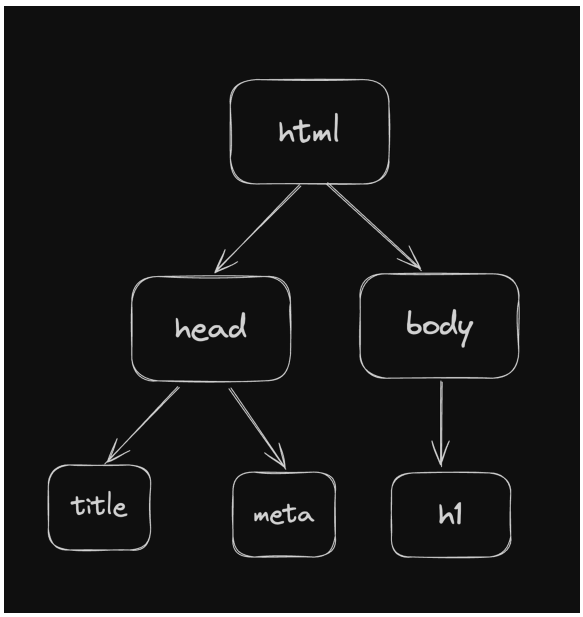
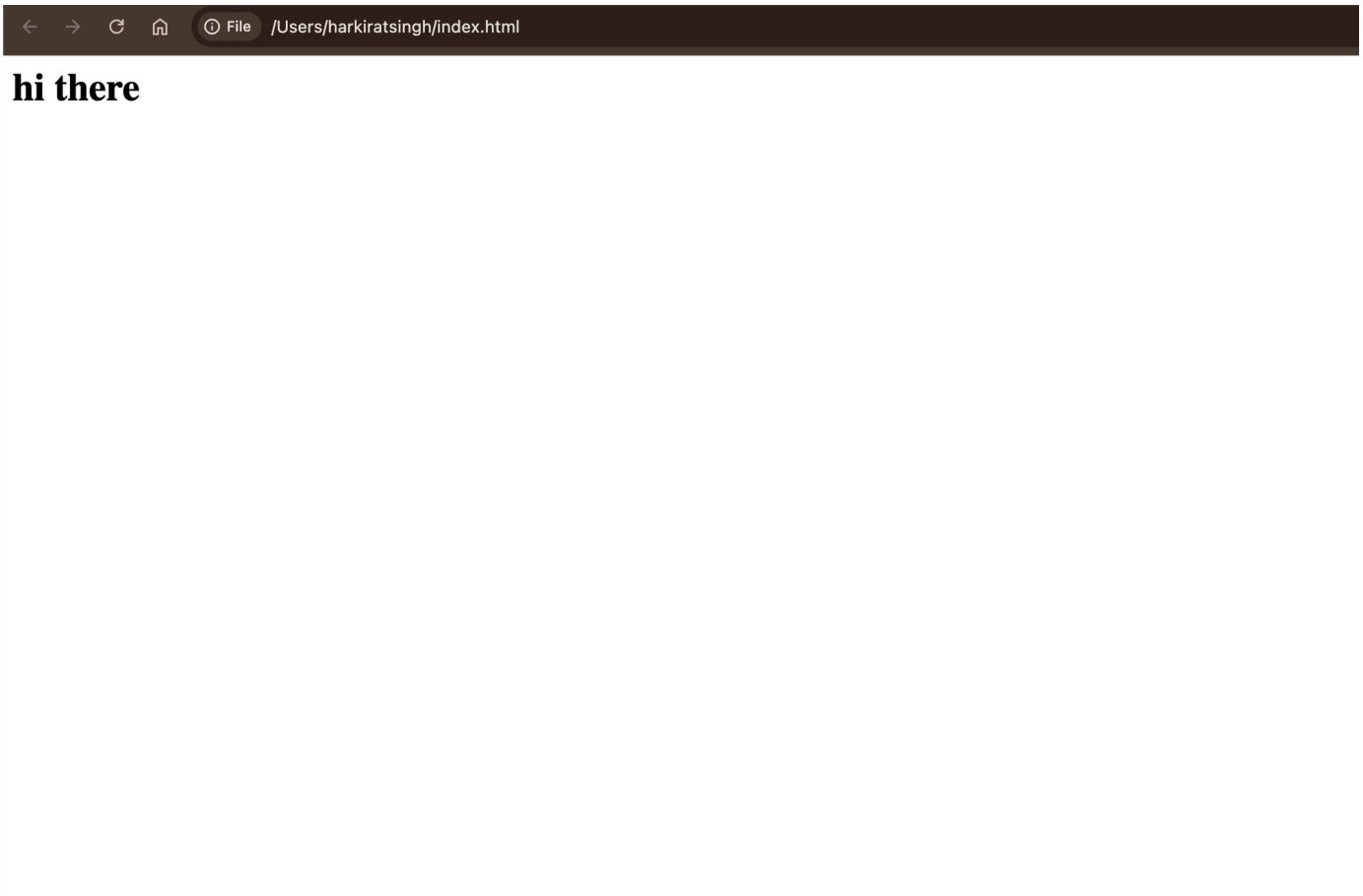
What is DOM?

