**BOM & DOM**

**DOM =**

window.console.log(window)

console.log(document)

console.log(document.body)

**BOM =**

Alert, confirm, prompt

location.href

**Searching element using Tag name**

document.getElementsByTagName("li")[2].style.color = "red";

// document.getElementsByTagName("li");

// document.getElementsByTagName("li").length;

**Searching element using Class name**

// document.getElementsByClassName("btn");

**Searching element using Id**

// document.getElementById("title")

document.getElementById("title").innerHTML = "The hy";

**query selectors**

// (if more than one objects present, it gives only first output.)

document.querySelector("#title").innerHTML = "The hy";

document.querySelector(".btn").innerHTML = "The yadav";

**hairachical selector**

**// (inside element)**

document.querySelector("li a").style.color = "red"; ‘**a’ tag in whole ‘li’**

**// inside same element**

document.querySelector("li.list"); **list class in ‘li’ on the single line**

**query selector all**

**// (it gives all the objects present in it)**

document.querySelectorAll("#itemList .list");

document.querySelectorAll("#itemList .list")[1].style.color = "green";

**// see all classes present in current element**

// document.querySelector("button").classList;

// document.querySelector("button").classList.add("new-class")

**// text manupulation**

/\*

eg. <h1 id="title">Hello</h1>

    document.getElementById("title").innerHTML;        output = Hello

    document.getElementById("title").textContent;        output = Hello

eg. <h1 id="title"><strong>Hello</strong></h1>

    document.getElementById("title").innerHTML;        output = <strong>Hello</strong>

    document.getElementById("title").textContent;        output = Hello

\*/

// use of innerHTML

/\*

eg. code before = <h1 id="title">Hello</h1>

document.querySelector("h1").innerHTML = "<em>The yadav</em>";

code after <h1 id="title"><em>The yadav</em></h1>

oputput = emphasised text on web page. (*The yadav*)

\*/

**//  Attributr manipulation**

/\*

document.querySelector("a");

<a href="https://www.google.com">Google</a>;

document.querySelector("a").attributes;

// {0: href, href: href, length: 1}

document.querySetector("a").getAttribute("href");

//www.google.com

https: document.querySetector("a").setAttribute("href", "https://www.bing.com");

   <a href="https://www.bing.com">Google</a>;

 \*/

/\*

**Event listner =**

document.querySelectorAll("**element like =  class id element**").addEventListener("**operation on which it triggers function**",**function name eg.clickAlert)**;

// function clickAlert() {

//   alert("You clicked a button.");

// }

document.querySelectorAll("element like =  class id element").addEventListener("operation on which it triggers function", function () {

  alert("You clicked a button.");

});

document.querySelectorAll("button").addEventListener("click", function () {

  alert("You clicked a button.");

});

 \*/

**Passing function as argument**

Function calculator(num1,num2,operator){

Return operator(num1,num2);

}

Function add(num1,num2){

Return num1 + num2;

}

Function multiply(num1,num2){

Return num1 \* num2;

}

**Audio**

Var audio = new Audio(‘filename.mp3’);

Audio.play();

**Objects**

var bellBoy1 = {

name : "Jimmy"

age: 18,

hasWorkPermit: true ,

languages: ["English"]

}

var bellBoy2 = {

name : "Timothy"

age: 19,

hasWorkPermit: true ,

languages: [ "French" ,"English"]

}

**//Constuctor function**

function BellBoy (name, age, hasWorkPermit, languages ){

this. Name = name ;

this.age = age;

this.hasWorkPermit = hasWorkPermit;

this.languages = languages;

}

//**Object**

Var bellBoy1 = new BellBoy ( "Timmy" , 19, true , [ "French" , "English"])

Var bellBoy2 = new BellBoy ( "Jimmy" , 18, true , ["English"])

**Method**

**//Constructor function**

function HouseKeeper (yearsOfExperience, name, cleaningRepertoire) {

this.yearsOfExperience = yearsOfExperience;

this.name = name;

this.cleaningRepertoire = cleaningRepertoire;

this. Clean = function ( ) {

alert(“Work is in progress...”);

}

}

**//Object**

Var houseKeeper1 = new HouseKeeper(12, “HY” , [“bathroom”,”floor”,”cloth”,”dishes”];

houseKeeper1.clean();

**Keybord pess**

document.addEventListener("keydown", function (event) {

  playSound(event.key);

});