

# DOCUMENT OBJECT MODEL



# WHATIS DOM??

- The Document Object Model (DOM) is a programming API for HTML and XML documents. It defines the logical structure of documents and the way a document is accessed and manipulated.
- With the Document Object Model, programmers can create and build documents, navigate their structure, and add, modify, or delete elements and content.
- There are mainly three types of DOM namely:
  - CORE DOM
  - HTML DOM
  - XML DOM



# HTML DOM

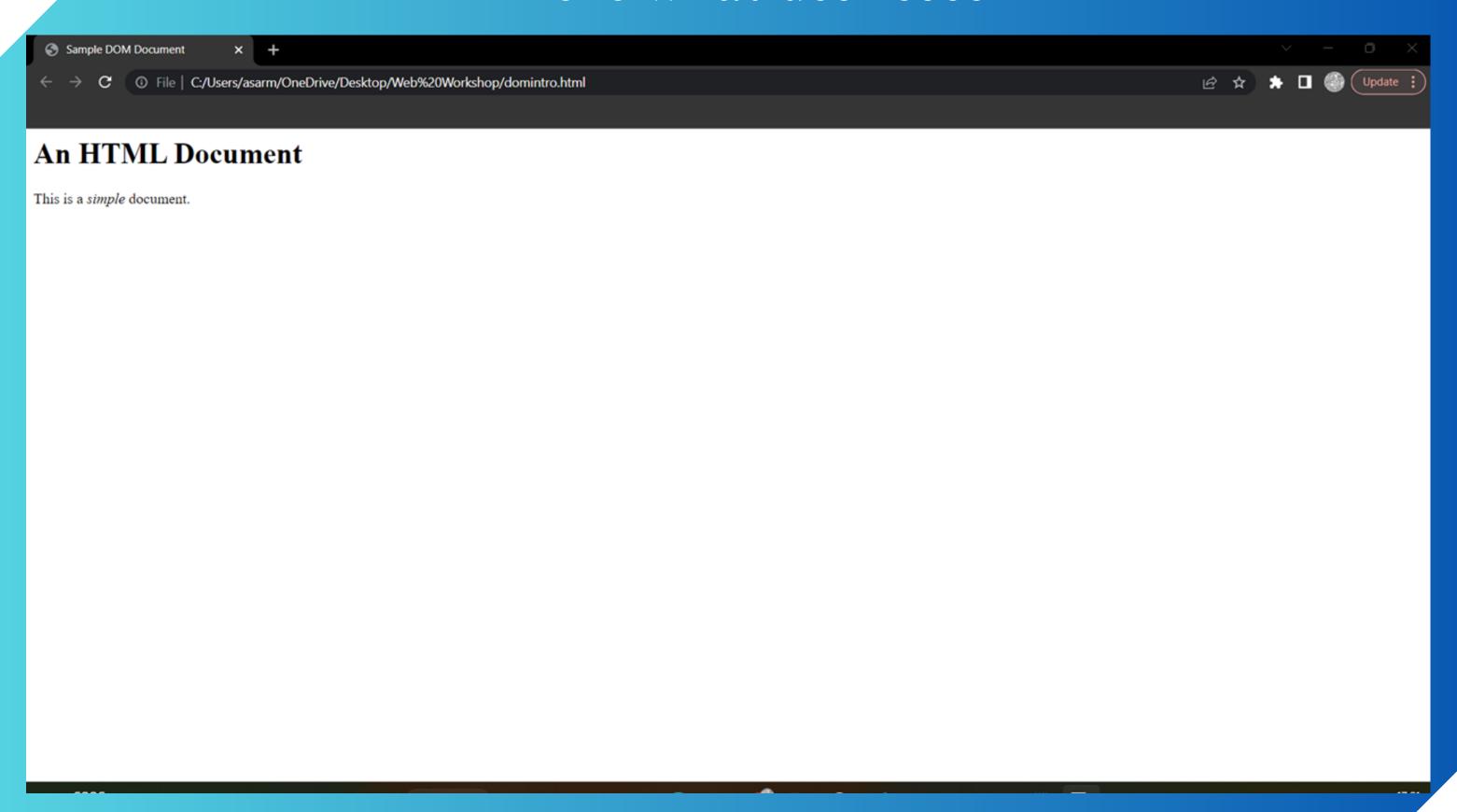
WHEN A WEB PAGE IS LOADED, THE BROWSER CREATES A DOCUMENT OBJECT MODEL OF THE PAGE.