The DOM, or Document Object Model, is a programming interface for web documents. It represents the structure of a web page as a tree of objects.

```
<html>
    <head>
        <title>Simple app</title>
        <meta name="description" cont
    </head>
    <body>
        <h1>
            hi there
        </h1>
    </body>
</html>
```





Why DOM?

The DOM abstracts the structure of the document into a tree of objects, allowing scripts to manipulate the content and structure dynamically. This abstraction enables more complex interactions and functionalities beyond just static HTML.

Static HTML

As the name suggests, `static HTML` represents HTML that does not change.

For example -

```
<!DOCTYPE html>
<html>
    <head>
      <meta charset="utf-8">
      <meta name="viewport" content="width=device-width">
      <title>replit</title>
      <link href="style.css" rel="stylesheet" type="text/css" />
    </head>

    <body>
      <h1>Todo list</h1>
      <h4>1. Take class</h4>
      <h4>2. Go out to eat</h4>
      <div>
        <input type="text"></input>
        <button>Add Todo</button>
      </div>
      <script src="script.js"></script>
    </body>

</html>
```

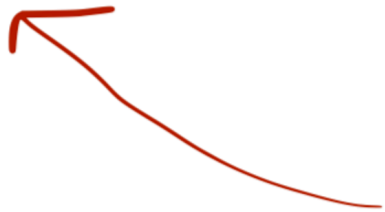
If you click on the `Add Todo` button, nothing happens

