**jQuery**

this gives functionality to webpages and allows you to run JavaScript

give elements class=”**target**”

<script>

$(document).ready(function(){

// code here runs as soon as page is open

$("button").addClass("animated bounce"); // can target all **elements** of a type

$(".well").addClass("animated shake"); // can target elements by **class**

$("#target3").addClass("animated fadeOut"); // can target elements by **id**

$("#target1").addClass("btn-primary"); // can target same element by different handle

$("#target1").("color", "red"); // can change **CSS** of an element

$("#target1").**prop**("disabled", true); // can access property of element

$("#target4").**html**("<em>#target4</em>"); // can affect text in html, here *emphasis*

$("#target4").**remove**(); // can **remove** element completely

$("#target2").**appendTo**("#right-well"); // can move elements to different wells

$("#target5").**clone().appendTo**("#left-well"); // can **copy** element to different wells

$("#target1").**parent**().css("background-color", "red"); // cantarget element of **parent**

$("#right-well").**children**().css("color","orange"); // can target **children** of element

$(".target:nth-child(2)").addClass("animated bounce"); // target **specific children** of element

$(".target:even").addClass("animated shake"); // can target **odd** or **even** elements

$("body").addClass("animated hinge"); // can handle entire page

});

</script>