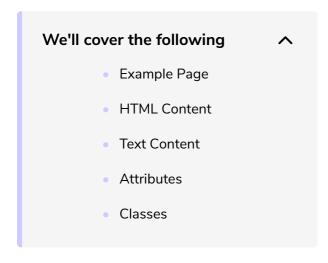
Modify an Existing Element

Let's see how to use JavaScript to modify a web page once it's been loaded by the browser! You can thus make your content more dynamic and interactive.



The DOM traversal properties studied in the previous chapter can also be used to update elements in the page.

Example Page

The examples in the next paragraphs use the HTML code below.

```
Output
                                   HTML
<html>
<head>
</head>
<body>
<h3 class="beginning">Some languages</h3>
<div id="content">
   d="languages">
      id="cpp">C++
      id="java">Java
      id="csharp">C#
      id="php">PHP
   </div>
 </body>
</html>
```





HTML Content

The innerHTML property can be used to change the content of an element within the DOM. For example, you can add a new language to our list with the code below. We'll access the

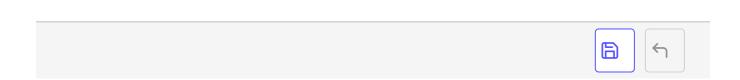
 tag identified by "languages" and then add an entry to the end of the list via an operator (+=) and an .

```
Output

JavaScript

HTML

// Modifying an HTML element: adding an document.getElementById("languages").innerHTML += 'C';
```

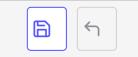


The innerHTML property is often used to "empty" content. Try the following example:

```
JavaScript

HTML

// Delete the HTML content of the list, replacing it with nothing document.getElementById("languages").innerHTML = "";
```



Otherwise, you'll have no content!

When using <code>innerHTML</code>, you put HTML content into strings. To keep your code readable and avoid mistakes, you should only use <code>innerHTML</code> to make small content changes. You'll discover more versatile solutions below.

Text Content

Use the textContent property to modify the text content of a DOM element. Here is how to complete the title displayed by our page.

```
JavaScript

HTML

document.getElementById("languages").innerHTML += 'C';

// Modify the title's text content
document.querySelector("h3").textContent += " for programming";
```

Attributes

The setAttribute() method sets the value of an attribute of an element. You pass the name and value of the attribute as parameters.

```
Output

JavaScript

HTML

// Define the id attribute of the first title document.querySelector("h3").setAttribute("id", "title");
```



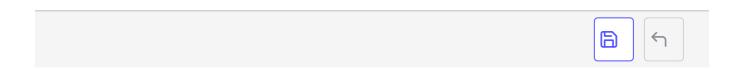


As you saw in the previous chapter, some attributes exist as properties and can be directly updated.

```
JavaScript

HTML

// Define the id attribute of the first title
document.querySelector("h3").id = "title";
```



Classes

You can use the **classList** property to add or remove classes from a DOM element!

```
JavaScript

HTML

const titleElement = document.querySelector("h3"); // Grab the first h3
titleElement.classList.remove("beginning"); // Remove the class "beginning"
titleElement.classList.add("title"); // Add a class called "title"
console.log(titleElement);
```