Todo list

1. Take class

2. Go out to eat

Add Todo

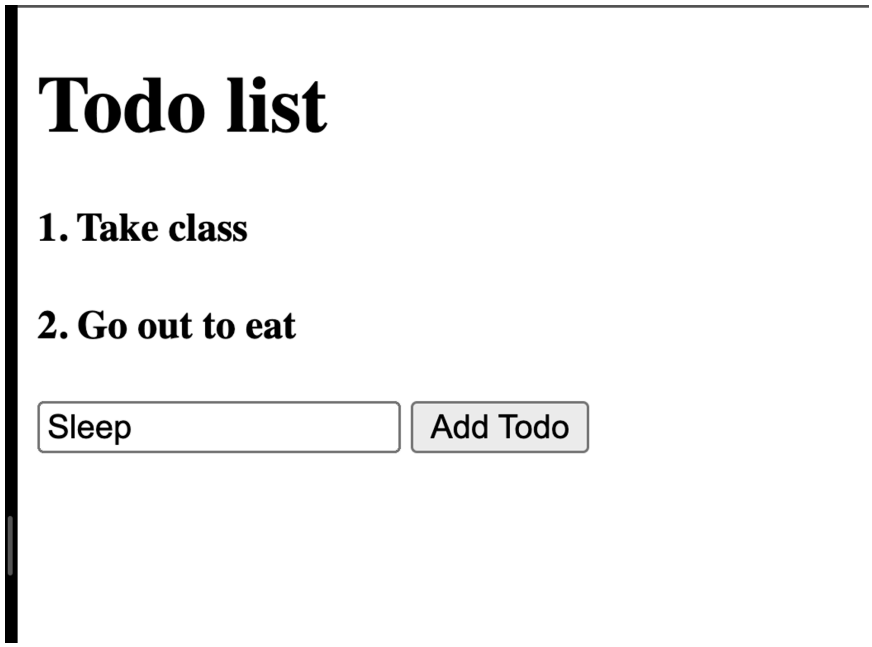


Dynamic HTML

How can you update the elements of the page `dynamically`?

Assignment

When the user clicks on the `Add todo` button, a new TODO should be added.



document object

In the browser, the `document` object is a fundamental part of the Document Object Model (DOM). It represents the web page currently loaded in the browser and provides a way to interact with and `manipulate` its content.

Fetching elements

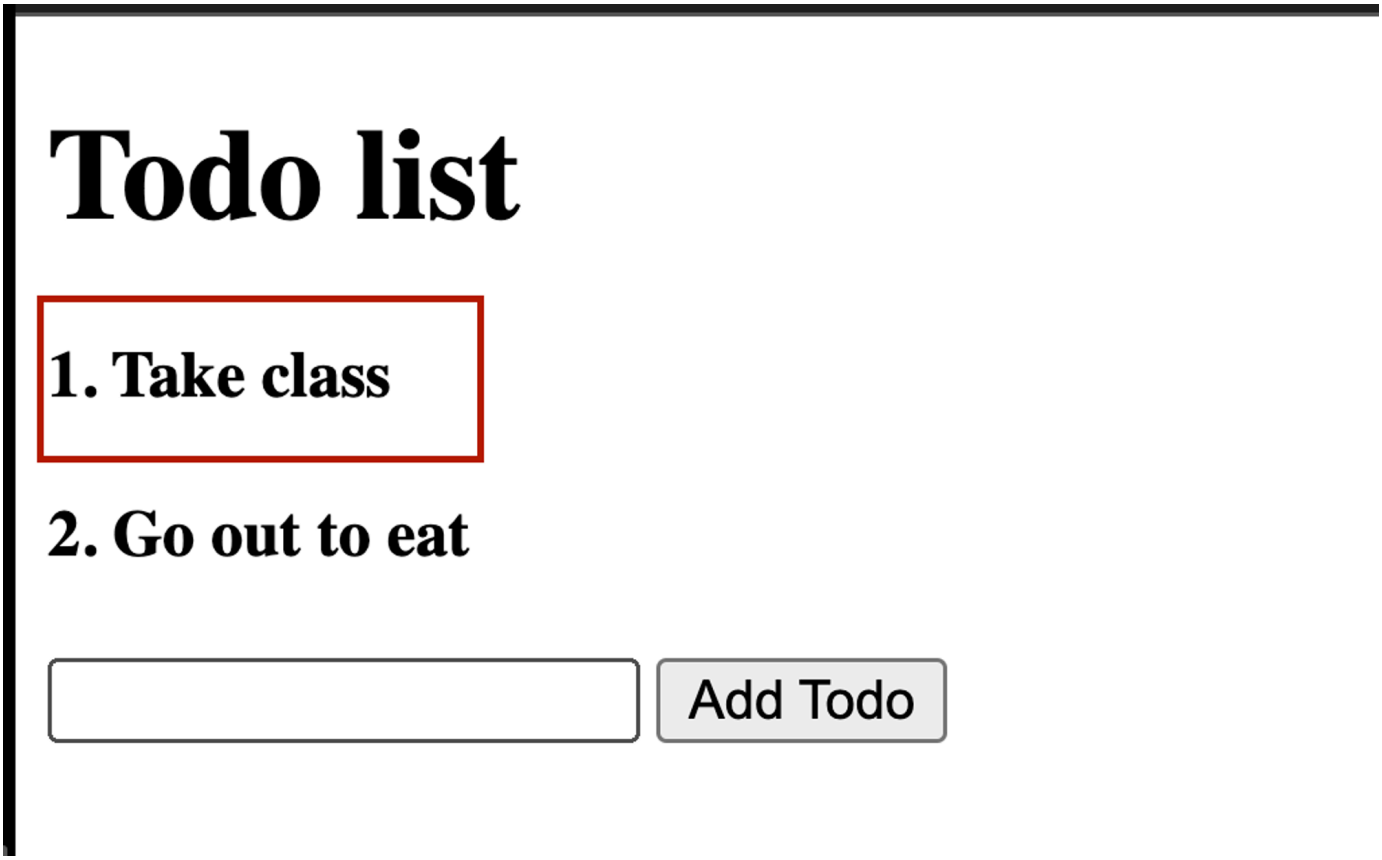
There are 5 popular methods available for fetching DOM elements -

