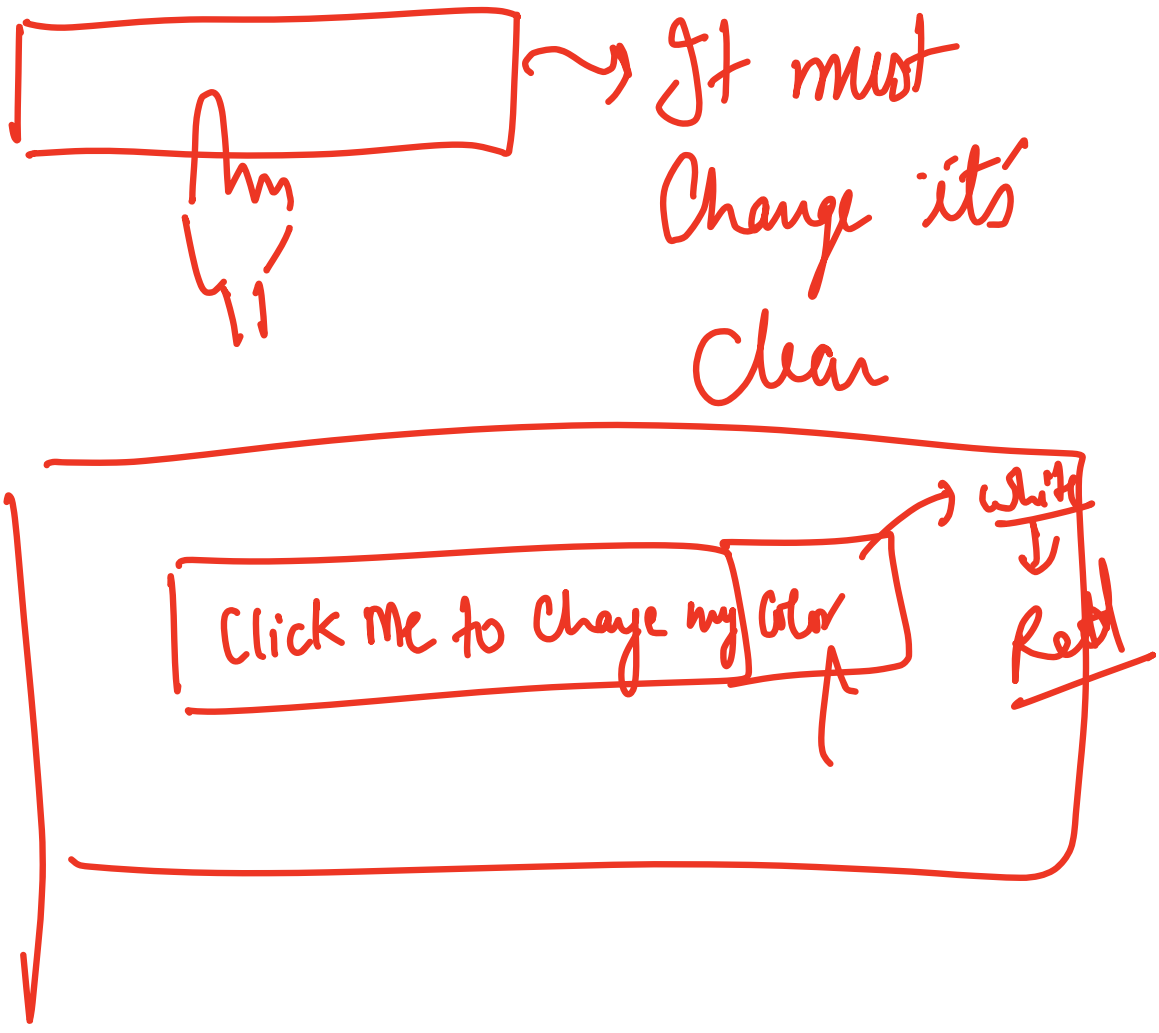
Dom

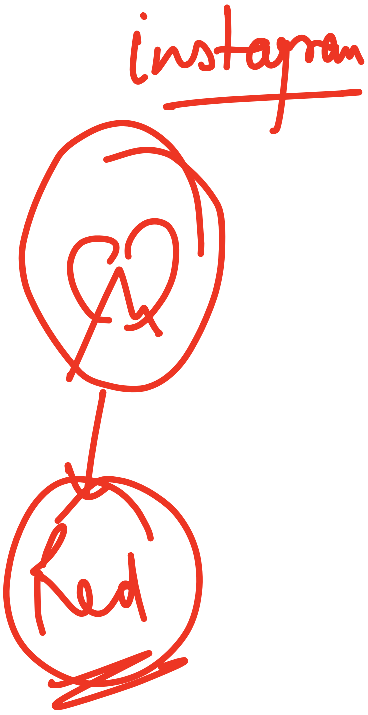
① → DOM

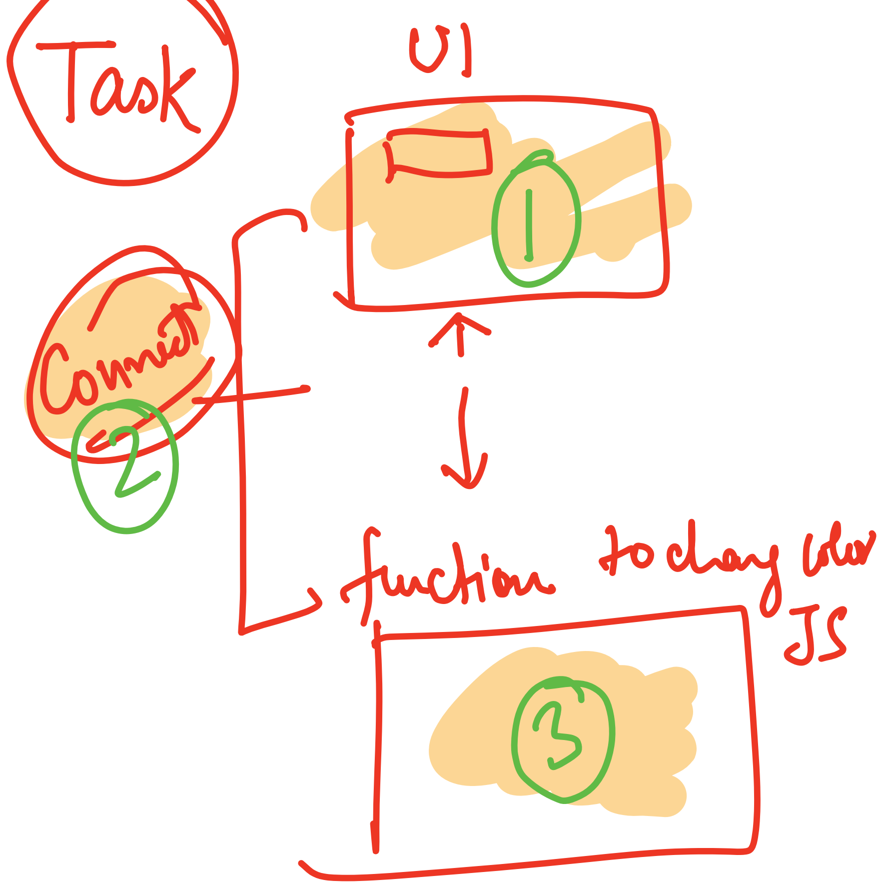
↳ C R U D

↳ webpage

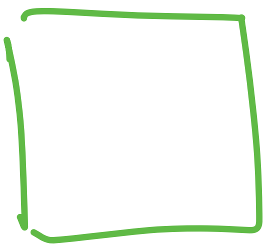


