

# EXAMPLE 32: UNDERSTANDING `null`

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`null` IS A SPECIAL VALUE, SPECIFICALLY  
ASSIGNED TO A VARIABLE

`null` IS USED IN SOME SPECIFIC SITUATIONS, SUCH  
AS WHILE ACCESSING THE HTML OF A WEBPAGE.

```
if (someVariable == null)
```

**null** IS USED IN SOME SPECIFIC SITUATIONS, SUCH AS WHILE ACCESSING THE HTML OF A WEBPAGE.

THE MOST COMMON USE OF JAVASCRIPT IS TO MODIFY THE HTML OF A WEBPAGE USING SOMETHING CALLED **THE DOM**

**DOM** = "DOCUMENT-OBJECT-MODEL"

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**THE DOM IS A WAY OF ACCESSING ANY PART OF THE  
HTML OF A WEBPAGE AS A JAVASCRIPT OBJECT.**

**THEN, THE APPEARANCE OF THE HTML CAN BE MODIFIED BY  
ALTERING THE PROPERTIES OF THE "HTML" ELEMENT OBJECT.**

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**THE ENTIRE HTML DOCUMENT IS TREATED AS  
ONE BIG OBJECT CALLED `document`**

**THIS `document` OBJECT IS AVAILABLE, BY DEFAULT, INSIDE THE  
SCRIPT ELEMENTS (WHERE ALL JAVASCRIPT CODE RESIDES)**

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**ERRM - VERY VERY INTERESTING - BUT  
WHAT DOES THIS HAVE TO DO WITH null?**

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# DOM = "DOCUMENT-OBJECT-MODEL"

THE DOM IS A WAY OF ACCESSING ANY PART OF THE  
HTML OF A WEBSITE AS A JAVASCRIPT OBJECT.

```
<script id = "code">
```

```
var code = document.getElementById("code");  
function nullExample() {  
    var code = document.getElementById("code");  
    if(code != null) {  
        console.log("The code in this webpage  
contains this html: " + code.innerHTML);  
    }  
    else {  
        console.log("code is null!");  
    }  
}
```



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WE CAN NOW ACCESS THE HTML VIA AN  
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```
var code = document.getElementById("code");
```

**IF THERE IS NO HTML ELEMENT WITH ID = "CODE",  
THEN `document.getElementById`  
RETURNS `null`**

`document.getElementById` RETURNS  
`null`

BECAUSE `document.getElementById` IS ONE OF THE  
MOST IMPORTANT, AND MOST COMMONLY USED FUNCTIONS  
IN ALL JAVASCRIPT, `null` IS PRETTY IMPORTANT TO  
UNDERSTAND

**null IS PRETTY**

**CASE #1: YOU CALL THE `typeof` OPERATOR ON SOMETHING THAT IS `null` YOU GET - object**  
**`console.log("Type of null is ... wait for it.. " + (typeof nullVariable));`**

---

Type of null is ... wait for it.. object

---



**null IS PRETTY**

**CASE #2: YOU COMPARE undefined AND  
null YOU GET - true**