- querySelector
- querySelectorAll
- getElementById
- getElementByClassName
- getElementsByClassName

1. Fetching the title

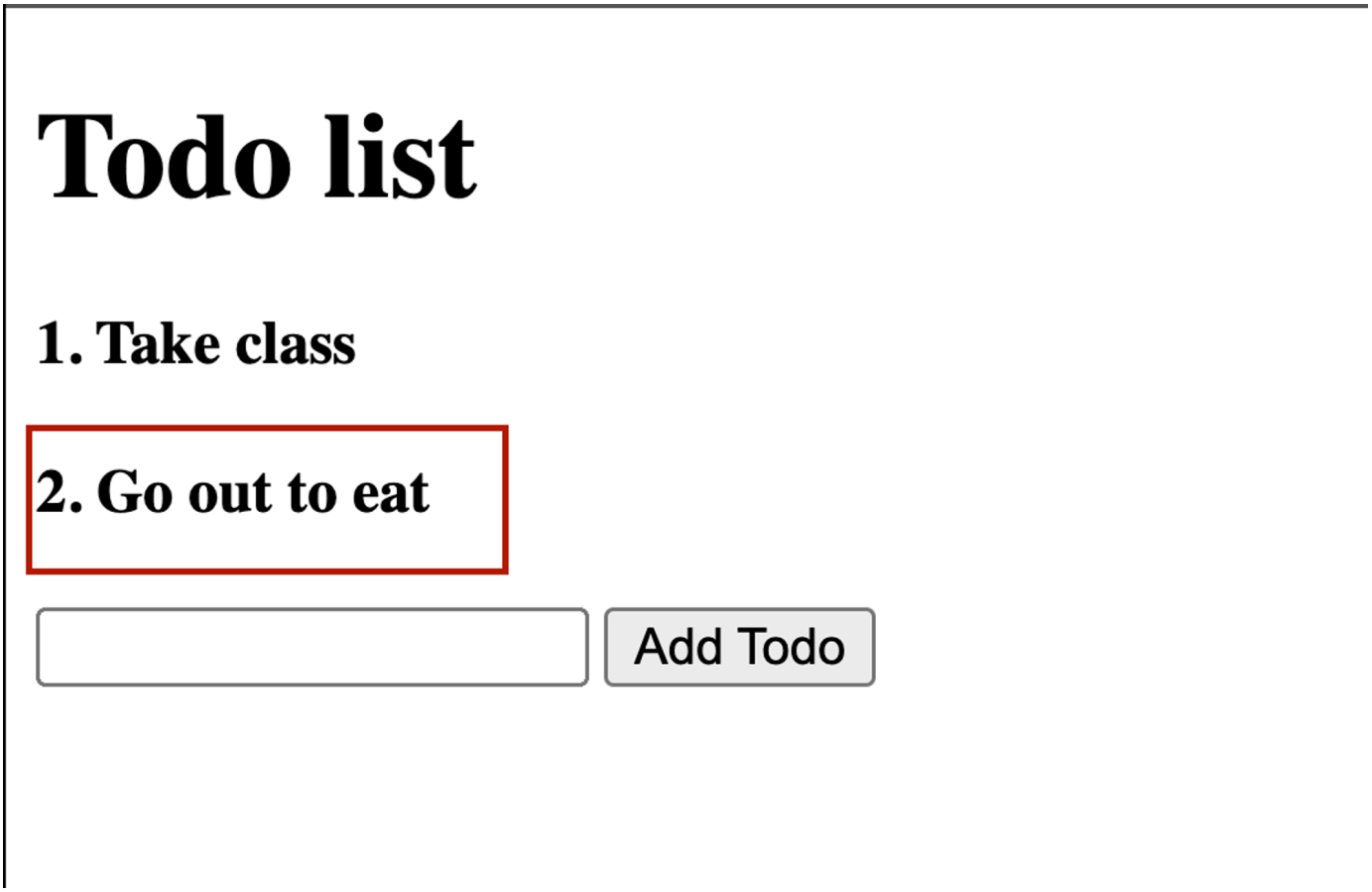

```
const title = document.querySelector('h1');
console.log(title.innerHTML)
```

