

In this exercise you will learn the following:

- Traversing the DOM using a number of different JavaScript properties
- Targeting nodes
- Manipulating the DOM

Use the following web sites to help you complete these exercises:

- <http://www.w3.org/DOM/>
- [www.w3schools.com](http://www.w3schools.com)

### **Exercise 1:**

Copy the following HTML into file:

```
<html>
<head>
  <title>JavaScript and the Document Object Model</title>
</head>
<body>
  <div id="page">
    <div id="header"><h1 id="title">Page title</h1><br><p>Paragraph</p></div>
    <div id="content">
      <h2>Content title</h2>
      <p>Some copy goes here</p>
      <p>More copy goes here</p>
    </div>
  </div>
</body>
</html>
```

Save it as DOM\_Ex1.html.

Modify this document and perform the following tasks:

1. Use the `firstChild` property to access an element in element with id "header".
2. Use the `lastChild` property to access an element in element with id "header".
3. Use the `nextSibling` property to access an element in element with id "content".
4. Use the `previousSibling` property to access an element.
5. Use the `parentNode` property to access an element.

Hint: You could use an `alert` to display the values of the properties. For example, task 1, you could use the following script:

```
<script>
    alert('firstChild: ' + document.getElementById('header').firstChild.nodeName);
</script>
```

### **Exercise 2:**

Using the HTML from exercise 1, save to a file named DOM\_Ex2.html.

Modify this document and perform the following tasks:

1. Retrieve the value of a node using `nodeValue`.
2. Change the value of a node using `nodeValue`.
3. Retrieve the value of a node attribute.
4. Change the value of a node attribute.

### **Exercise 3:**

Using the HTML from exercise 1, save to a file named DOM\_Ex3.html.

Modify this document and perform the following tasks:

1. Use the `appendChild` method to add a node.
2. Use the `insertBefore` method to add a node.
3. Use the `removeChild` method to remove a node.
4. Use the `replaceChild` method to replace a node.