The Document Object Model (DOM) is a **programming interface** for **HTML** and **XML** (Extensible mark-up language) documents. It defines the **logical structure** of documents and the way a document is accessed and manipulated. It is called as a Logical structure because DOM doesn’t specify any relationship between objects.

DOM is a way to represent the webpage in the structured hierarchical way so that it will become easier for programmers and users to glide through the document. With DOM, we can easily access and manipulate tags, IDs, classes, Attributes or Elements using commands or methods provided by Document object.

DOM can be thought of as Tree or Forest (more than one tree). The term **structure model**is sometimes used to describe the tree-like representation of a document. One important property of DOM structure models is **structuralisomorphism**: if any two DOM implementations are used to create a representation of the same document, they will create the same structure model, with precisely the same objects and relationships.

Documents are modelled using objects, and the model includes not only the structure of a document but also the behaviour of a document and the objects of which it is composed of like tag elements with attributes in HTML.

With the object model, JavaScript gets all the power it needs to create dynamic HTML:

* JavaScript can change all the HTML elements in the page
* JavaScript can change all the HTML attributes in the page
* JavaScript can change all the CSS styles in the page
* JavaScript can remove existing HTML elements and attributes
* JavaScript can add new HTML elements and attributes
* JavaScript can react to all existing HTML events in the page
* JavaScript can create new HTML events in the page