Example

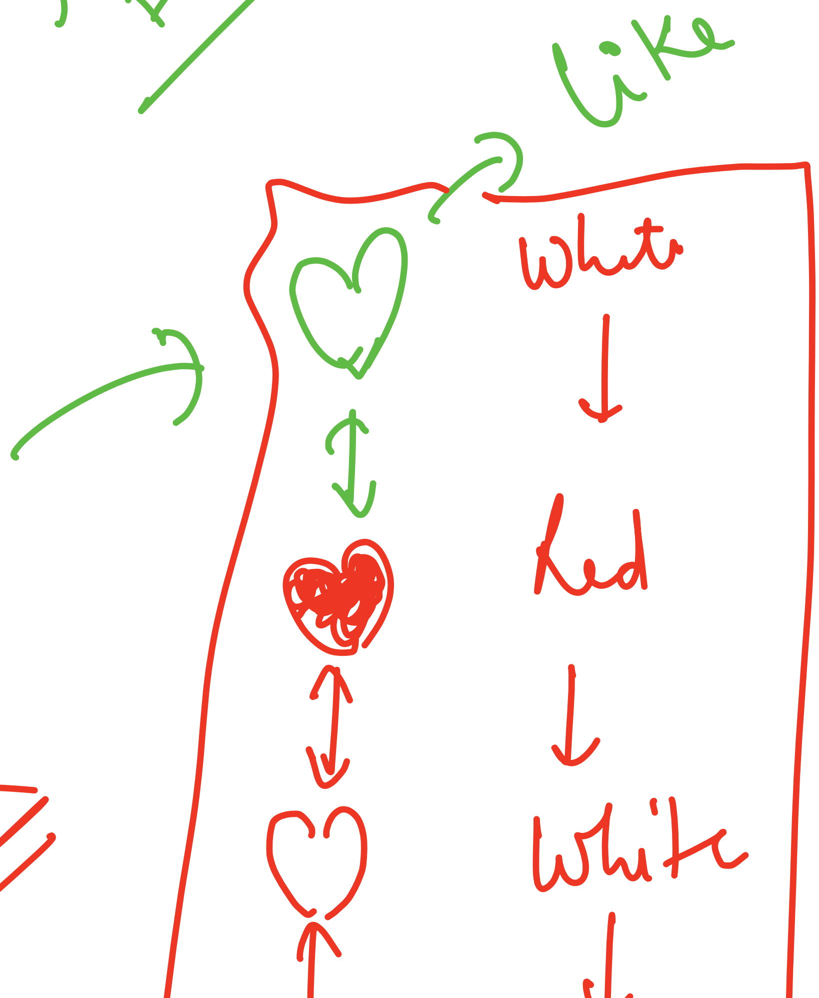




How to connect JS with HTML

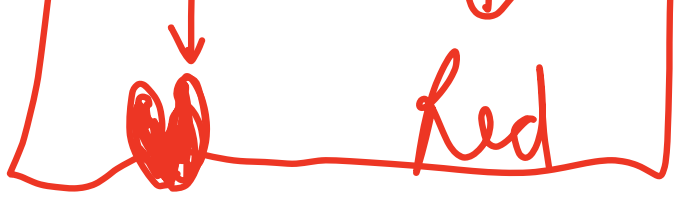


Quest-2



5 min

Quets think



→ Should I do it

