

1. Selecting Elements

- **Name:** `querySelector`
 - **Work:** Selects the first element matching a CSS selector.
 - **Where:** Used on document, e.g., `document.querySelector(".myClass")`.
 - **Why:** To target a specific element for manipulation.
 - **Example:** `let para = document.querySelector("p");`
 - **Explanation:** This grabs the first `<p>` tag in your HTML. You can use any CSS selector like `#id`, `.class`, or even `div p`.
 - **Name:** `querySelectorAll`
 - **Work:** Selects all elements matching a CSS selector, returns a `NodeList`.
 - **Where:** Used like `document.querySelectorAll(".item")`.
 - **Why:** To work with multiple elements at once.
 - **Example:** `let items = document.querySelectorAll(".item"); items.forEach(item => item.style.color = "blue");`
 - **Explanation:** This selects all elements with class `item` and turns their text blue. `NodeList` needs a loop (like `forEach`) to act on all items.
 - **Name:** `getElementById`
 - **Work:** Selects an element by its unique ID.
 - **Where:** Used as `document.getElementById("header")`.
 - **Why:** Quick way to grab one element with an ID.
 - **Example:** `let header = document.getElementById("header"); header.textContent = "New Title";`
 - **Explanation:** This finds the element with `id="header"` and changes its text to "New Title".
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2. Creating Events

- **Name:** `addEventListener`
 - **Work:** Adds an event handler (like click, hover) to an element.
 - **Where:** Used on an element, e.g., `element.addEventListener("click", fn)`.
 - **Why:** Makes your page interactive.
 - **Example:** `button.addEventListener("click", () => alert("Clicked!"));`
 - **Explanation:** When the button is clicked, an alert pops up. You can add multiple listeners to the same element.
 - **Name:** `onclick`
 - **Work:** Assigns a function to the click event directly.
 - **Where:** Used like `element.onclick = function() {}`.
 - **Why:** Simpler but limited to one event handler.
 - **Example:** `button.onclick = () => console.log("Button clicked");`
 - **Explanation:** Clicking the button logs a message to the console. If you add another `onclick`, it overwrites this one.
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3. Updating or Creating Classes

- **Name:** `classList.add`
 - **Work:** Adds a class to an element.
 - **Where:** Used like `element.classList.add("active")`.
 - **Why:** To apply styles or mark states dynamically.
 - **Example:** `div.classList.add("highlight");`
 - **Explanation:** Adds the highlight class to div, which could trigger CSS like `background: yellow`.
- **Name:** `classList.remove`
 - **Work:** Removes a class from an element.
 - **Where:** Used like `element.classList.remove("active")`.
 - **Why:** To remove styles or reset an element.
 - **Example:** `div.classList.remove("highlight");`
 - **Explanation:** Removes the highlight class, reverting any associated styles.
- **Name:** `classList.toggle`
 - **Work:** Adds a class if absent, removes it if present.
 - **Where:** Used like `element.classList.toggle("visible")`.
 - **Why:** Perfect for on/off states (e.g., show/hide).
 - **Example:** `div.classList.toggle("visible");`
 - **Explanation:** If visible isn't on the div, it's added; if it's there, it's removed—great for toggling visibility with CSS.

```
const btn = document.getElementById("toggleBtn");

btn.addEventListener("click", function() {

    document.body.classList.toggle("dark-mode"); // Toggles dark mode

});
```

This will add/remove the `"dark-mode"` class every time you click the button.

4. Adding Elements, Tags, and Attributes

- **Name:** `createElement`: `document.createElement()` only allows creating a single element at a time, so you cannot do this:
- `document.createElement("<div><p>Hey Sid, how are you?</p></div>");` // ❌

Instead do this:

```
const div = document.createElement("div"); // Create <div>
```

```
const p = document.createElement("p"); // Create <p>
```

```
p.textContent = "Hey Sid, how are you?"; // Add text to <p>
```

```
div.appendChild(p); // Add <p> inside <div>
```

```
document.body.appendChild(div); // Add <div> to the page
```

- **Work:** Creates a new HTML element.
- **Where:** Used like `document.createElement("span")`.
- **Why:** To dynamically build page content.
- **Example:** `let span = document.createElement("span");`
- **Explanation:** Creates a `` element in memory (not yet on the page) that you can customize. you have to use `append` after it.
- **Name:** `appendChild`
 - **Work:** Adds an element as a child of another.
 - **Where:** Used like `parent.appendChild(child)`.
 - **Why:** To insert elements into the DOM.
 - **Example:** `document.body.appendChild(span);`
 - **Explanation:** Adds the `span` from above to the `<body>` so it appears on the page.
- **Name:** `innerHTML`: The `.innerHTML` property **sets or gets** the HTML content **inside** an element, but it does **not replace the element itself**.

```
div.innerHTML = "<p>Hello</p>";
```

It **removes** all existing content inside the `<div>`.

Then, it **inserts** `<p>Hello</p>` inside the `<div>`.

The `<div>` itself **remains** in the DOM.

- **Work:** Sets or gets HTML content inside an element.
- **Where:** Used like `element.innerHTML = "Bold"`.
- **Why:** To add or replace content with tags.
- **Example:** `div.innerHTML = "<p>Hello</p>";`
- **Explanation:** Replaces `div`'s content with a `<p>` tag saying "Hello". Be cautious—it can overwrite existing content.
- **Name:** `textContent`
 - **Work:** Sets or gets plain text content.
 - **Where:** Used like `element.textContent = "Hi"`.

- **Why:** Safer for text-only updates.
 - **Example:** `span.textContent = "World";`
 - **Explanation:** Sets the span's text to "World" without interpreting it as HTML.
 - **Name:** `setAttribute`
 - **Work:** Adds or updates an attribute on an element.
 - **Where:** Used like `element.setAttribute("data-info", "123")`.
 - **Why:** To add IDs, classes, or custom attributes.
 - **Example:** `button.setAttribute("id", "btn1");`
 - **Explanation:** Gives the button an id of "btn1" so you can select it later.
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5. Adding CSS Through JS

- **Name:** `style`
 - **Work:** Sets inline CSS properties.
 - **Where:** Used like `element.style.property = "value"`.
 - **Why:** For quick style changes.
 - **Example:** `div.style.backgroundColor = "lightblue";`
 - **Explanation:** Changes the div's background to light blue. Use camelCase for properties (e.g., `fontSize`).
- **Name:** `style.cssText`
 - **Work:** Sets multiple styles as a string.
 - **Where:** Used like `element.style.cssText = "color: red; font-size: 16px;"`.
 - **Why:** To apply several styles at once.
 - **Example:** `div.style.cssText = "border: 1px solid black; padding: 10px;"`.
 - **Explanation:** Adds a border and padding to div in one line, like inline CSS.