2. Fetching the first TODO (Assignment)




```
const firstTodo = document.querySelector('h4');
console.log(firstTodo.innerHTML)
```

3. Fetching the `second` TODO (Assignment)

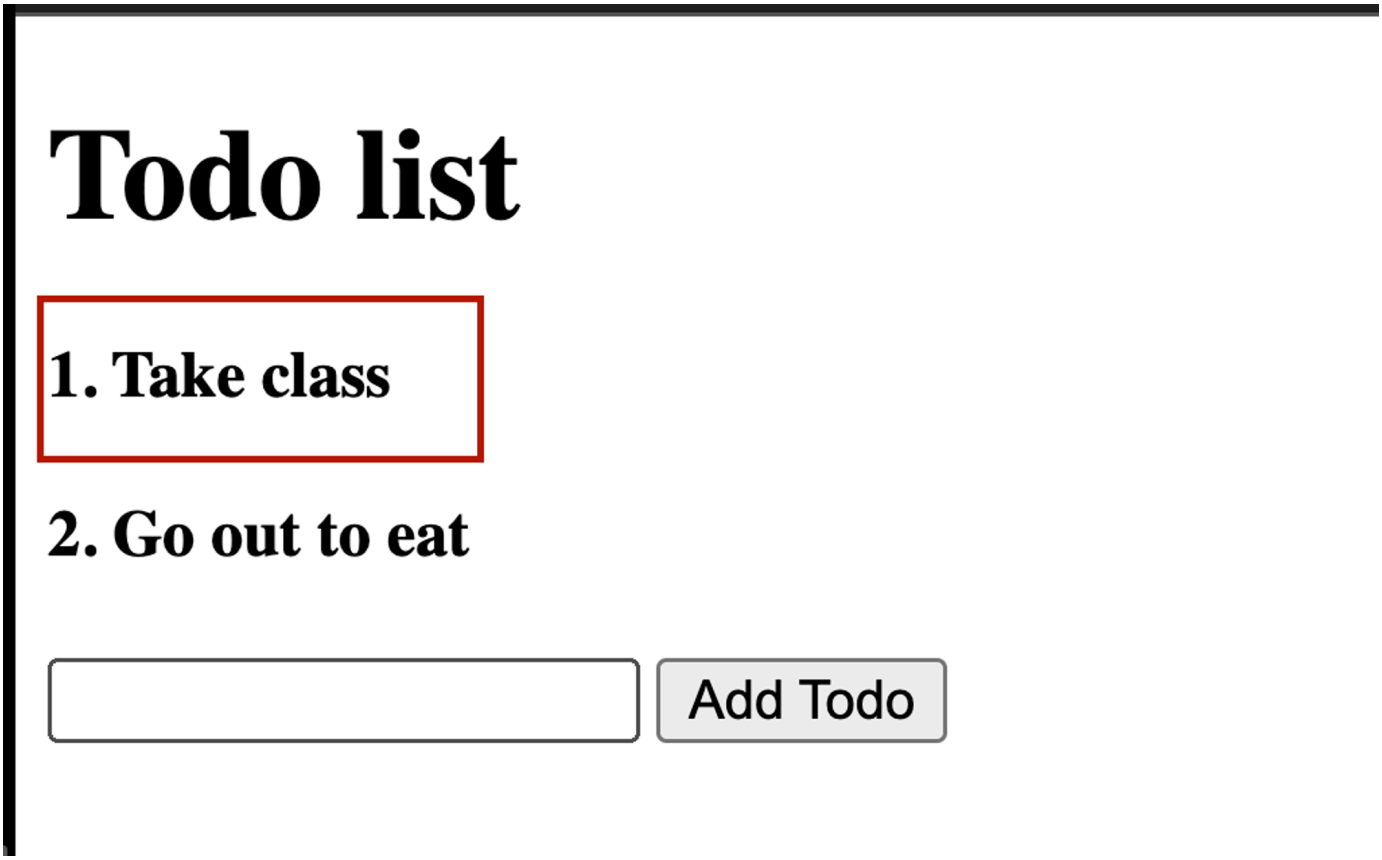



```
const secondTodo = document.querySelectorAll('h4')[1];
console.log(secondTodo.innerHTML)
```

