# JAVASCRIPT

DOM. Event

DOM (DOCUMENT OBJECT MODEL)

> JavaScript can access and change all the elements of an HTML document.

> HTML DOM is a **standard** for how to get, change, add, or delete HTML elements. Every HTML tag is an object.

> HTML DOM **methods** are actions you can perform (on HTML Elements).

> HTML DOM **properties** are values (of HTML Elements) that you can set or change.

```html
<p id="demo"></p>

<script>
  document.getElementById("demo").innerHTML = "Hello World!";
</script>
```

HTML DOM TREE OF OBJECTS
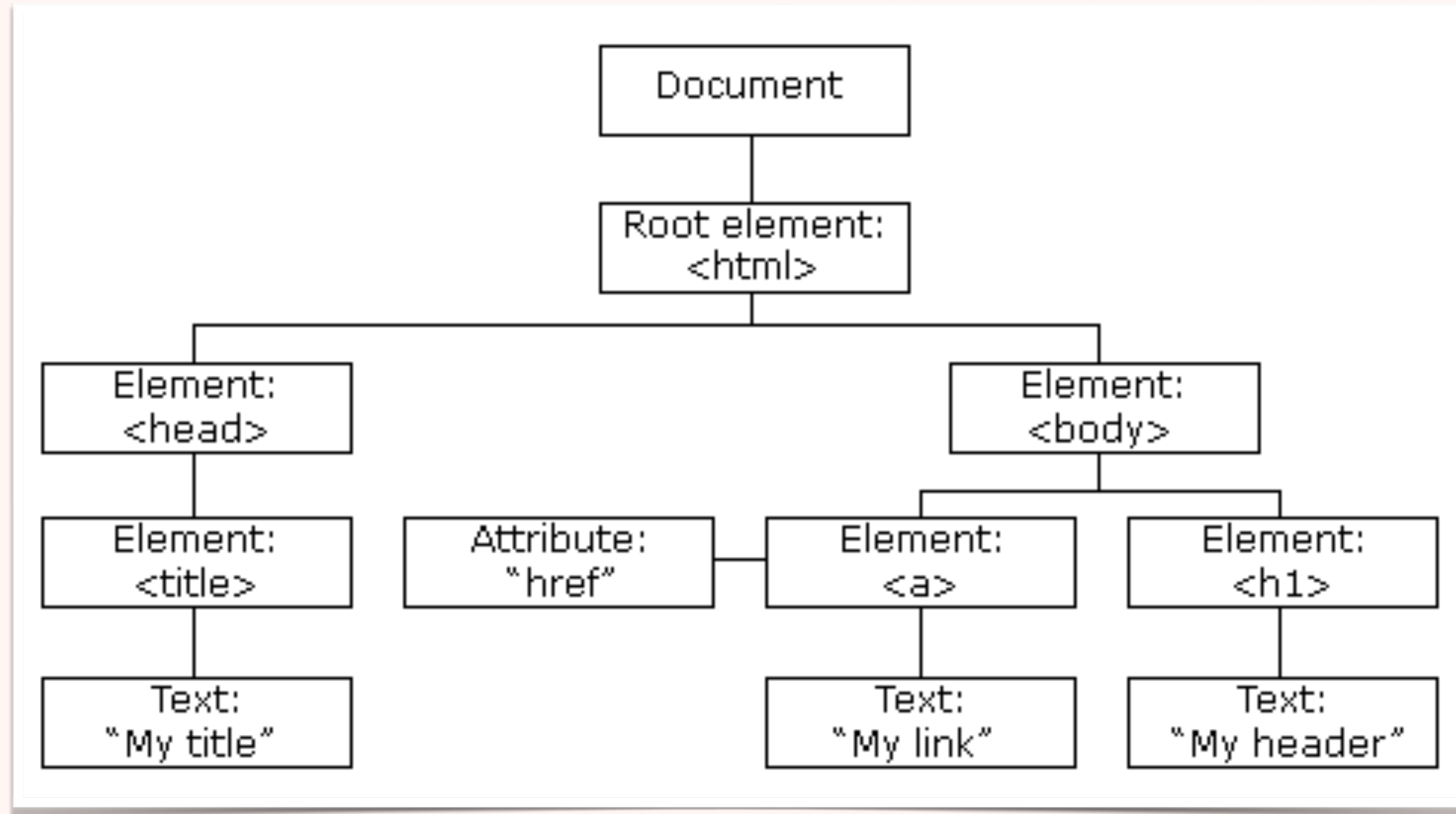
EVENT

> Event is a signal from the browser that something has happened.

> Event can be assigned a handler, that is, a function that will fire as soon as the event occurs.

