

1 DOM Traversal (getElementById, querySelector)

```
<h1 id="title">Hello</h1> <script> let heading = document.getElementById("title");  
heading.innerText = "Hello Bijoy"; let heading2 = document.querySelector("#title");  
console.log(heading2); </script>
```

2 Create & Remove Element (appendChild, remove)

```
<div id="box"></div> <script> let p = document.createElement("p"); p.innerText = "New  
Paragraph"; document.getElementById("box").appendChild(p); // remove after 3 seconds  
setTimeout(() => { p.remove(); }, 3000); </script>
```

3 innerText, innerHTML, getAttribute, setAttribute

```
 <script> let img = document.getElementById("myImg");  
console.log(img.getAttribute("src")); img.setAttribute("src", "image2.jpg"); img.innerText  
= "New Text"; </script>
```

4 Add / Remove CSS Class (Dynamic Style)

```
<p id="text">Color Change</p> <button onclick="changeColor()">Click</button> <script>  
function changeColor() { let p = document.getElementById("text"); p.classList.add("red");  
} </script> <style> .red { color: red; } </style>
```

5 Event Handling (onclick, addEventListener)

```
<button id="btn">Click Me</button> <script>  
document.getElementById("btn").addEventListener("click", function(event) { alert("Button  
Clicked!"); console.log(event); }); </script>
```

6 Event Bubbling & stopPropagation

```
<div id="parent"> <button id="child">Click</button> </div> <script>
document.getElementById("parent").addEventListener("click", function() { alert("Parent
Clicked"); }); document.getElementById("child").addEventListener("click", function(e) {
e.stopPropagation(); alert("Child Clicked"); }); </script>
```

7 Comment Box (Real-time DOM Show)

```
<input id="commentInput"> <button onclick="addComment()">Add</button> <div
id="commentBox"></div> <script> function addComment() { let text =
document.getElementById("commentInput").value; let p = document.createElement("p");
p.innerText = text; document.getElementById("commentBox").appendChild(p); } </script>
```

8 Simple Payooo (Add / Withdraw with PIN)

```
<input id="amount" placeholder="Amount"> <input id="pin" placeholder="Pin"> <button
onclick="addMoney()">Add</button> <p>Balance: <span id="balance">1000</span></p> <script>
function addMoney() { let amount = parseInt(document.getElementById("amount").value); let
pin = document.getElementById("pin").value; let balance =
parseInt(document.getElementById("balance").innerText); if(pin === "1234") { balance +=
amount; document.getElementById("balance").innerText = balance; } else { alert("Wrong
PIN"); } } </script>
```

9 Reusable Function

```
function getInputValue(id) { return document.getElementById(id).value; } let amount =
getInputValue("amount");
```

10 Transaction Data Handle & Show

```
let transactions = []; function addTransaction(type, amount) { transactions.push({type,
amount}); console.log(transactions); }
```

1 1 preventDefault (Form)

```
<form id="myForm"> <input> <button>Submit</button> </form> <script>
document.getElementById("myForm").addEventListener("submit", function(e){
e.preventDefault(); alert("Form Prevented!"); }); </script>
```

1 2 Dynamic Balance Update

```
let balance = 1000; function cashOut(amount){ balance -= amount; console.log(balance); }
```

1 3 HTMLCollection vs NodeList

```
let items = document.getElementsByClassName("item"); // HTMLCollection let items2 =
document.querySelectorAll(".item"); // NodeList console.log(items); console.log(items2);
```

1 4 Relative & Absolute Position

```
<div class="parent"> <div class="child"></div> </div> <style> .parent { position:
relative; } .child { position: absolute; top: 20px; left: 20px; } </style>
```

1 5 Simple Tea House (Tailwind Example)

```
<div class="bg-yellow-200 p-10 text-center"> <h1 class="text-3xl font-bold">Tea
House</h1> </div>
```

1 6 Confirmation Button

```
<button onclick="confirmDelete()">Delete</button> <script> function confirmDelete(){ let
ok = confirm("Are you sure?"); if(ok){ alert("Deleted!"); } } </script>
```

1 7 Multiple Event Handler

```
let btn = document.getElementById("btn"); btn.addEventListener("click", function(){
console.log("First Task"); }); btn.addEventListener("click", function(){
console.log("Second Task"); });
```

1 8 Toggle Show / Hide

```
<button onclick="toggleBox()">Toggle</button> <div id="box">Hello</div> <script> function
toggleBox(){ let box = document.getElementById("box"); box.classList.toggle("hidden"); }
</script> <style> .hidden { display: none; } </style>
```

1 9 Dynamic Success / Error Message

```
function showMessage(type){ let msg = document.createElement("p"); if(type === "success")
{ msg.innerText = "Success!"; msg.style.color = "green"; } else { msg.innerText =
"Error!"; msg.style.color = "red"; } document.body.appendChild(msg); }
```

2 0 GitHub Clone Command

```
git clone https://github.com/username/project-name.git cd project-name code .
```