Date : 2021-01-13

* Section Intro:
  + - Create a project with JavaScript which can interact with a browser.

* The DOM and DOM Manipulation:
  + - DOM stands for a Document Object Model.
    - Structured Representation of an HTML Document.
    - It is used to connect a webpage to a script like JavaScript.
* 5-Minute HTML and CSS Crash Course:
  + - Learn about html
    - Header tag, body tag, section of a tag etc.
    - class and id of CSS.
    - How both are different. You can use class more than one time in a page but we can use id only once in page.
    - How to add CSS in a html page using a <link> tag.
* Project Setup and Details:
* First DOM Access and Manipulation
  + - **How to create a fundamental game variable:**
      * using var keyword.
      * Good practice is first declare all variable then define it so we can see the list of variables at the beginning of our code.
    - **How to generate random number:**
      * For generate a random number we use random() of a math function.
      * It return value between o to 1.
      * Example:
        + document.write(Math.random());
    - **How to manipulate a DOM:**
      * + document.querySelector(‘id of css’).textContent = variable value / any value which we want to set.

Using textContent we can set only a simple text. Not an html tag.

* + - * + document.querySelector(‘id of css’).innerHTML=’tags you want’;

using innerHTML we can use html tags as well.

* + - **How to read from DOM:**
      * + document.querySelector(‘id’).testContent;

it will return a text which is set on that particular id.

* + - **How to change CSS Style:**
      * + document.querySelector(‘id or class’).style.”css property” = css value;
* Events and Event Handling Rolling the Dice:
  + - **Event :** notify that are sent to something happened on the webpage.
      * + **EX:** clicking the button, resize window, Scroll Down ,key press etc.
    - **Event listener :** A function that perform an action based on a certain event.
    - **How to setup a event handler:**
      * + document.querySelector(class/id).addEventlistener(‘event name’,function name to call)
    - **What a call back function is:**
      * + A function which is not call by us but call by another function is known as a call back function.
        + Like we put a function as an argument.
        + Ex:

document.querySelector(.click).addEventlistener(‘click’,btn\_click);

here a btn\_click is a function and call by a event so it is known as a call back function.

* + - **What is anonymous function is:**
      * A function which does not have a name it’s called anonymous function.
      * **Ex:**

document.querySelector(.click).addEventlistener(‘click’,function(){

//code

});

* + - **Another way to select an ID:**
      * document.getElementById(‘id’).text=’text’;
      * we use it only when we have an id.
      * It is faster then querySelector.
    - **How to change image in <img> tag.**
      * + document.querySelector(class/id).src=’image path’;