

~~HTML~~ * Manipulating Text and Attributes →

Ex → tag

< a href = "www.google.com" > Go to Google

attribute

text

→ var heading = document.querySelector("#my");
heading.classList.add("Page-heading");
Console.log(heading.attributes)

O/P → 0: id
1: class
length : 2
Class: class
id : id

It shows the no. of properties we have inside an element.
So, here we have two →
(1) id
(2) class.

* Now, if I want to know a particular attribute then we can do →

→ `Console.log(heading.getAttribute("class"));`

O/P → `Page-heading.`

* Now to set values for attributes →

Ex →

``

Text ← Go to Google <a>

Now, I want change href value to

"Prepbytes.com".

`Console.log(document.querySelector("a").getAttribute("href"))`

To set a value →

`[document.querySelector("a").setAttribute("href",
"https://prepbytes.com");]`

So, now we want to change the text

for that we can use `textContent` or `innerHTML`.

* So, the diff. b/w textContent & innerHTML is →

- `innerHTML` returns the text along with the html element in which it is present,
- Whereas `textContent` simply returns the text without bothering about the HTML element.

→ We also have → "innerText."

Ex → ` Go To <p> Google </p> `

So, when we do, → `link = document.querySelector('a')`

`console.log(link.innerText);`

O/P → Go To
Google

It will be shown in different lines.
as Google is inside the `'p'` tag.

* Handling Events →

→ event listeners are something that wait for some event to happen and as soon as it happens they perform a certain task

* To add event listener → Event function
heading. addEventListener ("mouseover", () => {
 console.log ("Mouse Hover Event");
})

Or we can have →

("mouseover", function() {

})

or →

function mouseEvent () {
 console.log ("Mouse Hover Event");
}

heading. addEventListener ("mouseover", mouseEvent)

To get access to all the events and to know more visit →

"Event reference | MDN"

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