* DOM methods in JavaScript

1. **getElementById()**: This method returns the element that has the ID attribute with the specified value.
2. **getElementsByClassName()**: This method returns a collection of all elements in the document with the specified.
3. **getElementsByTagName()**: This method returns a collection of all elements in the document with the specified tag
4. **querySelector()**: This method returns the first element that matches a specified CSS selector(s) in the document
5. **querySelectorAll()**: This method returns all elements in the document that matches a specified CSS selector(s)
6. **createElement()**: This method creates an Element Node with the specified name
7. **append()**: This method inserts a set of Node objects or DOMString objects after the last child of the ParentNode
8. **removeChild()**: This method removes a child node from the DOM and returns the removed node
9. **setAttribute()**: This method adds a new attribute or changes the value of an existing attribute on an element.

**10.getAttribute()**: This method returns the value of a specified attribute on the element

* Traverse

DOM traversal as moving from one family member to another. For example, if you start with a parent element, you can get to its children, and from there, you can get to their siblings or go back up to the parent. This way, you can move around the DOM and access any element you want.

Example :

*const* ul = document.querySelector('ul')

*// get the first child of ul element*

*const* firstItem = ul.firstChild

*// get the last child of the ul element*

*const* lastItem = ul.lastChild

*// get the next sibling of the first child*

*const* secondItem = firstItem.nextSibling.nextSibling

*// get the previous sibling of the last child*

*const* secondLastItem = lastItem.previousSibling.previousSibling

*// get the parent node of element*

*const* parent = ul.parentNode

*const* liParentNode = firstItem.parentNode;

*const* body = document.getElementsByTagName('body')[0]

console.log("First Item :",firstItem)

console.log("Last Item :",lastItem)

console.log("Second Item :",secondItem)

console.log("Second Last Item :",secondLastItem)

console.log("Parent Node for Li : ",liParentNode)

console.log("Parent Node : ",parent)

console.log(body.firstChild.nextSibling.nextSibling)

* Event

In JavaScript, an event is an action or occurrence that happens in the system you are programming, such as a user clicking a button, hovering over an element, pressing a key, or a page finishing loading. The system notifies you about these events so your code can react to them.

* Event Listener

Event listeners in JavaScript allow you to add interactivity to HTML elements by "listening" for different events that occur on the page, such as when the user clicks a button, presses a key, or when an element loads. Here's an easy explanation of event listeners:

* An event listener is a function in JavaScript that waits for an event to occur and then responds to it.
* You can add event listeners to HTML elements using the addEventListener() method.
* The addEventListener() method takes two parameters: the event type and the callback function.
* The event type is a string that specifies the type of event you want to listen for, such as "click", "mouseover", or "keydown".
* The callback function is the code that will be executed when the event occurs. It can be a named function or an anonymous function.