Updating elements

- .innerHTML - Used for updating the `HTML` inside an element
- .textContent - Used for updating the `text content` inside an element

Assignment - Update the first todo's contents




```
const firstTodo = document.querySelector("h4");
firstTodo.innerHTML = "Dont' take class"
```

Deleting elements

- removeChild - Removes a specific `node` of a `parent`
- onclick - function that triggers whenever you `click` on a button

Assignment - Add a `delete` button right next to the `todo` that deletes that todo

```
<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>replit</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
</head>

<body>
  <h1>Todo list</h1>
  <div>
    <div id="todo-1">
      <h4>1. Take class</h4>
      <button onclick="deleteTodo(1)">delete</button>
    </div>
    <div id="todo-2">
      <h4>2. Go out to eat</h4>
      <button onclick="deleteTodo(2)">delete</button>
    </div>
  </div>
  <div>
    <input type="text"></input>
    <button>Add Todo</button>
  </div>
</body>

<script>
  function deleteTodo(index) {
```

```
    const element = document.getElementById("todo-" + index);
    element.parentNode.removeChild(element);
  }
</script>

</html>
```

Another experiment we did in class -

```
<html>
    <body id="body">
        <h2>Todo 1</h2>
        <h2>Todo 2</h2>
        <h2>Todo 3</h2>
        <button onclick="deleteRandomTodo()">Delete todo!</button>
    </body>
    <script>
        function deleteRandomTodo() {
            const element = document.querySelector("h2");
            const parentElement = element.parentNode;
            parentElement.removeChild(element);
        }

    </script>
</html>
```

