

DOM (Document Object Model)

- Represents html and xml in a tree-like structure
- With the HTML DOM, JavaScript can access and change all the elements of an HTML document

DOM Traversing and Manipulating →

3 direction for traversing

1. Downwards

1. `querySelector()` / `querySelectorAll()`
2. `children`

2. Upwards

1. `parentElement`

3. Sideways

1. `nextElementSibling`, `previousElementSibling`
2. `parentElement + children + index`



Image slider:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Document</title>
</head>
<body>
  <button onclick="prev()">Previous</button>
  
  <button onclick="next()">Next</button>
  <script src="image-slider.js"></script>
</body>
</html>
```

```
var images = ["Project-images/Doraemon.png", "Project-images/goku.jpg", "Project-
images/Tom.jpg"];
var imgTag = document.querySelector("img");

var count = 0;

function prev(){
  count--;
  if(count<0){
    count=images.length-1;
  }
  imgTag.src=images[count];
}

function next(){
  count++;
  if(count>=images.length){
    count=0;
  }
  imgTag.src=images[count];
}
```