KISS – Stupid

→ Simple

Keep it

if else it

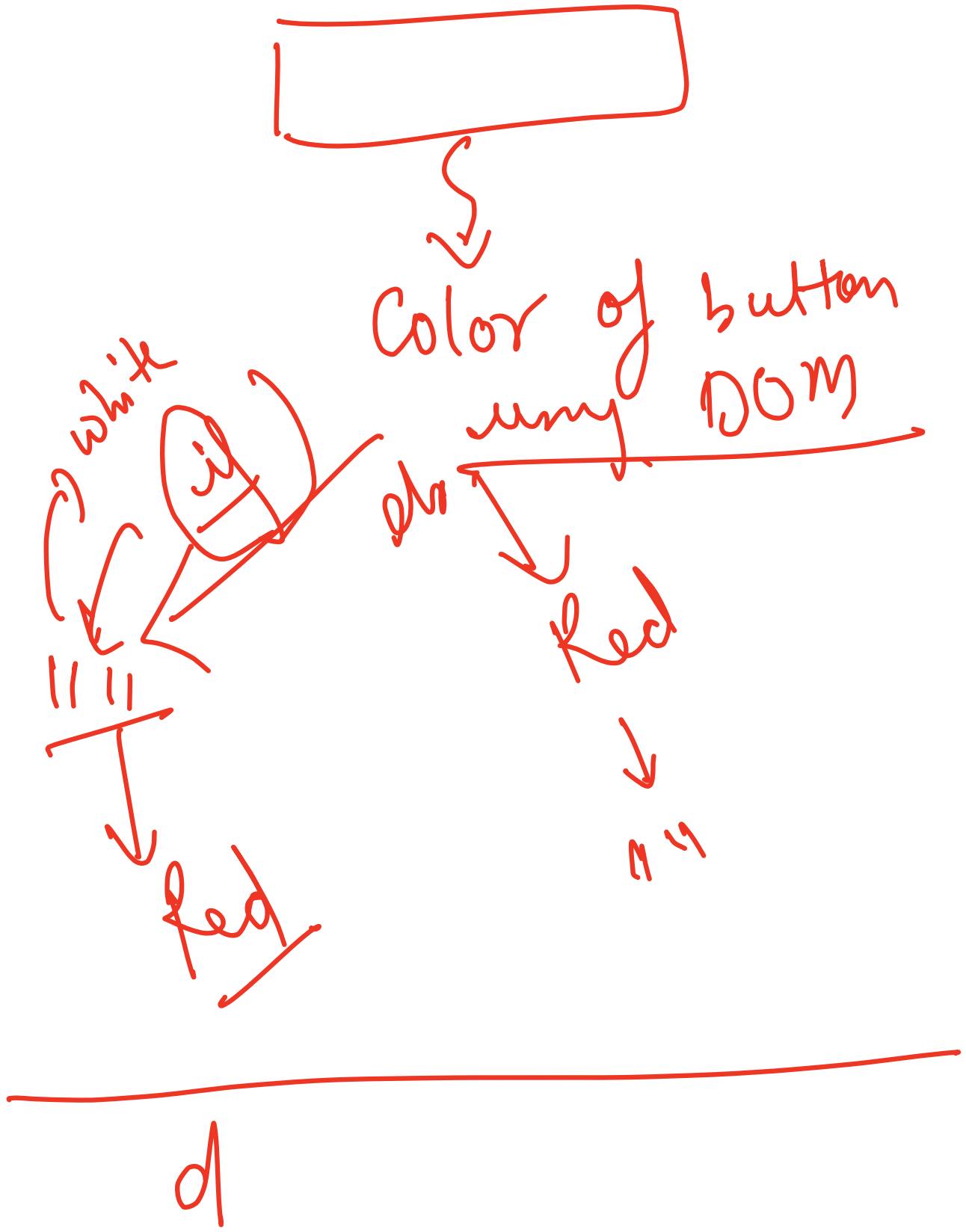
Color Button - White

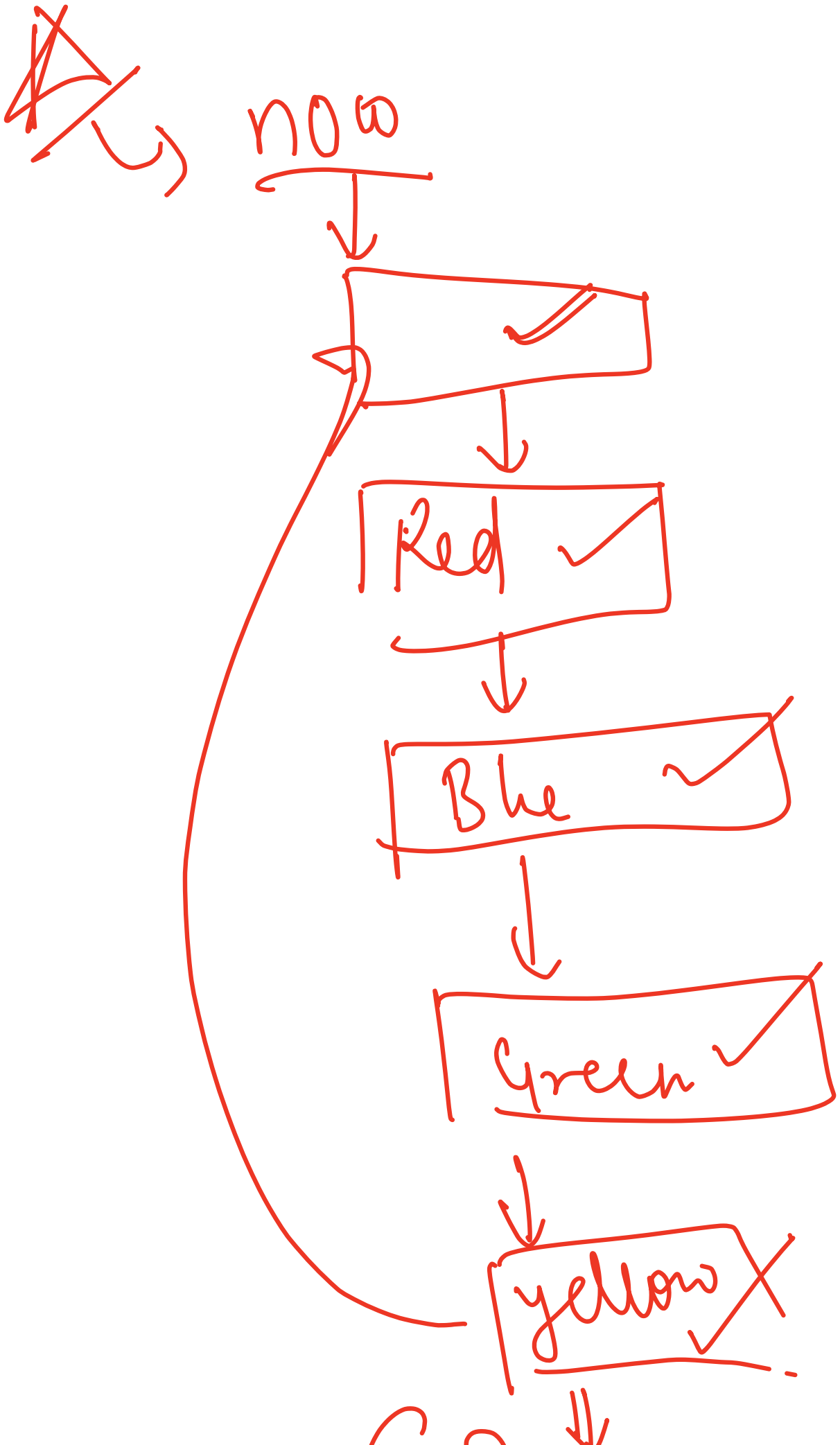
↓ Red

else

Color button is Red

↓ White


