**DOM Introduction**

1. Browser API

The browsers give us some objects like **window, screen, navigator, history, location, document**... and others. We can use them with JS to make the webpage more dynamic and interactive.

window – is the global object in the browser. Variables declared with  
 **var** are directly put in the global scope(in this case window  
 object, those declared with **let** and **const** stays in the local  
 scope.

document – gives us access to the webpage content

1. Document Object Model

The DOM represents the document as nodes and objects  
HTML DOM is an Object Model for HTML and defines:

* HTML elements as objects
* Properties – the data you can manipulate with methods
* Methods – actions you can perform on the elements
* Events!

The browsers parses HTML and creates a DOM tree

The elements are nested and create hierarchy

1. HTML Elements
2. Targeting Elements
3. Using the DOM API