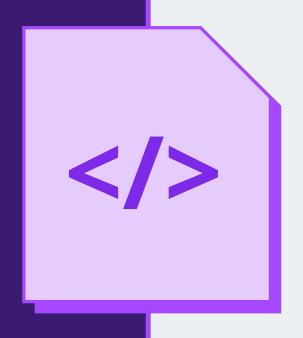




Overview



- What is the DOM?
- Data types of DOM Elements
- Reading the DOM in JS
- Modifying the DOM in JS
- Reading and modifying live example
- Scrolling live example



Markup language creating web documents



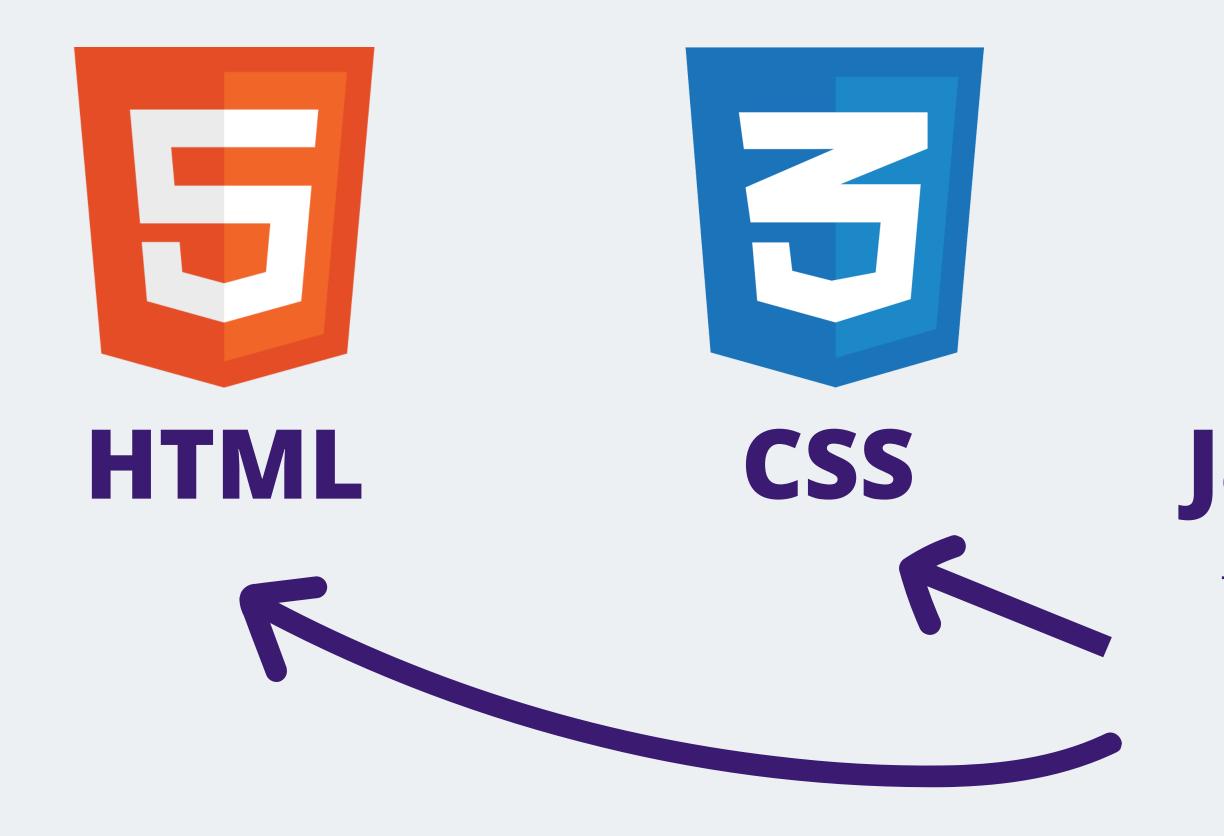
Style sheet language for applying styles to a document



Scripting language to make your web page dynamic

What is the DOM?

The DOM (Document Object Model) is an interface that allows JavaScript to interact with HTML through the browser.