Color of button
using DOM
div
Red
Red
Red


now
Red
Blue
Green
yellow

4 → 100

(1) if (btnColor == white) {

— Red

}

else if (btnColor == "red") {

— Blue

}

else if (blue) {

— Green

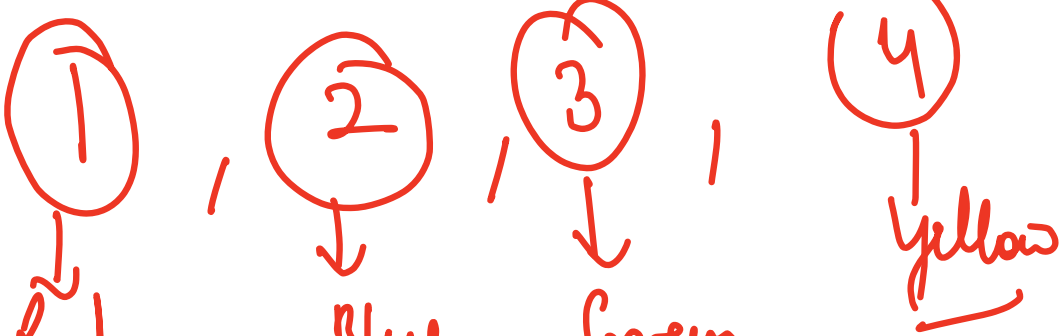
}

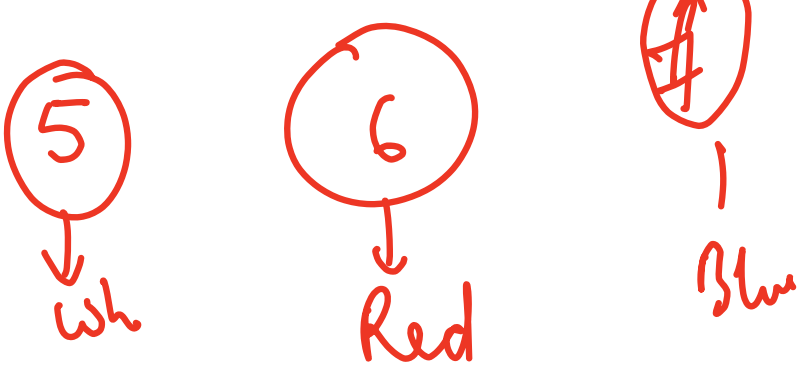
else

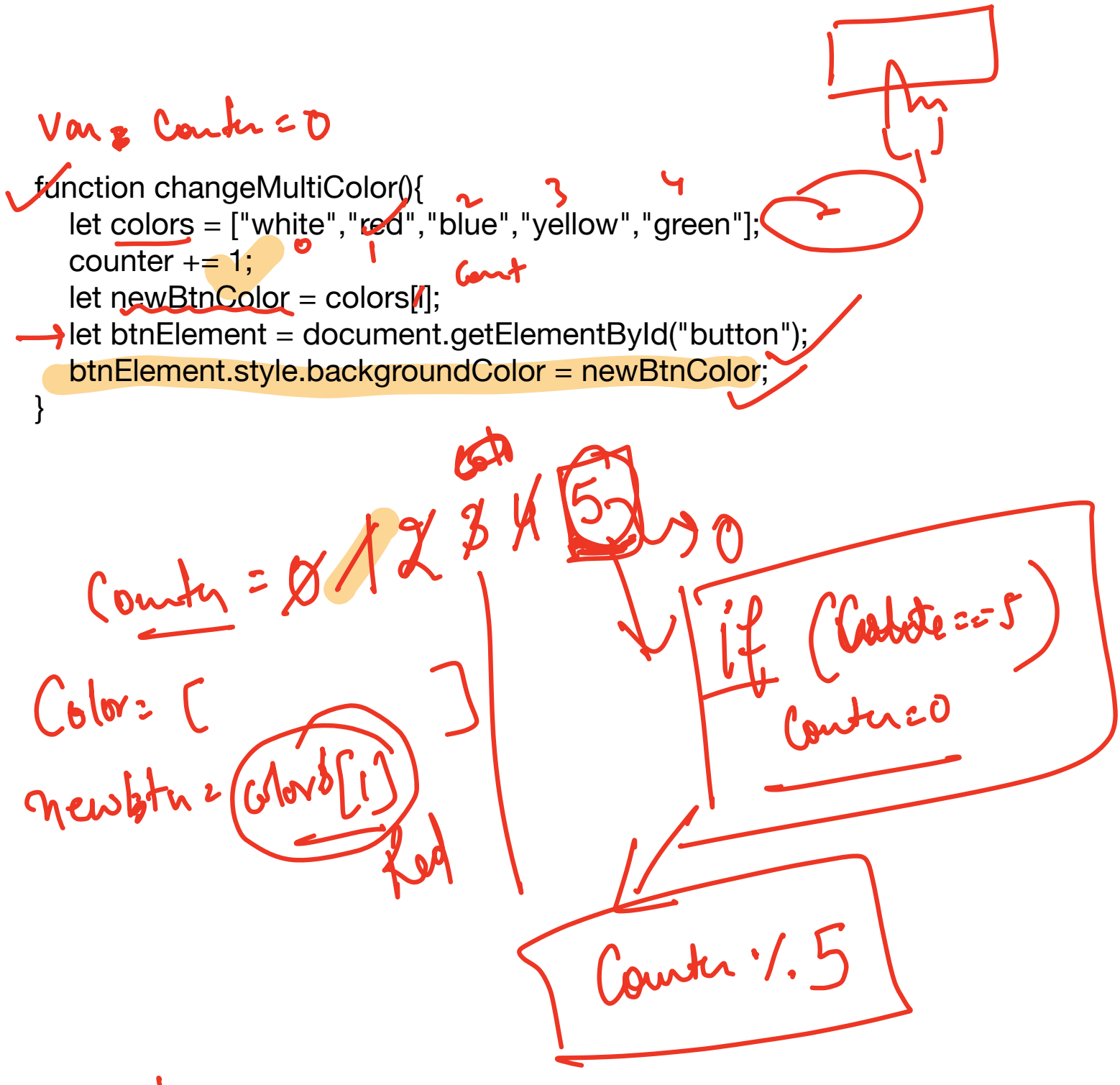
Colors =

["white", "red", "Blue", "Green",
"yellow"]

