

JavaScript

DOM(Document Object Model)

- A standard object model and programming interface for HTML.
- JavaScript can access and change all the elements of an HTML document.
- The HTML DOM is a standard for how to get, change, add, or delete HTML elements.
- In the DOM, all HTML elements are defined as objects.
- The programming interface is the properties and methods of each object.
- A property is a value : changing the content of an HTML element).
- A method is an action : add or deleting an HTML element.

getElementById()

- The most common way to access an HTML element is to use the `id` of the element.

E.g:

```
document.getElementById("demo");
```

innerHTML Property

- The innerHTML property is useful for getting or replacing the content of HTML elements.

E.g:

```
document.getElementById("demo").innerHTML = "Hello JavaScript";
```

Operators

- Perform different types of mathematical and logical computations.

Arithmetic Operators (+, -, *, **, /, %, ++, -)

Assignment Operators

Comparison Operators (==, ==, !=, <, >, <=, >=)

String Operators

Logical Operators (&& , || , !)

Bitwise Operators

Ternary Operators (? :)

Type Operators sizeof()

Assignment Operators

Operator	Example	Same As
=	<code>x = y</code>	<code>x = y</code>
+=	<code>x += y</code>	<code>x = x + y</code>
-=	<code>x -= y</code>	<code>x = x - y</code>
*=	<code>x *= y</code>	<code>x = x * y</code>
/=	<code>x /= y</code>	<code>x = x / y</code>
%=	<code>x %= y</code>	<code>x = x % y</code>
**=	<code>x **= y</code>	<code>x = x ** y</code>

Bitwise operators

Operator	Description	Example	Same as	Result	Decimal
&	AND	5 & 1	0101 & 0001	0001	1
	OR	5 1	0101 0001	0101	5
~	NOT	~ 5	~0101	1010	10
^	XOR	5 ^ 1	0101 ^ 0001	0100	4
<<	left shift	5 << 1	0101 << 1	1010	10
>>	right shift	5 >> 1	0101 >> 1	0010	2
>>>	unsigned right shift	5 >>> 1	0101 >>> 1	0010	2