This is what a programmer sees when they write an HTML code

```
<html>
 <head>
   <title>Sample DOM Document</title>
 </head>
 <body>
   <h1>An HTML Document</h1>
   This is a <i>simple</i> document.
 </body>
</html>
```

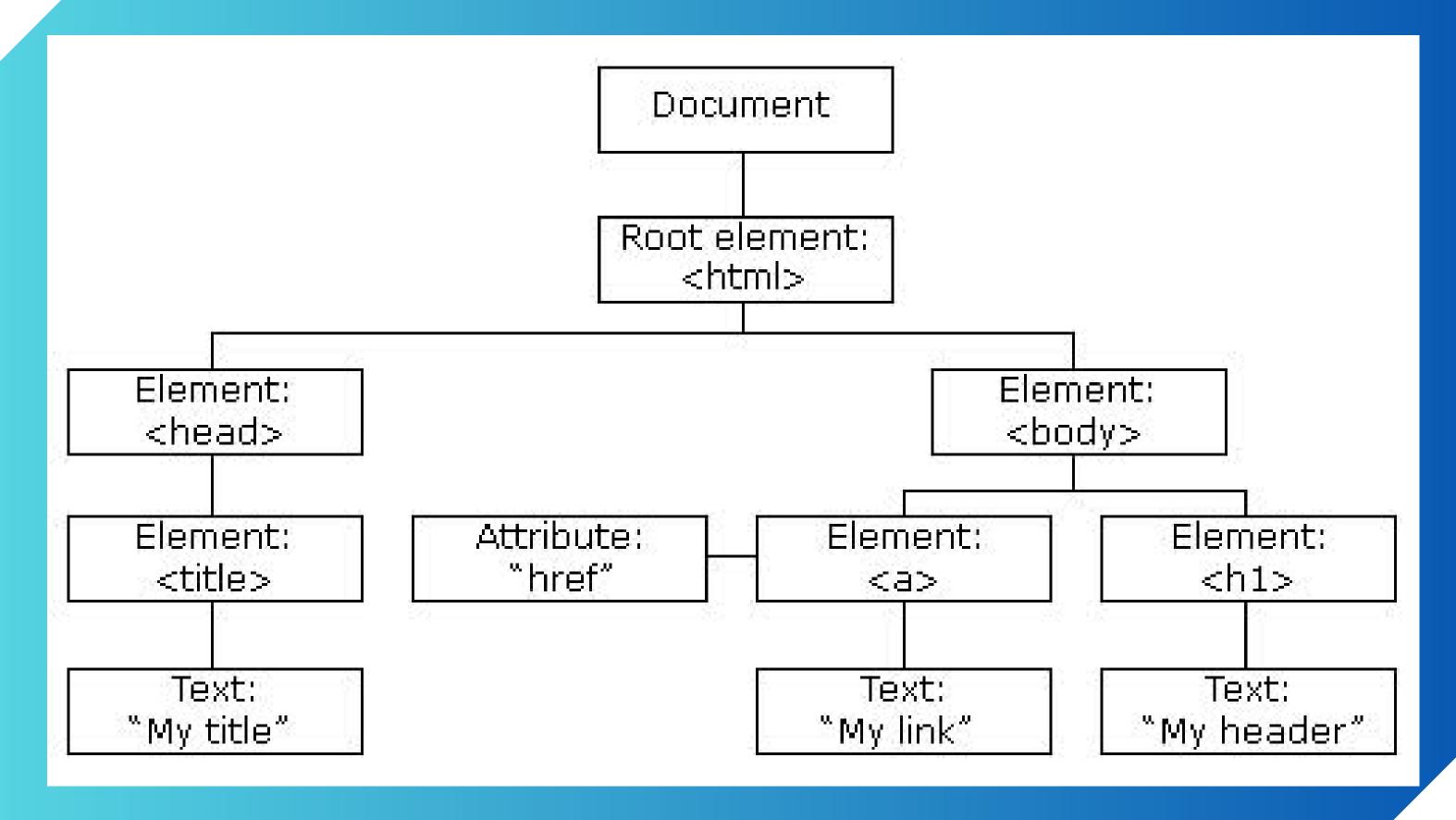


#### This is what user sees





#### This is the Flowchart of the Model that your browser is working for the page





## WHAT DOES DOM DO?

- 1. IT PROVIDES METHOD TO ACCESS ALL HTML ELEMENTS OF A PARTICULAR HTML DOCUMENT
- 2. IT DEFINES HTML ELEMENTS AS OBJECTS AND WE CAN CHANGE THE **PROPERTIES** OF THAT PARTICULAR HTML ELEMENT THROUGH THAT OBJECT
- 3. IT DEFINES **EVENTS** FOR ALL HTML ELEMENTS