Variable ⇒ Store count of clicks







Counter

0 → Con%.5 = 0

1 → " = 1

2 → " = 2

3 →

4 →

5 →

6 →

7 →

8 →

= 3

= 4

0

1

2

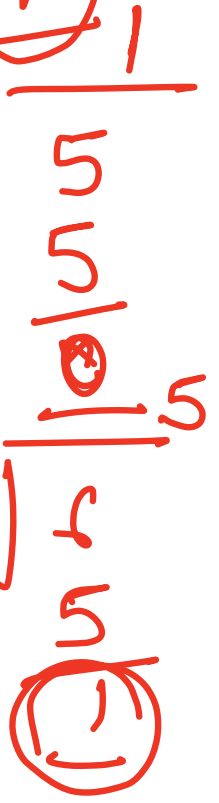
3

$5\overline{)5}\ 1$

$5\overline{)5}\ 0$

$5\overline{)1}\ 5$

$5\overline{)1}\ 0$



Counter = 5 % 5 = 0

6

Open Close principle

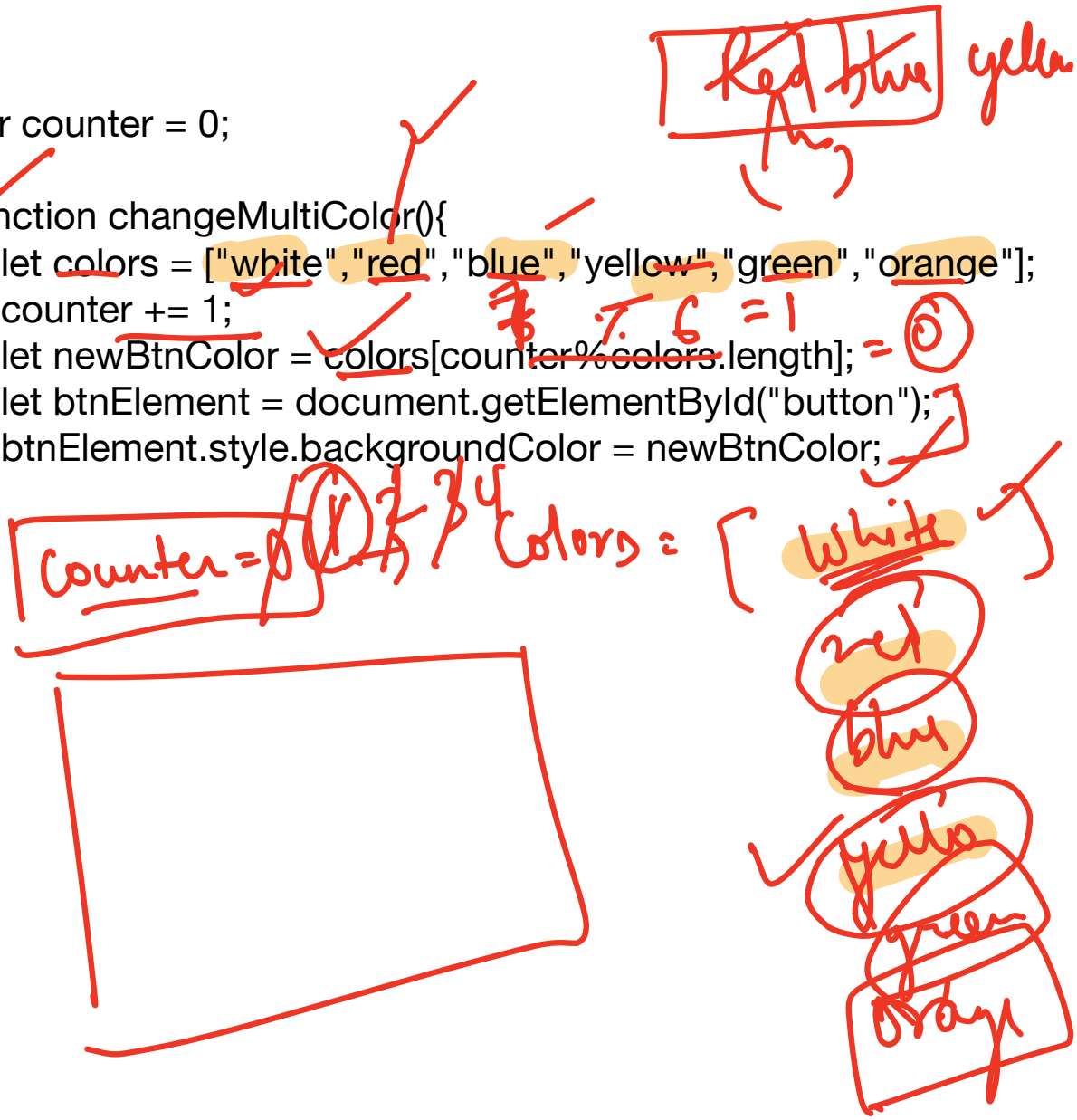
↳ Open for Addition

↳ Close for Modification

15 min break !

```
var counter = 0;

function changeMultiColor(){
    let colors = ["white","red","blue","yellow","green","orange"];
    counter += 1;
    let newBtnColor = colors[counter%colors.length];
    let btnElement = document.getElementById("button");
    btnElement.style.backgroundColor = newBtnColor;
}
```



