Wd - Javascript Basic & Amp; Dom

JavaScript Basics

console.log("C");

Before diving into DOM manipulation, let's go over some basic JavaScript concepts:

1. Variables: Used to store data values. let name = "John"; const age = 30; var city = "New York"; **Functions**: Blocks of code designed to perform a particular task. function greet() { console.log("Hello, World!"); } greet(); // Calling the function Conditionals: Used to perform different actions based on different conditions. let score = 85; if (score > 90) { console.log("A"); } else if (score > 80) { console.log("B"); } else {

```
}
Loops: Used to perform repeated tasks.
for (let i = 0; i < 5; i++) {
   console.log(i);
}
let j = 0;
while (j < 5) {
   console.log(j);
   j++;
}</pre>
```

DOM Manipulation

The Document Object Model (DOM) is a programming interface for web documents. It represents the page so that programs can change the document structure, style, and content.

1. **getElementById**: Selects an element by its ID.

Selecting Elements

let element = document.getElementById('myId');
getElementsByClassName: Selects elements by their class name.

let elements =
document.getElementsByClassName('myClass');

let elements =
document.getElementsByClassName('myClass');

let element = documentsByClassName('myClass');

let element = document.querySelector('#myId'); // Selects
the first match

```
let elements = document.querySelectorAll('.myClass'); //
Selects all matches
```

Modifying Elements

```
1. Changing Content:
let element = document.getElementById('myId');
element.innerHTML = "New Content";
Changing Attributes:
let image = document.querySelector('img');
image.src = "newImage.jpg";
let element = document.guerySelector('.myClass');
element.style.color = "red";
Adding and Removing Elements
  1. Creating Elements:
let newElement = document.createElement('div');
newElement.innerHTML = "Hello, World!";
document.body.appendChild(newElement);
Removing Elements:
let element = document.querySelector('#myId');
element.remove();
Example: Interactive To-Do List
Let's create a simple interactive to-do list using HTML, CSS, and JavaScript.
HTML
<!DOCTYPE html>
<html lang="en">
```

```
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width,</pre>
initial-scale=1.0">
  <title>To-Do List</title>
  <link rel="stylesheet" href="styles.css">
</head>
<body>
  <div class="container">
    <h1>To-Do List</h1>
    <input type="text" id="new-task" placeholder="New
task">
    <button id="add-task">Add Task</button>
    ul id="task-list">
  </div>
  <script src="script.js"></script>
</body>
</html>
Css
/* styles.css */
body {
  font-family: Arial, sans-serif;
```

```
}
.container {
  width: 300px;
  margin: 0 auto;
  text-align: center;
}
#task-list {
  list-style: none;
  padding: 0;
}
.task {
  display: flex;
  justify-content: space-between;
  background: #f4f4f4;
  margin: 5px 0;
  padding: 10px;
  border-radius: 5px;
}
```

```
.task button {
  background: #ff4d4d;
  color: white;
  border: none;
  padding: 5px 10px;
  cursor: pointer;
  border-radius: 5px;
}
.task button:hover {
  background: #ff0000;
}
JavaScript
// script.js
document.addEventListener('DOMContentLoaded', () => {
  const addTaskButton = document.getElementById('add-
task');
  const newTaskInput = document.getElementById('new-
task');
  const taskList = document.getElementById('task-list');
  // Function to add a new task
  addTaskButton.addEventListener('click', () => {
```

```
const taskText = newTaskInput.value.trim();
    if (taskText !== "") {
      const taskItem = document.createElement('li');
      taskItem.className = 'task';
      taskItem.innerHTML = `
         <span>${taskText}</span>
         <button class="delete-task">Delete</button>
      taskList.appendChild(taskItem);
      newTaskInput.value = "";
    }
  });
  // Function to delete a task
  taskList.addEventListener('click', (e) => {
    if (e.target.classList.contains('delete-task')) {
      const taskItem = e.target.parentElement;
      taskItem.remove();
    }
  });
});
```