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# Ultimate DOM cheat- sheet

and no, not the F&F guy



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# Accessing elements

In order to update a page, we need to find or select those elements that we wanna update. Here's some methods:

## **getElementById()**

Selects an individual element within a document using a specific id

## **querySelector()**

Uses CSS selector to select the first matching element within a document

## **getElementsByClassName()**

Allows you to select all elements with a given class attribute

## **getElementsByTagName()**

Locates all elements that match a given tag name

## **querySelectorAll()**

Uses CSS selector to select one or more elements



# Traversing the DOM

The process of selecting another element based on its relationship to a previously selected element.

<b>parentNode</b>	Locates the parent element of an initial selection
<b>previousSibling</b>	Finds the previous sibling of a selected element
<b>nextSibling</b>	Finds the next sibling of a selected element
<b>firstChild</b>	Finds the first child of a selected element





# Accessing & Updating

The `innerHTML` and `textContent` properties can be used to access or update content

**`innerHTML`** Get or set the HTML content of an element.

**`textContent`** Get or set the text content of an element.

# Modify Element

**`style`** Used to modify the style of the element.

For eg: `button.style.color = "#000000";`

**`className`** Change the value of the class attribute for an element

**`setAttribute()`** Sets an attribute of an element

**`removeAttribute()`** Removes an attribute from an element



# Modify Element Class

<code>classList.add</code>	<code>button.classList.add("cn", ...);</code>
<code>classList.remove</code>	<code>button.classList.remove("cn", ...);</code>
<code>classList.toggle</code>	<code>button.classList.toggle("cn");</code>
<code>classList.contains</code>	<code>button.classList.contains("cn");</code>
<code>classList.replace</code>	<code>button.classList.replace("old", "new");</code>





# Adding content

To add new elements to the page, there's 3 steps:

```
// 1. Create a new list item and store it in a variable.  
var newListItem = document.createElement("li");  
  
// 2. Update the text content of the li.  
newListItem.textContent = "Popcorn";  
  
// 3. Add the li as a child of the ul.  
document.querySelector("ul").appendChild(newListItem);
```



# Events

There are a load of events that can trigger a function.  
Here's a few of em:

**click**

When a button is pressed and released on a single element

**keydown**

When the user first presses a key on the keyboard

**keyup**

When the user releases a key on the keyboard

**focus**

When the element has received focus

**blur**

When an element loses focus

**submit**

When the user submits a form

**load**

When the page has finished loading

**resize**

When the browser window has been resized

**scroll**

When the user scrolls up or down on the page





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## **Fun fact**

You can't breathe and swallow at the same time. Try it.

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