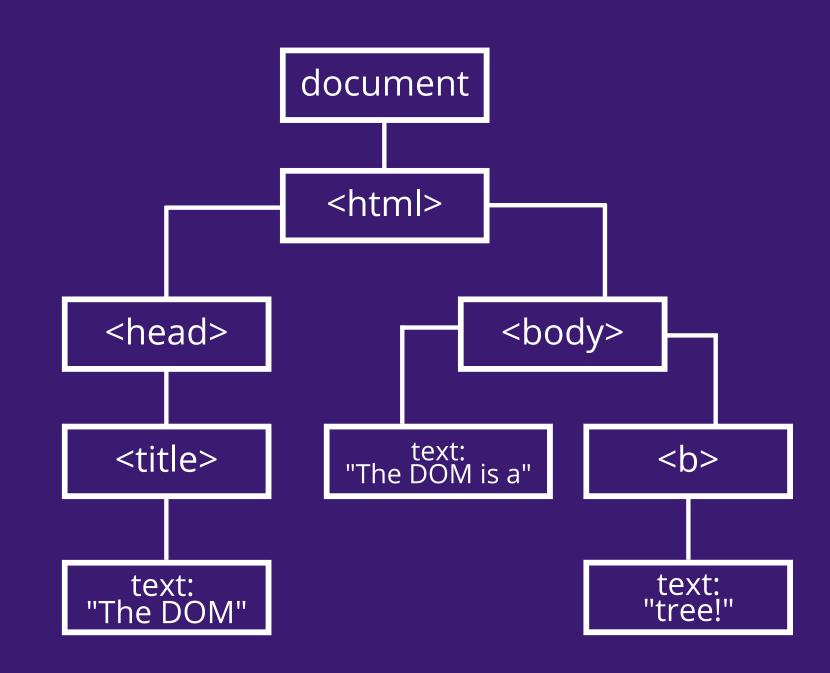


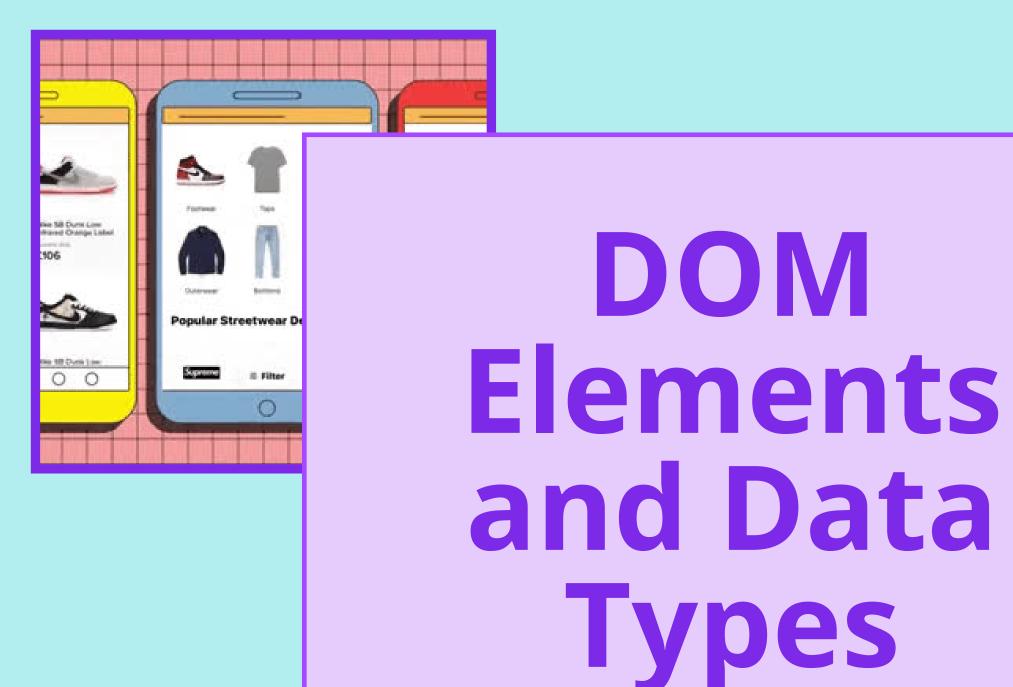


The DOM interface allows
JavaScript to access and
update the content,
structure, and style of a
document

Tree-like structure of the DOM

```
<!DOCTYPE HTML>
<html>
  <head>
    <title>The DOM</title>
  </head>
  <body>
    The DOM is a <b>tree!</b>
  </body>
</html>
```





DOM Data Types

To understand how the DOM is represented, we will introduce some new data types

Document

The type of the document object. Represents the root of the entire DOM.

Element

A node in the DOM tree.
Objects of this type
implement an interface
that allows interacting
with the document.

