

HTML DOM

When a web page is loaded, the browser creates a Document Object Model of the page.

In other words: The HTML DOM is a standard for how to get, change, add, or delete HTML elements.

When an HTML document is loaded into a web browser, it becomes a **document object**.

In the HTML DOM (Document Object Model), everything is a **node**:

- The document itself is a document node
- All HTML elements are element nodes
- All HTML attributes are attribute nodes
- Text inside HTML elements are text nodes
- Comments are comment nodes

Tip: The document is a part of the Window object and can be accessed as `window.document`.

A **property** is a value that you can get or set (like changing the content of an HTML element).

A **method** is an action you can do (like add or deleting an HTML element).

DOM Element Object

Finding HTML Elements

By ID

```
document.getElementById("intro");
```

By Tag Name

```
document.getElementsByTagName("p");
```

By Class Name

```
document.getElementsByClassName("intro");
```

By CSS selectors

```
document.querySelector(".example").style.backgroundColor = "red";
```

Note: The `querySelector()` method only returns the first element that matches the specified selectors. To return all the matches, use the [querySelectorAll\(\)](#) method instead.

```
var x = document.querySelectorAll(".example");  
    x[0].style.backgroundColor = "red";
```

Note: Index position is must

Set background color for all p elements

```
var x = document.querySelectorAll("p");  
    var i;  
    for (i = 0; i < x.length; i++) {  
        x[i].style.backgroundColor = "red";
```

Different ways to use queryselector

```
document.querySelectorAll("div > p");  
document.querySelectorAll("h2, div, span");
```

Note: There are two ways to access a node at the specified index in a node list:

```
document.body.childNodes.item(0);    // The first child node of <body>  
document.body.childNodes[0];         // The first child node of <body>
```

Useful examples:

```
<div id="myDIV">  
    <p>First p element in div.</p>  
    <p>Another p element in div.</p>  
    <p>A third p element in div.</p>  
</div>
```

Ex1:

```
var div = document.getElementById("myDIV");  
div.getElementsByTagName("P")[0].innerHTML = "Paragraph changed";
```

Ex2:

```
var div = document.getElementById("myDIV");  
var nodelist = div.getElementsByTagName("child");
```

```

var i;
for (i = 0; i < nodelist.length; i++) {
    nodelist[i].style.backgroundColor = "red";
}

```

Changing HTML Elements

1. `element.innerHTML`

Return:

```

var x = document.getElementById("myP").innerHTML;
document.getElementById("demo").innerHTML = x;

```

Set

```
document.getElementById("myP").innerHTML = "Hello Dolly.";
```

other ex:

```

document.getElementById("myAnchor").innerHTML = "W3Schools";
document.getElementById("myAnchor").href =
"https://www.w3schools.com";
document.getElementById("myAnchor").target = "_blank";

```

2. `element.attribute = new value`

Ex1: It will change the id

```

var x = document.getElementById('DIV1').id = "div2";
var x = document.getElementById('DIV1').src = "home.jpg"; //
it will replace current image to home

```

3. `element.style.property = new style`

ex1:

```
document.getElementById("myH1").style.color = "red";
```

ex2: Multiple properties

```
document.getElementById("myP").style.cssText = "background-
color: pink; font-size: 55px; border: 2px dashed green; color: white;";
```

```

var x = document.getElementsByTagName('H2')[0];
x.setAttribute("style", "color: red; font-size: 18px;");

```

Other examples:

For getting inline styles

```
var x = document.getElementsByTagName("STYLE")[0];  
    document.getElementById("demo").innerHTML = x.innerHTML;
```

```
document.getElementById("More Text").setAttribute("style", "font-size:50px;color:red;");
```