### METHODS FOR FINDING HTML ELEMENTS

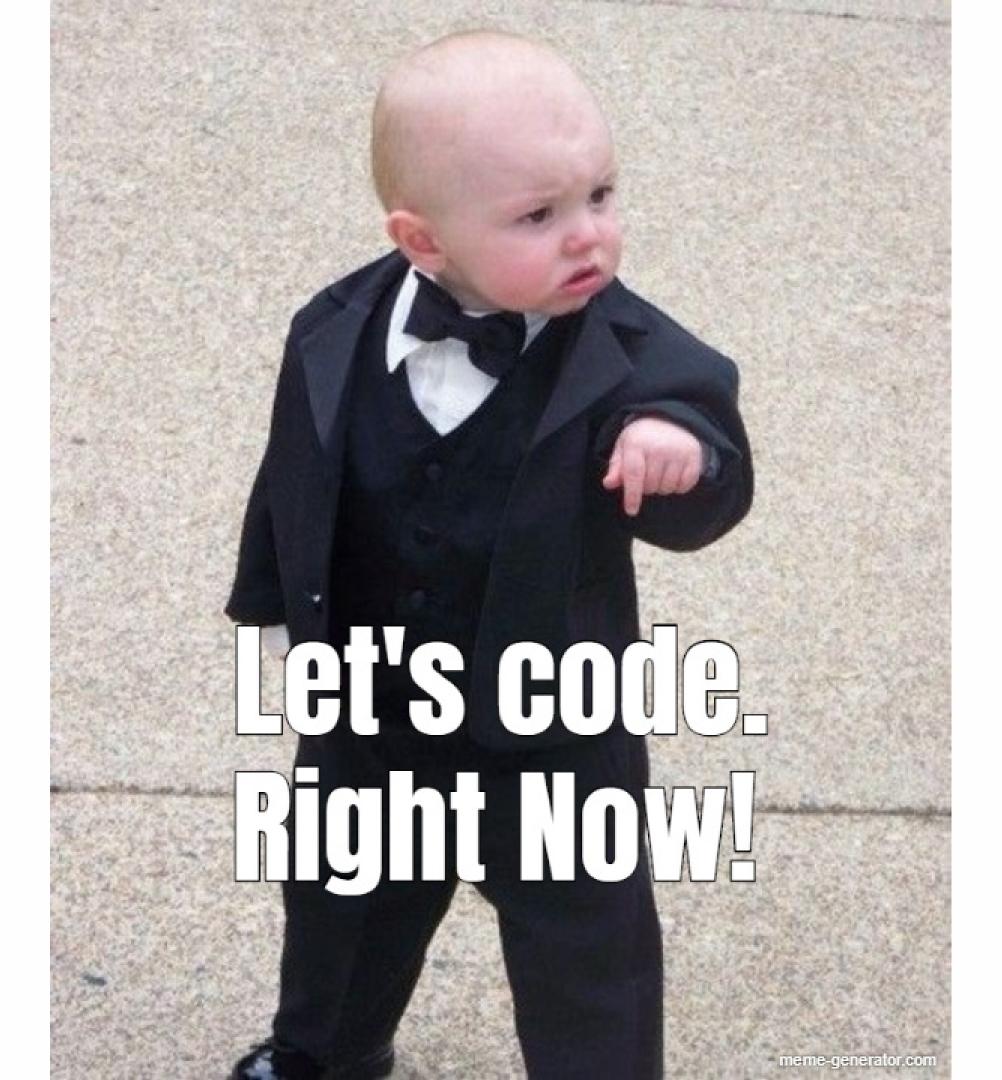
| document.getElementById(id)               | This method finds an element by its ID                 |
|---|--|
| document.getElementByTagName(tag)         | This method finds an element by its Tag                |
| document.getElementByClassName(class)     | This element finds an element by its Class name        |
| Document.querySelectorAll(query selector) | This method finds an element by its CSS query Selector |



#### METHODS FOR CHANGING HTML ELEMENTS

| element.innerHTML="value"        | Changes the inner HTML of an element          |
|----------------------------------|---|
| element.attribute=new value      | Changes a particular attribute of the element |
| element.style.property=new style | Changes the colour of the Element             |







## **EVENTS**

Events are things that happen in the system you are programming, which the system tells you about so your code can react to them

- When a user clicks the mouse
- When a web page has loaded
- When an image has been loaded
- When an input field is changed
- When an HTML form is submitted



# EVENT LISTENERS

The event Listeners basically react to those events which have occurred

element.onclick=function()

element.addEventListener(event,function())







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