

### Introduction to the DOM



### LESSON OBJECTIVES

- Understand the DOM (Document Object Model)
- Understand how to select and create different elements in Javascript

## Document Object Model

- Javascript was designed to make websites interactive.
- The Document Object Model (DOM) is a programming interface for web documents.
- Using the DOM we can access elements within the HTML.



















#### **DOM methods**

- document keyword
- getElementById()
- getElementsByTagName()
- getElementsByClassName()
- getElementsByName()

These methods allow us to target the html elements so we can use them in javascript.

```
document.getElementById('id-name')
document.getElementsByTagName('tag-name')
document.getElementsByClassName('id-name')
document.getElementsByName('id-name')
```



#### DOM methods

- querySelector()
- querySelectorAll()

```
document.querySelector('element')
document.querySelector('#id-name')
document.querySelector('.class-name')
document.querySelector('[attribute-name]')
```

```
document.querySelectorAll('element')
document.querySelectorAll('#id-name')
document.querySelectorAll('.class-name')
document.querySelectorAll('[attribute-name]')
```



## **DOM Properties**



Using these properties we can alter the content inside of an HTML element.

```
document.getElementById('id-name').innerText = 'Hello'
document.getElementsByTagName('tag-name').textContent = 7
document.getElementsByName('id-name').innerHTML =
'GoodBye'
```

- .innerText
- .textContent
- .innerHTML



# Creating elements



The .createElement() method creates the element using javascript.

```
let div = document.createElement('div')
document.body.append(div)
```

- .createElement()
- append()
- prepend()~~see code example



# Removing elements



The .remove() method allows us to remove an element from the HTML document.

```
const element = document.getElementById("demo");
element.remove();
```



## **Events Listeners**



Event listeners are methods that attach an event handler to the specified element without overwriting existing events.

```
let button = document.querySelector('button')
button.addEventListener('click',function(){
    // type code here
})
```

- .addEventListener
- 'click'
- function()

