

# Javascript DOM

## Get Elements

```
document.getElementById('id')
```

- `id` : an element ID in the DOM
- Retrieves the element from the DOM

```
document.getElementsByClassName('rice')
```

- Retrieve every element with class of `rice`
- Returns a HTML collection (not an array!)

```
document.getElementsByTagName('li')
```

- Retrieve every element with class of `nice`
- Returns a HTML collection (not an array!)

## Converting HTML collections into arrays

- We can use `for` loops with HTML collections, but what if we want to do cool array stuff?

```
Array.from(collection)
```

- Converts an HTML collection into an array

ex.

```
Array.from(collection).forEach(item => {  
  console.log(item);  
});
```

# Query Selectors

```
document.querySelector('#id')
```

- Selects the element with id `id`
- Can get quite specific (using CSS selectors)

```
document.querySelector('#book-list li:nth-child(2) .name');
```

- Grabs element of id `booklist` which is the 2nd `li` element of class `name`
- Only returns first element

```
document.querySelectorAll()
```

- Grabs every element according to the selector
- Returns a Node List (not an HTML collection, not an array!)
- We do not have to turn it into an array

# Manipulating HTML

```
elem.textContent
```

- The text content inside the HTML element `elem`

```
elem.innerHTML
```

- Change the HTML

ex.

```
elem.innerHTML += '<h1>epic epic epic!!!</h1>'
```

# Nodes

- Everything in the DOM is a node

## Node Types

`elem.nodeType`

- A number representing the node type

`elem.nodeName`

- The node name

`elem.hasChildNodes()`

- Returns true/false

`elem.cloneNode(true)`

- Clones the element
- Argument `true` clones all the child node rather than just the top one

## Forms

`document.forms`

- Returns an HTML collection of forms

```
document.forms[0]  
document.forms['id']
```

- When clicking a button in a form, the form emits a `submit` event that also refreshes the page

```
const value = form.querySelector('input[type="text"]').value;
```

- Grab input from form

# Traversing the DOM

## `elem.parentNode`

- Grabs reference to the parent node
- Basically the same as below

## `elem.parentElement`

- Grabs reference to the parent element
- Basically the same as above

You can chain these together to traverse upwards `.parentElement.parentElement.parentElement`

## `elem.childNodes`

- A node list of child nodes
- Includes `text` elements which are line breaks

## `elem.children`

- Only element children, no filler `text` nodes

## `elem.nextSibling` / `elem.previousSibling`

- The next/previous sibling node (includes `text` line break)

## `elem.nextElementSibling` / `elem.previousElementSibling`

- The next/previous element (no `text` line breaks)

ex.

```
elem.previousElementSibling.querySelector('p').innerHTML += '<h1>epic!!!!</h1>'
```

- Select `<p>` only from previous element and add `epic!!!!` as an `<h1>` to the HTML

# Events

- Attach event listeners on elements to listen for events

```
elem.addEventListener('click', e => {  
  console.log(e.target); // target of event  
  console.log(e); // event itself  
})
```

- `e.target` is the element

## Prevent default behaviour

- ex. prevent default behaviour of `<a>` link

```
elem.addEventListener('click', e => e.preventDefault());
```

## Bubbling

- Default: The event bubbles up from the target element
- The event bubbles up to the parent element, and if there is an event listener on the parent element the callback function would also fire as well
- Bubbling keeps happening until we hit the top

ex. Attaching event listeners to every button is expensive, we can use bubbling to our advantage

```
list.addEventListener('click', e => {  
  if(e.target.className == 'delete'){  
    //grab the ul  
    const li = e.target.parentElement;  
    list.removeChild(li);  
  }  
});
```

- ex. list is a `ul` element and we want to remove one of its `li` elements that contain `btn` with class `delete` as children

## Add Elements

```
document.createElement('div')
```

- Creates a div element
- Floating around, not attached to anything

```
elem.appendChild(node)
```

- Appends `node` to the DOM

## Styles and Classes

```
elem.style.[css]
```

- Set element CSS

```
elem.className
```

- Element class

```
elem.classList
```

- A list of the element's classes

```
elem.classList.add / elem.classList.remove
```

- Add/remove a class to `elem`
- Preferred over `elem.className += '...'`

# Attributes

`elem.getAttribute('')`

- Gets element attribute

```
elem.getAttribute('class');  
elem.getAttribute('src');
```

`elem.setAttribute('', '')`

- Sets element attribute
- First parameter is attribute, second parameter is what to set to

```
elem.setAttribute('class', 'cool');  
elem.setAttribute('src', 'photo.png');
```

`elem.hasAttribute('')`

- Returns true or false

`elem.removeAttribute('')`

- Removes element attribute

## DOMContentLoaded

```
document.addEventListener('DOMContentLoaded', () => {});
```

- Attaches everything in {} once the DOM is ready
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