Attributes

```
var x = document.getElementById("myBtn").attributes.length;  
var x = document.getElementById("myBtn").attributes[1].name; //Prints name  
var x = document.getElementById("myBtn").attributes[1].value; //Prints value
```

getAttribute

element.getAttribute(attributename)

```
var x = document.getElementsByTagName("H1")[0].getAttribute("class");  
//returns class name of h1
```

```
var x = document.getElementById("myAnchor").getAttribute("target");  
//returns _blank
```

createAttribute

```
var h1 = document.getElementsByTagName("H1")[0]; // Get the first <h1>  
element in the document  
var att = document.createAttribute("class"); // Create a "class"  
attribute  
att.value = "democlass"; // Set the value of the  
class attribute  
h1.setAttributeNode(att); // Add the class  
attribute to <h1>
```

The `setAttributeNode()` method adds the specified attribute node to an element.

Tip: Use the [removeAttributeNode\(\)](#) method to remove an attribute node from an element.

removeAttribute

```
ex1: document.getElementsByTagName("H1")[0].removeAttribute("class");
```

```
ex2: document.getElementById("myAnchor").removeAttribute("href");
```

setAttribute

ex1:

```
document.getElementById("myAnchor").setAttribute("href", "https://www.w3schools.com");
```

ex2:

```
document.getElementsByTagName("H1")[0].setAttribute("class", "democlass");
```

```
ex3: document.getElementById("More Text").setAttribute("style", "font-size:50px;color:red;");
```

Note:

1. **Tip:** Use [setAttribute\(\)](#) to add a **new attribute** or change the value of an **existing attribute** on an element.
2. The hasAttribute() method returns true if the specified attribute exists, otherwise it returns false.

Adding and Deleting Elements

CreateElement();

removeChild();

appendChild();

replaceChild();

```
var btn = document.createElement("BUTTON");           // Create a <button>
element
var t = document.createTextNode("CLICK ME");           // Create a text node
btn.appendChild(t);                                     // Append the text to
<button>
document.body.appendChild(btn);                         // Append <button> to
<body>
```

or

```
document.getElementById("myDIV").appendChild(para);
```

Tip: Use the [createTextNode\(\)](#) method to create a text node.

Tip: After the element is created, use the [`element.appendChild\(\)`](#) or [`element.insertBefore\(\)`](#) method to insert it to the document.

```
node.insertBefore(newnode, existingnode)
```

```
removeChild()
```

```
ex1: <ul id="myList"><li>Coffee</li><li>Tea</li><li>Milk</li></ul>
```

```
var list = document.getElementById("myList");
```

```
list.removeChild(list.childNodes[0]); //remove ul firstchild node(index 0)
```

```
appendChild()
```

```
EX1: var node = document.createElement("LI");
```

```
var textnode = document.createTextNode("Water");
```

```
node.appendChild(textnode);
```

```
document.getElementById("myList").appendChild(node);
```

```
EX2: var node = document.getElementById("myList2").lastChild;
```

```
document.getElementById("myList1").appendChild(node);
```

```
replaceChild()
```

```
node.replaceChild(newnode, oldnode)
```

```
ex1: <ul id="myList"><li>Coffee</li><li>Tea</li><li>Milk</li></ul>
```

```
var textnode = document.createTextNode("Water");
```

```
var item = document.getElementById("myList").childNodes[0];
```

```
item.replaceChild(textnode, item.childNodes[0]);
```

```
firstChild()&lastChild()
```

```
ex1: <ul id="myList"><li>Coffee</li><li>Tea</li></ul>
```

```
var list = document.getElementById("myList").firstChild.innerHTML;
```

```
document.getElementById("demo").innerHTML = list;//coffee
```

ex2:

```
<select id="mySelect"
size="4"><option>Audi</option><option>BMW</option><option>Saab</option><op
tion>Volvo</option></select>

function myFunction() {
    var x = document.getElementById("mySelect").firstChild.text;
    document.getElementById("demo").innerHTML = x; // Audi
}
```

Imp programmes

```
function reverseString(str) {
    var newString = "";
    for (var i = str.length - 1; i >= 0; i--) {
        newString += str[i];
    }
    return newString;
}
reverseString('hello');
output: "olleh"
```