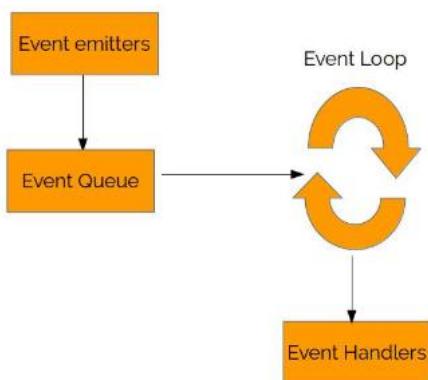


## ES6: event-driven programming



```
<button onclick="Hello()">Click Here</button>
<script>
let counter = 0;
function Hello(){
    counter++;
    const heading=
        document.querySelector('h1');
    heading.innerHTML = counter;
}
</script>
```

### querySelector

First we need to access the button element in our JavaScript code.

variable name. We store the button in this variable to reuse it later

selects the first HTML element which the query applies to

`const button = document.querySelector("button");`

variable definition, we could use let or var instead. But const is preferred

The context in which the querySelector will search for the given query. Here this is the HTML file

same syntax as CSS selectors. you can refer to elements, ids or classes here.

<pre>&lt;button id="red"&gt;Red&lt;/button&gt; &lt;button id="blue"&gt;Blue&lt;/button&gt; &lt;button id="green"&gt;Green&lt;/button&gt;</pre>	<pre>document.querySelector('button'); &lt;button id="red"&gt;Red&lt;/button&gt; document.querySelectorAll('button'); NodeList [button#red, button#blue, button#green] 0: &lt;button id="red"&gt;Red&lt;/button&gt; 1: &lt;button id="blue"&gt;Blue&lt;/button&gt; 2: &lt;button id="green"&gt;Green&lt;/button&gt; length: 3</pre>
--	---

```
document.addEventListener('DOMContentLoaded', function(){
    document.querySelector('button').onclick = Hello;
});
document.querySelector('#red').onclick = function() {
    document.querySelector('#hello').style.color = 'red';
};
```