When a page load happens, do play the video of a cat sliding into cardboard.

When a click happens, do submit my online purchase.

When a mouse release happens, do hurl the giant/not-so-happy bird.

When a delete key press happens, do send this file to the Recycle Bin.

When a touch gesture happens, do apply this old timey filter to this photo.

When a file download happens, do update the progress bar.

an event

When _____ happens, do _____.

When _____ happens, do _____.

react to the event
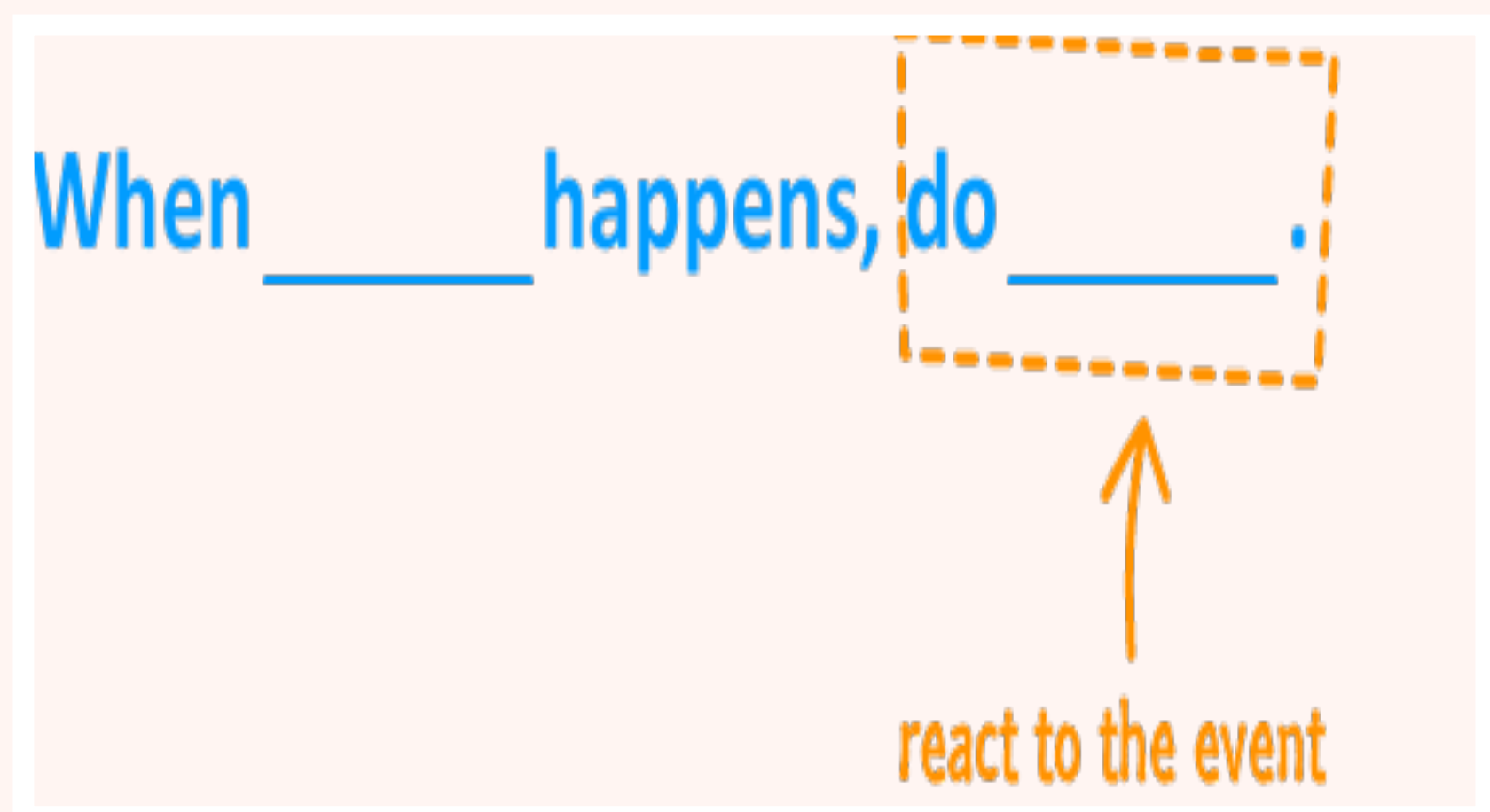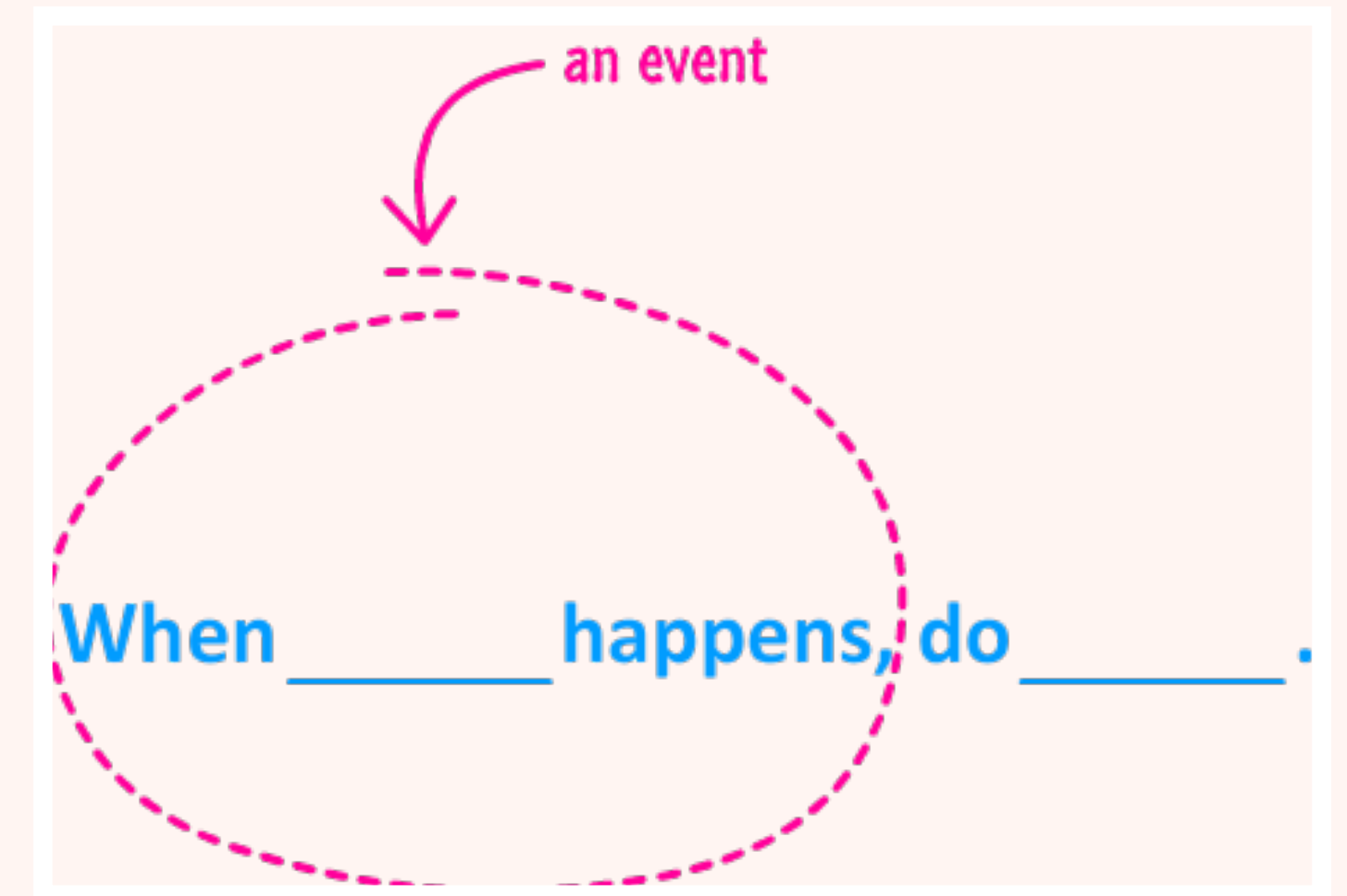
```
<script>
    document.addEventListener("click",
changeColor, false);

    function changeColor() {
        document.body.style.backgroundColor =
"#FFC926";
    }
</script>
```

Event	Event is fired...
click	...when you press down and release the primary mouse button, trackpad, etc.
mousemove	...whenever you move the mouse cursor
mouseover	...when you move the mouse cursor over an element. This is the event you would use for detecting a hover!
mouseout	...when your mouse cursor moves outside the boundaries of an element.
dblclick	...when you quickly click twice.
DOMContentLoaded	...when your document's DOM has fully loaded. You can learn more about this event in the following tutorial .
load	...when your entire document (DOM, external stuff like images, scripts, etc.) has fully loaded.
keydown	...when you press down on a key on your keyboard
keyup	...when you stop pressing down on a key on your keyboard
scroll	...when an element is scrolled around
wheel & DOMMouseScroll	...everytime you use your mousewheel to scroll up or down