Adding elements

What we're learning -

- createElement
- appendChild

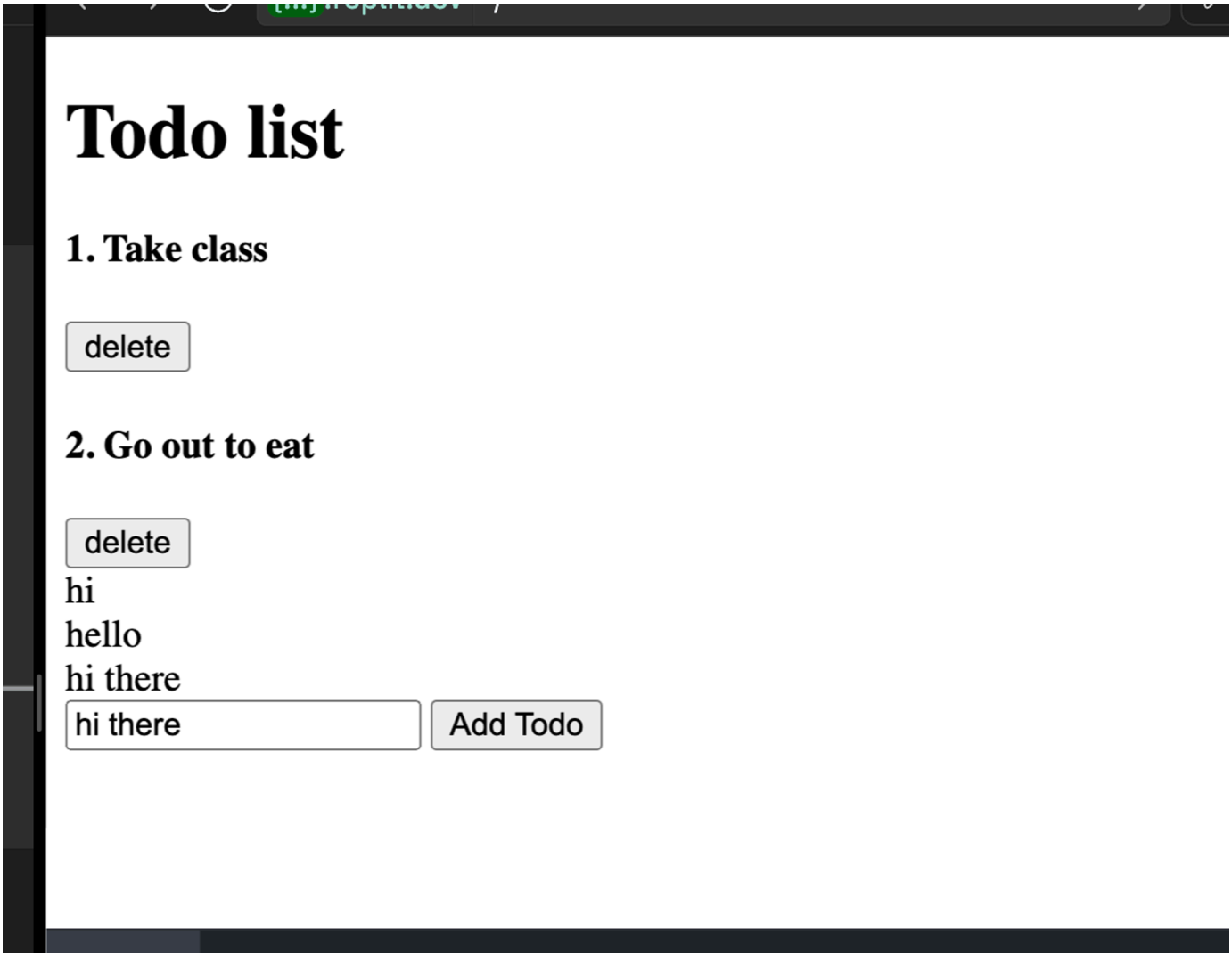
Assignment - Write a function to add a TODO `text` to the list of todos

Steps -

1. Get the current text inside the input element
2. Create a new `div` element
3. Add the `text` from step 1 to the `div` element
4. Append the `div` to the todos list

```
<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>replit</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
</head>

<body>
  <h1>Todo list</h1>
  <div id="todos">
    <div id="todo-1">
      <h4>1. Take class</h4>
      <button onclick="deleteTodo(1)">delete</button>
    </div>
    <div id="todo-2">
      <h4>2. Go out to eat</h4>
      <button onclick="deleteTodo(2)">delete</button>
    </div>
  </div>
```

```
    <div>
      <input id="inp" type="text"></input>
      <button onclick="addTodo()">Add Todo</button>
    </div>
  </body>

  <script>
    function addTodo() {
      const inputEl = document.getElementById("inp");
      const textNode = document.createElement("div");
      textNode.innerHTML = inputEl.value;
      const parentEl = document.getElementById("todos");
      parentEl.appendChild(textNode);

    }
  </script>

  </html>
```


Todo list
1. Take class
delete
2. Go out to eat
delete
hi
hello
hi there
hi there
Add Todo

More complex elements

Until now, we created a simple `div` element

```
const textNode = document.createElement("div");
textNode.innerHTML = inputEl.value;
```

The problem is it doesn't have a corresponding `delete` button.