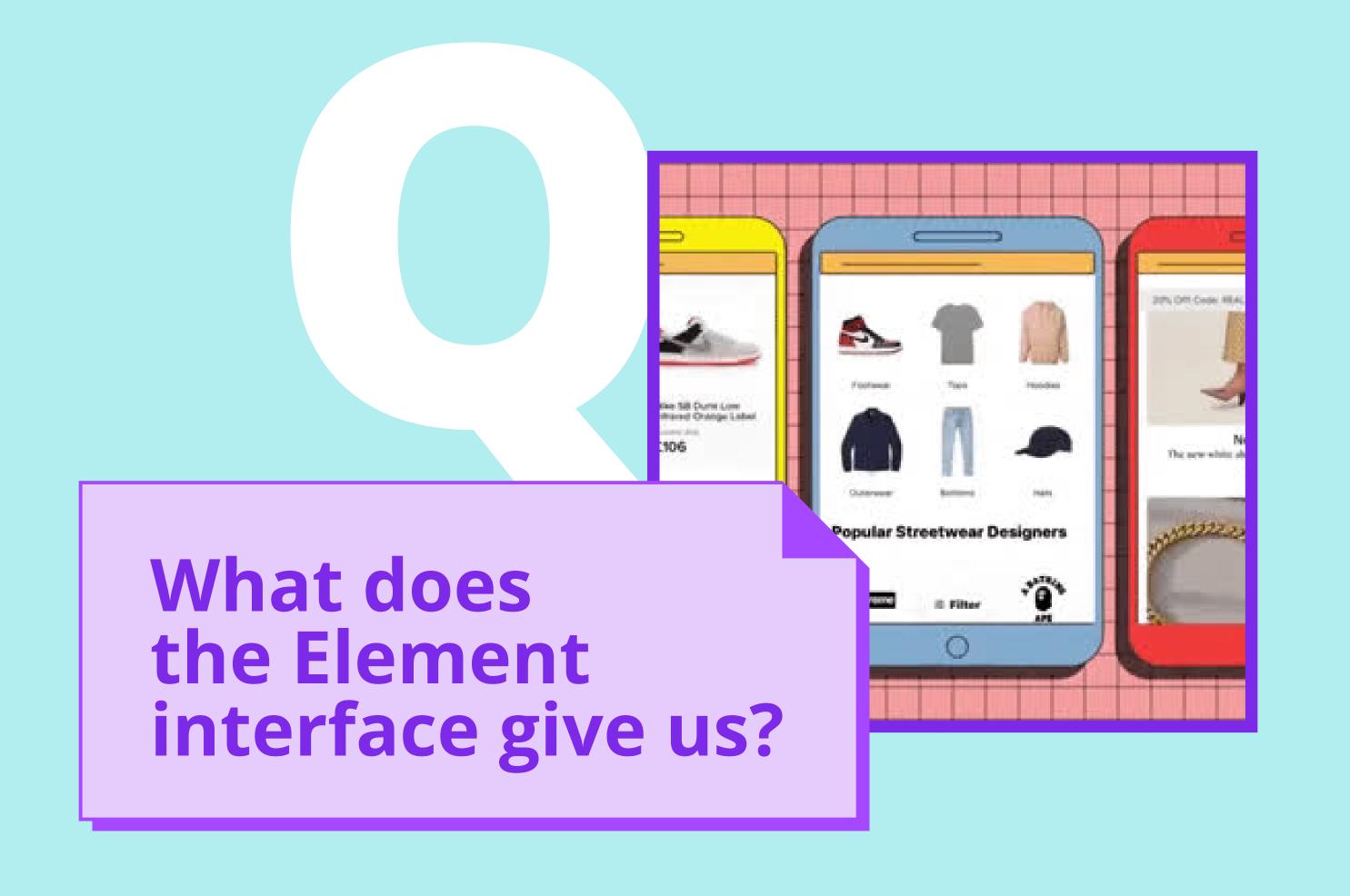
NodeList

An array of elements, like the kind that is returned by the method.

Understanding DOM Elements

- Element is the base class for all types of objects in the Document
- Different HTML tags/elements correspond to different Element types in JS
- Different Element types include:

```
HTMLInputElement, HTMLSpanElement, HTMLDivElement, HTMLScriptElement, HTMLHeadingElement, HTMLImageElement....
```

