**DOM Manipulation and Events**

1. Creating DOM elements

appendChild(), removeChild(), replaceChild(), cloneNode()

document.createElement() 🡪factory pattern

* Variables holding HTML elements are live
* Elements are stored in the memory and are not visible, until we add them to the DOM

1. Browser Events – mouse, keyboard, touch, focus, DOM/UI, form events…
2. Handling Events

Event registration is done by providing a callback function

Ways to register for and event – html attribute, using DOM element properties, using DOM event handler  
(addEventListener(‘type`, callbackfunc())

1. Event Propagation

* Capture phase
* Bubbling phase
* DOM Event Delegation

PROS – simplifies initialization, saves memory, less code

LIMITATIONS – event must be bubbling event, may add CPU load

* stopPropagation() – prevents further propagation of the event after current element
* stopImmediatePropagation() – prevents further propagation including of current element