$1 \% 6 = 1$

$2 \% 6 = 2$

$3 \% 6 = 3$

$\vdots$

$6 \% 6 = 0$

$7 \% 6 = 1$

$8 \% 6 = 2$

$9 \% 6 = 3$

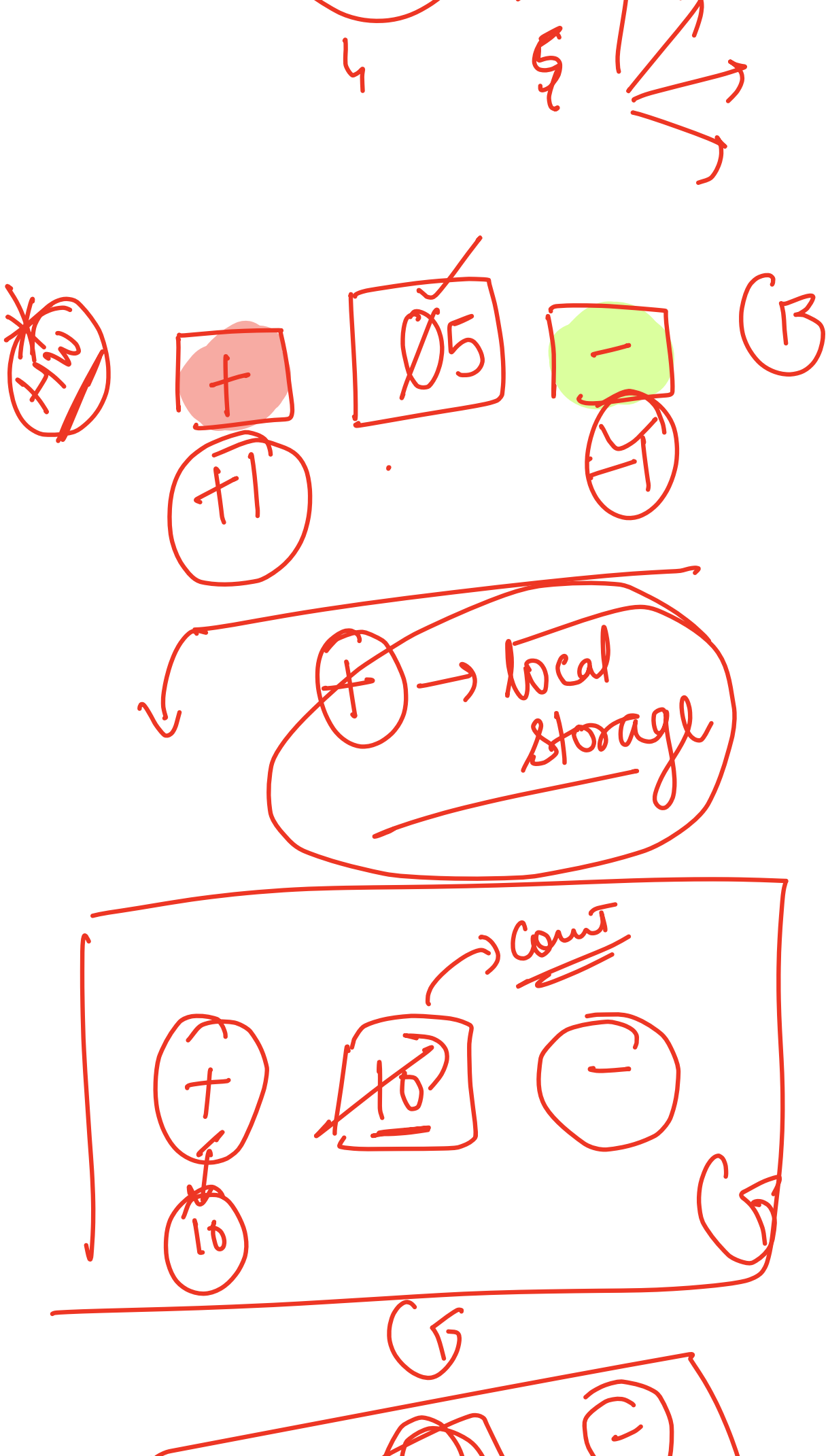
$13 \% 6 = 1$