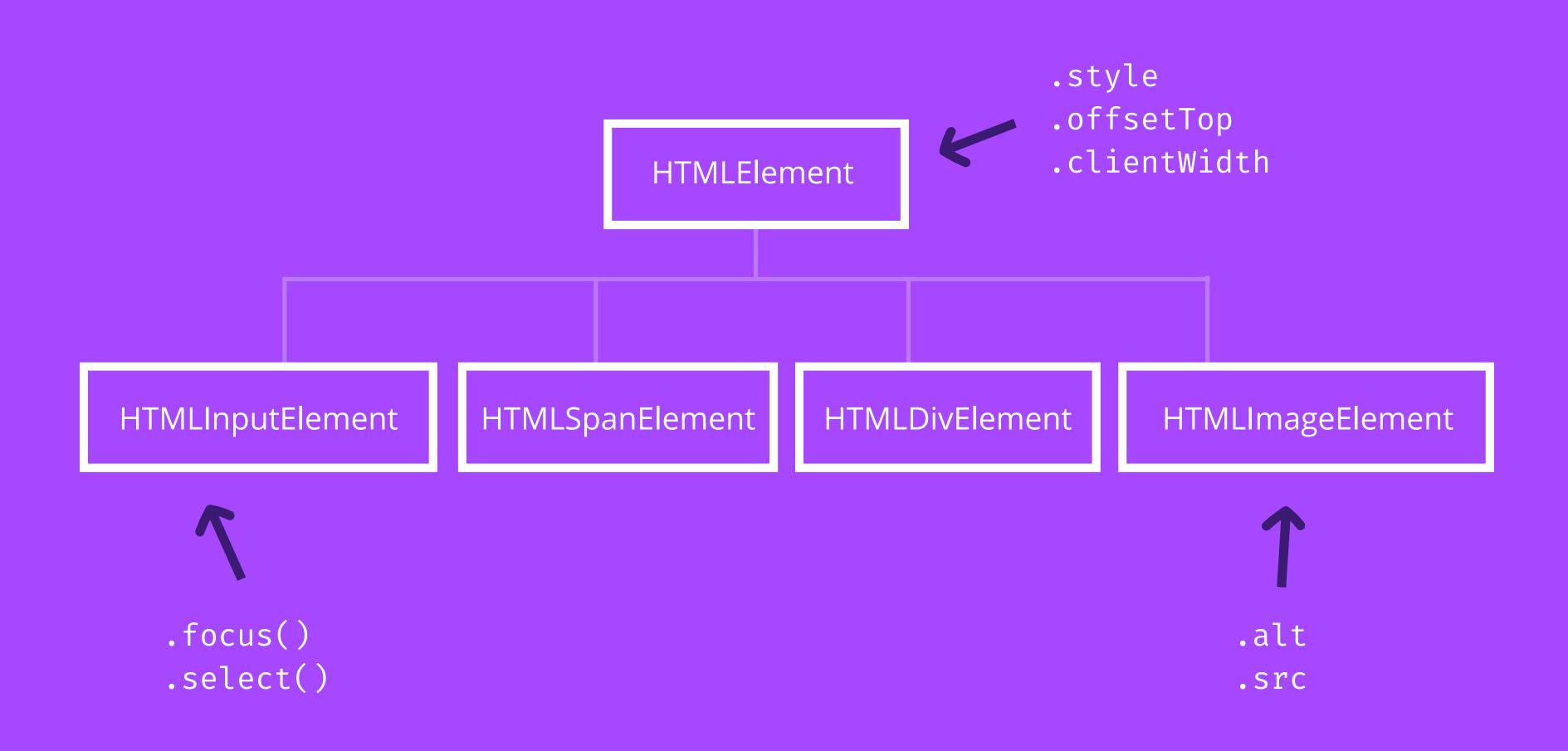


Ways of reading things

e.g. Get the size, position, color or text of an element

Ways of writing things

e.g. Set an attribute, change the styling of an element





HTMLElement

The HTMLElement interface represents any HTML element. Some elements directly implement this interface, while others implement it via an interface that inherits it.

MDN Web Docs

Reading the DOM

```
// Returns an html element with the given id
document.getElementById(id);

// Returns a DOM HTMLCollection of all matches
document.getElementsByTagName(name);
document.getElementsByClassName(classname);

// Returns the first Element that matches the selector
document.querySeletor(query);
```

Reading the DOM example

Writing to the DOM

```
// Create a new div element
let element = document.createElement("div");
// Create a new text node
let textNode = document.createTextNode("Some text");
// Adding and removing elements
element.appendChild(textNode);
element.removeChild(textNode);
// Making changes to attributes
button.setAttribute("disabled", "");
```

Changing the style of an element

An element has a "style" property which corresponds to the "style" attribute of the HTML element.

This can be modified in the JavaScript.

```
// Changing element.style
element.style.left = "50px"; // Note: don't forget units!

// Adding 5px to the left value
let newLeft = parseInt(element.style.left, 10) + 5 + "px";
element.style.left = newLeft;

element.style.backgroundColor = "red"; // Note: camelCase
```

Getting the style of an element

Note: element.style.left will only be present on an element if the left property was set in inline styles, or by scripting (not if it was set in CSS).

```
// Getting computed style
let computedStyle = window.getComputedStyle(element, null)
let bgColor = computedStyle.getPropertyValue("background-
color")
```

Changing the classes of an element

Another way of modifying the style of the element is to change the classnames which exist on the element. This can be done using the "classList" property.

```
// Changing element.classList
element.classList.add("class");
element.classList.remove("class");
element.classList.toggle("class");
element.classList.contains("class"); // returns true if
class exists on element
```

Writing to the DOM example

Scrolling

```
// Get the current scroll position of the page
console.log(window.scrollX);
console.log(window.scrollY);

// Scroll to a position on the page:
window.scrollTo({
   top: 100,
   left: 0,
   behavior: "smooth",
});
```

Scrolling to an element example