Can you try to fix it?

Solution #1

```
<!DOCTYPE html>
<html>

<head>
  <meta charset="utf-8">
  <meta name="viewport" content="width=device-width">
  <title>replit</title>
  <link href="style.css" rel="stylesheet" type="text/css" />
</head>

<body>
  <h1>Todo list</h1>
```

```
    <div id="todos">
      <div id="todo-1">
        <h4>1. Take class</h4>
        <button onclick="deleteTodo(1)">delete</button>
      </div>
      <div id="todo-2">
        <h4>2. Go out to eat</h4>
        <button onclick="deleteTodo(2)">delete</button>
      </div>
    </div>
    <div>
      <input id="inp" type="text"></input>
      <button onclick="addTodo()">Add Todo</button>
    </div>
  </body>

  <script>
    let currentIndex = 3;
    function addTodo() {
      const inputEl = document.getElementById("inp");
      const textNode = document.createElement("div");
      textNode.innerHTML = "<div id='todo-" + currentIndex + "'><h4>" + inputEl.va
      const parentEl = document.getElementById("todos");
      parentEl.appendChild(textNode);

      currentIndex = currentIndex + 1;
    }

    function deleteTodo(index) {
      const element = document.getElementById("todo-" + index);
      element.parentNode.removeChild(element);
    }
  </script>

  </html>
```

Solution #2

```
<html>

<head>
```

```
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width">
    <title>Todo List</title>
    <link href="style.css" rel="stylesheet" type="text/css" />
  </head>

  <body>
    <h1>Todo list</h1>
    <div id="todos">
      <div id="todo-1">
        <h4>1. Take class</h4>
        <button onclick="deleteTodo(1)">Delete</button>
      </div>
      <div id="todo-2">
        <h4>2. Go out to eat</h4>
        <button onclick="deleteTodo(2)">Delete</button>
      </div>
    </div>
    <div>
      <input id="inp" type="text">
      <button onclick="addTodo()">Add Todo</button>
    </div>

    <script>
      let currentIndex = 3;

      function addTodo() {
        const inputEl = document.getElementById("inp");
        const todoText = inputEl.value.trim();

        if (todoText === '') {
          alert('Please enter a todo item.');
          return;
        }

        const parentEl = document.getElementById("todos");

        // Create new todo div
        const newTodo = document.createElement('div');
        newTodo.setAttribute("id", 'todo-' + currentIndex);

        // Create new heading element
        const newHeading = document.createElement('h4');
```

```
      newHeading.textContent = currentIndex + '. ' + todoText;

      // Create new button element
      const newButton = document.createElement('button');
      newButton.textContent = 'Delete';
      newButton.setAttribute("onclick", "deleteTodo(" + currentIndex + ")");

      // Append elements to the new todo div
      newTodo.appendChild(newHeading);
      newTodo.appendChild(newButton);

      // Append new todo to the parent element
      parentEl.appendChild(newTodo);

      // Increment the index for the next todo item
      currentIndex++;

      // Clear the input field
      inputEl.value = '';
    }

    function deleteTodo(index) {
      const element = document.getElementById("todo-" + index);
      if (element) {
        element.parentNode.removeChild(element);
      }
    }
  </script>
</body>

</html>
```

Code to debug

```
<html>

<body>
  <input type="text"></input>
  <button onclick="addTodo()">Add todo!</button>
</body>
<script>
```

```
    let ctr = 1;
    function deleteTodo(index) {
      const element = document.getElementById(index);
      element.parentNode.removeChild(element);
    }

    function addTodo() {
      const inputEl = document.querySelector("input");
      const value = inputEl.value;

      const newDivEl = document.createElement("div");
      newDivEl.setAttribute("id", ctr);
      ctr = ctr + 1;
      newDivEl.innerHTML = "<div>" + value + '</div><button onclick="deleteTodo('

      document.querySelector("body").appendChild(newDivEl)
    }
  </script>

  </html>
```