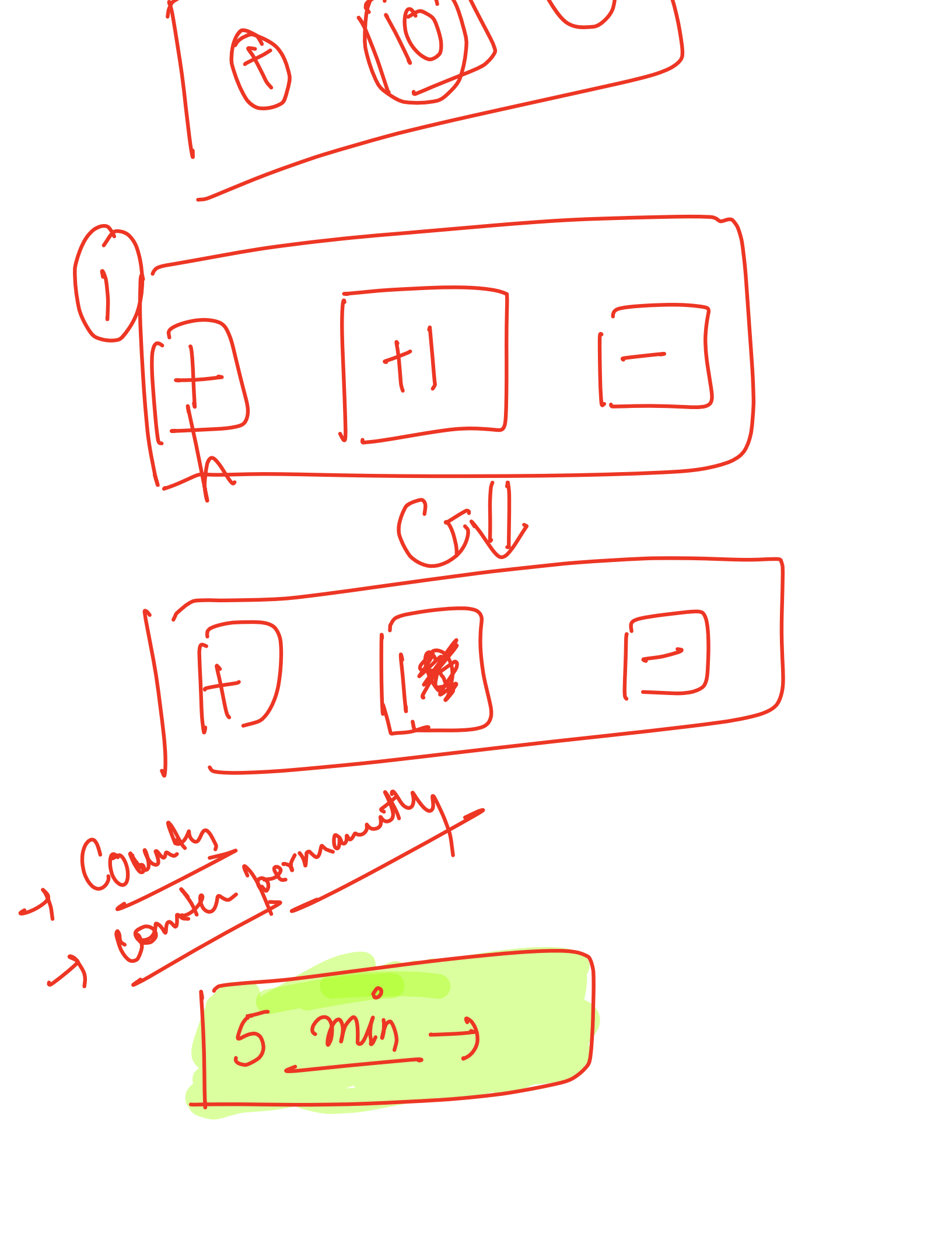
$6 \overline{)1}$ 0

$6 \overline{)8}$ 1 1

6

2


+
Ø5
−
+1
−1
+
→ local storage
count
+
10
−
10


+
10
1
+
+1
−
Call
+
1
−
Counter permanently
5 min →