

- 1) Getter : car.colour
  - 2) Setter : car.colour = "red"
  - 3) Method : Used only for objects : car.drive();
    - \* selecting a list items  
`("list").length`
    - \* document.getElementById("list")[2].style.color = "purple";
    - \* in document.querySelector : we can select ID as well as class.
    - \* document.querySelector("bts").classList.add("invisible");  
If class is not applied add it and if applied remove it
      - content between element tag
    - \* innerHTML VS. text content  
styles can also be added `document.querySelector("h1").innerHTML = "<em>Good Morning</em>"`
- `<h1><strong> Hello </strong> <h1>`
- `document.querySelector("h1").innerHTML;`  
output : `<strong> Hello </strong>`  
`Hello`

+ document.querySelector("a").getattribute("href");  
<https://google.com>

document.querySelector("a").setattribute("href",  
<https://youtube.com>)  
what you want to change

## # Dice Game

```
* var number = Math.floor(Math.random() * 6) + 1;  
var numberImage = "dice" + number + ".png";  
var image = "images/" + numberImage;
```

```
var img1 = document.querySelectorAll("img")[0];  
img1.setAttribute("src", image);
```

```
var number2 = Math.floor(Math.random() * 6) + 1;  
var image2 = "images/dice" + number2 + ".png";  
var img2 = document.querySelectorAll("img")[1];  
img2.setAttribute("src", image2);
```

```
if (number > number2) {  
    document.querySelector("h1").innerHTML = "Player 1 Wins";  
} else if (number2 > number) {  
    document.querySelector("h1").innerHTML = "Player 2 Wins";  
}  
else {  
    document.querySelector("h1").innerHTML = "Draw";  
}
```