Manipulating DOM

To start, DOM stands for “Document Object Model”. Clarifying, DOM is an environment created in the memory of the computer by the browsers, to structure the HTML, JavaScript or other languages files. Some people define DOM as an API (Application Programming Interface).

I recommend you to create a simple HTML file, containing different name tags with different information, and a JavaScript file with some simple coding on it. Run the HTML file in your local server and access your browser´s development tools (CTRL+Shift+I). Click on the tab “Console” and let it opened to observe closely what is happening there. That section is your DOM. You will type the commands of this tutorial in your JavaScript file.

To be able to manipulate the data displaying in your page, you have to access it´s elements, and there are 2 ways of doing that: Through the “document.getElementBy(“ ”)” or by the “document.querySelector(“ “). The first method you are able to select the element by it´s **name**, **class** or **Id;** while the last method you input the **name**, **class** or **Id** in it´s parenthesis, as it is done in CSS. If you do not remember it in CSS, whenever it´s a class name, we use “**.**” (a dot), when it´s an Id we use “#”, and when it is a tagname, we use the ordinary name itself.

Once you selected the element, you got able to manipulate it. There are numerous properties we are able to use, the following ones are related to the element and it´s text, like: ***.innerHTML, .innerText, .textContent.*** *InnerHTML* will return a node containing the text and the HTML structure, with its name tags. *InnerText* will return also a node but containing the text only, while *textContent* returns the text only.

When we have elements inside other elements block, we can also access it´s elements through the Navigation commands, such as **parentElement**, **childElement** or **siblingElement**. In order to add an element, we use *append* and to delete, we use *remove*. Of course it is possible to also create an element through the DOM, therefore we use the ***.createElement*** command.

We also can access the input value with .value and the CSS part, through the command ***.style***.

A very interesting thing of manipulating DOM is the **events**. Events it is a way to track the user´s actions on the page and use them to facilitate your coding. The method is “***addEventListener***”, and inside the parenthesis you add the parameter you would like to track, such as “click”, “mouseup”, “scroll” and others.