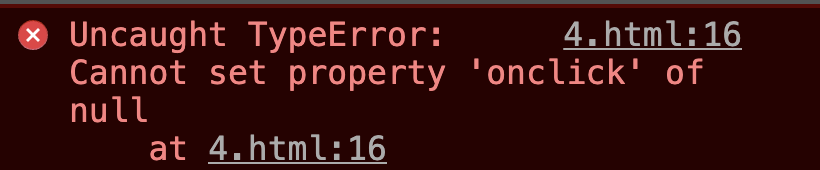
**<lecture5. javascript>**

**DOM Manipulation**

document.querySelector('button').onclick = count;

One thing to notice about what we’ve just done is that we’re not calling the count function by adding parentheses afterward, but instead just naming the function. This specifies that we only wish to call this function when the button is clicked. This works because, like Python, JavaScript supports functional programming, so functions can be treated as values themselves.

The above change alone is not enough though, as we can see by inspecting the page and looking at our browser’s console:



This error came up because when JavaScript searched for an element using document.querySelector('button'), it didn’t find anything. This is because it takes a small bit of time for the page to load, and our JavaScript code ran before the button had been rendered. To account for this, we can specify that code will run only after the page has loaded using the addEventListener function. This function takes in two arguments:

1. An event to listen for (eg: 'click')
2. A function to run when the event is detected (eg: hello from above)

We can use the function to only run the code once all content has loaded:

텍스트이(가) 표시된 사진

자동 생성된 설명