



# DOM

## SELECTORS:

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<code>document.querySelector('.className')</code>	<i>class selector</i>
<code>document.querySelector('#idName')</code>	<i>id selector</i>
<code>document.querySelector('h1, h2, h3')</code>	<i>multiple selectors</i>
<code>document.querySelector('li a')</code>	<i>descendent selector</i>

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## GETTING/SETTING CONTENT

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<code>element.innerHTML('Hello');</code>	<i>text content</i>
<code>element.attr('src', 'images/fun.png');</code>	<i>attribute value</i>
<code>element.className('success');</code>	<i>class attribute value</i>
<code>element.value('')</code>	<i>input box value</i>

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## ADDING CONTENT TO THE DOM

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<code>document.createElement('li');</code>	<i>create a new element of the specified type</i>
<code>document.createTextNode('Today's Weather');</code>	<i>create a node containing specified text</i>
<code>parent.appendChild(child);</code>	<i>append child node to parent node</i>

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## EVENT LISTENERS:

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element reference	method to add event listener	type of event	
<pre>button.addEventListener('click', function() {     // your code here }, false);</pre>			<div style="border-left: 2px solid red; padding-left: 10px; margin-left: 10px;">function to run when event is triggered</div>
<div>final boolean parameter for backward compatibility</div>			