

```

1 /***** 04_DOM_SELECTORS_MULTI_ITEM *****/
2
3 /**
4  * Multi Dom Selectors selectes the multiple items in the dom. These selectors
   either returns a NodeList or HtmlCollection
5  * --> document.getElementsByClassName()
6  * --> document.getElementsByTagName()
7  * --> document.querySelectorAll()
8  */
9
10 /**
11  * document.getElementsByClassName()
12  * --> Select All Items Which Contains The Targeted Class Name
13  * --> Returns HtmlCollection
14  */
15
16 const items = document.getElementsByClassName('collection-item');
17 console.log(items);
18 console.log(items[0]);
19 items[0].style.color = 'red';
20 items[3].textContent = 'Hello';
21
22 // Selection With Scoping
23 const listItems =
document.querySelector('ul').getElementsByClassName('collection-item');
24 console.log(listItems);
25
26 /**
27  * document.getElementsByTagName()
28  * --> Select All Items By Their Tag
29  * --> Returns HtmlCollection
30  */
31 let lis = document.getElementsByTagName('li');
32 console.log(lis);
33 console.log(lis[0])
34 lis[2].style.color = 'green';
35
36 /**
37  * Convert HTML Collection Into Array
38  */
39 lis = Array.from(lis);
40 lis.forEach(function(li) {
41     console.log(li);
42     li.style.color = 'blue';
43 });
44
45 /**
46  * document.querySelectorAll()
47  * --> Selects All The Items Based on the CSS selectos.
48  * --> Returns NodeList
49  *
50  * @GOTCHA
51  * --> No Need To Convert NodeList To Array because We Can Use Indexing as
   well as array methods on NodeList
52  */
53 const itemLis = document.querySelectorAll('.collection-item');
54 console.log(itemLis);
55 itemLis.forEach(function(item) {
56     item.textContent = 'Power Rangers';
57 });

```

```
58
59 const liOdd = document.querySelectorAll('li:nth-child(odd)');
60 const liEven = document.querySelectorAll('li:nth-child(even)');
61
62 liOdd.forEach(function(li) {
63     li.style.backgroundColor = '#ccc';
64 });
65
66 liEven.forEach(function(li) {
67     li.style.backgroundColor = '#000';
68     li.style.color = '#fff';
69 });
```