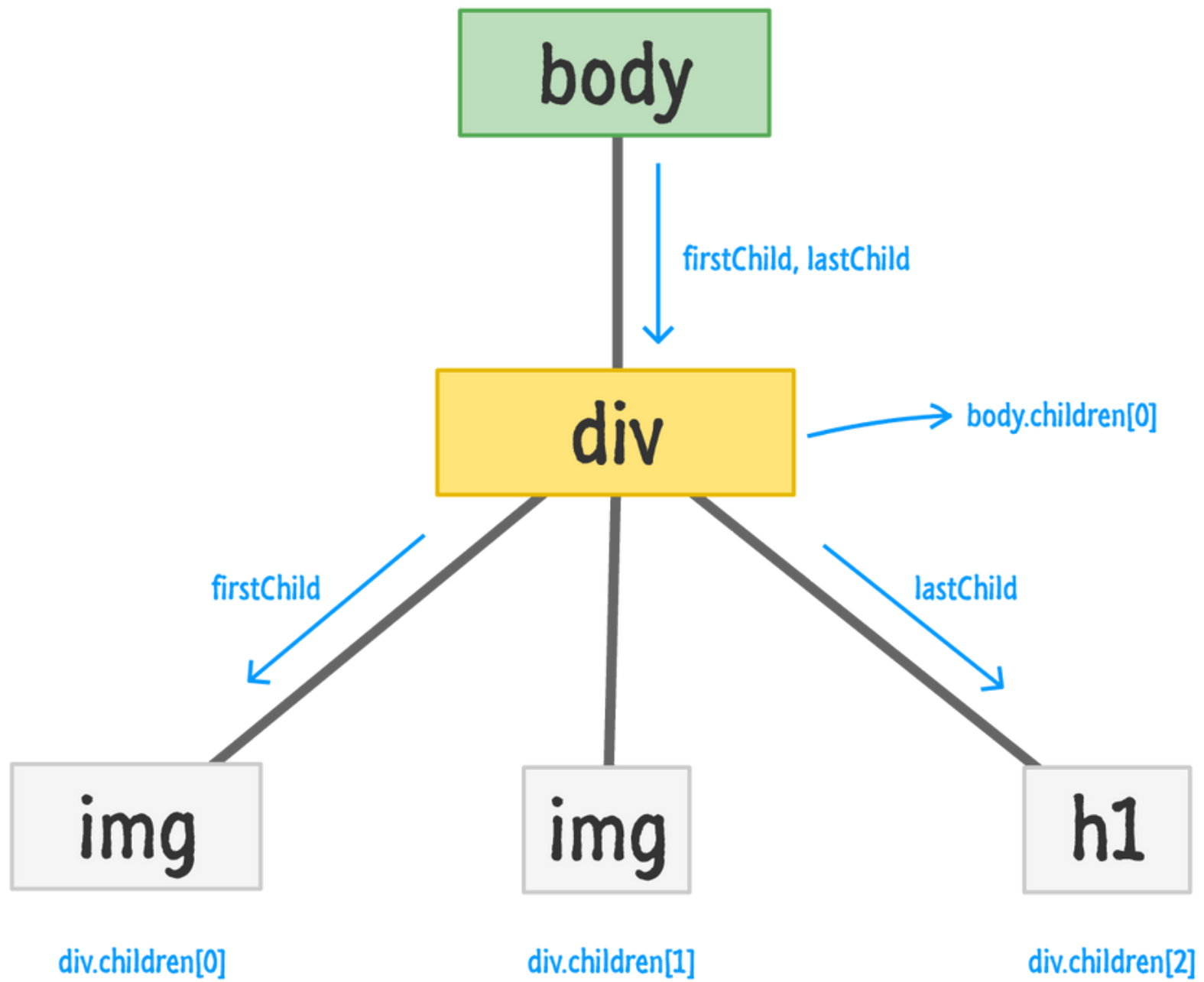
```
document.querySelectorAll("#myId / .myClass / tag")  
//returns a NodeList
```

DOM Manipulation

Properties

- **tagName** : returns tag for element nodes
- **innerText** : returns the text content of the element and all its children
- **innerHTML** : returns the plain text or HTML contents in the element
- **textContent** : returns textual content even for hidden elements

Homework



Let's Practice

Qs. Create a H2 heading element with text - “Hello JavaScript”. Append “from Apna College students” to this text using JS.

Qs. Create 3 divs with common class name - “box”. Access them & add some unique text to each of them.

DOM Manipulation

Attributes

- `getAttribute(attr)` //to get the attribute value
- `setAttribute(attr, value)` //to set the attribute value

Style

- `node.style`

Append is add new element to existing one in html
like `append.child(div)`
add new val or element to div

DOM Manipulation

Insert Elements

let el = document.createElement("div")

- `node.append(el)` //adds at the end of node (inside)
- `node.prepend(el)` //adds at the start of node (inside)
- `node.before(el)` //adds before the node (outside)
- `node.after(el)` //adds after the node (outside)

Delete Element

- `node.remove()` //removes the node

Let's Practice

Qs. Create a new button element. Give it a text “click me”, background color of red & text color of white.

Insert the button as the first element inside the body tag.

Qs. Create a `<p>` tag in html, give it a class & some styling.

Now create a new class in CSS and try to append this class to the `<p>` element.

**Did you notice, how you overwrite the class name when you add a new one?
Solve this problem using classList.**