DOM Cheat Sheet

Updated: 2 August 2021

Find Elements on the Page

```
// Find element with ID 'my-div'
elem = document.getElementById('my-div');
elem = document.querySelector('#my-div');

// Find first <form> elem
elem = document.querySelector('form');

// Find all elems with class 'warning'
elems = document.querySelectorAll('.warning');

// Find all  elems in first 
ul = document.querySelector('ul');
lis = ul.querySelectorAll('li');
```

Create and Modify Elements

```
// Create a <div>
elem = document.createElement('div');
// Set/get elem attributes
elem.setAttribute('id', 'foobar');
elem.href = 'foo.html';
let url = elem.getAttribute('href');
let id = elem.id;
// Add or remove classes
elem.classList.add('warning');
elem.classList.remove('important');
// Set elem styles
// Be sure to convert from kebab-case (margin-top) to camelCase
(marginTop)
elem.style.padding = '10px 0 20px 0';
elem.style.marginTop = '10px'
// Set elem content
elem.textContent = 'Hello World!';
elem.innerHTML = 'A <em>really</em> short paragraph';
```

```
// Append 'child' to 'parent'
parent.append(child);

// Insert 'newNode' before 'refNode'; both are children of 'parentNode'
parentNode.insertBefore(newNode, refNode);

// Remove 'elem' from the DOM
elem.remove();
```

Find "Relatives"

```
// Get parent of 'elem'
parent = elem.parentNode;

// Get children (an array) of 'elem'
children = elem.children;

// Get first and last child of 'elem'
child1 = elem.firstChild;
childLast = elem.lastChild;

// Get next sibling of 'li'
nextLi = li.nextSibling;

// Find nearest ancestor of 'elem' that has class 'grid'
ancestor = elem.closest('.grid');
```

Events

Add an Event Listener

```
// Tell JS to call handleClick(event) when 'button' is clicked on
button.addEventListener('click', handleClick);
```

Useful Event Properties

```
// All events
event.type // the type of event: 'click', 'submit', etc.
event.target // the elem that received the event
event.target.tagName // the elem's tag: 'DIV', 'TD', etc.

// 'submit' events
let form = event.target; // a form is the target of a 'submit' event
form.elements // an array of form field elems
form.elements.color.value // value of form field with name="color"
```