

"Dom manipulation and events"

- \* **Query Selector**: is used to select an element in Js it doesn't matter if it is class or id or any thing just . or # or without anything.

```
document.querySelector(".check").addEventListener("click", () => {
    const guess = Number(document.querySelector(".guess").value);
    if (!guess) {
        document.querySelector(".message").textContent = "No Number Chosen !";
    } else {
        // ...
    }
});
```

add Event Listener accepts two arguments, the first one is which type of events is listening to such as the click and the second is the callback function which identifies what happens when this type of event happens.

```
document.querySelector("body").style.backgroundColor = "#60b347";
```

To change the CSS style.

- \* Element.classList.add
- remove

to add or remove classes to change the appearance.

\* Note that: →

```
for (let i = 0; i < btnsOpenModal.length; i++)  
  btnsOpenModal[i].addEventListener('click',  
    openModal);  
  
btnCloseModal.addEventListener('click', closeModal);  
overlay.addEventListener('click', closeModal);
```

Have you noticed that close Modal function doesn't contain () which used to call a function, you know why that happens?

\* It's because we don't need this function to be called immediately when the page is loaded instead of that we want the function to be called once the click is triggered.

\* keep in mind that if you want a function to be called immediately as the page loads use () otherwise use only its name.

✱

```
document.addEventListener('keydown', function (e) {  
  console.log(e.key);  
  
  if (e.key === 'Escape') {  
    if (!modal.classList.contains('hidden'))  
      modal.classList.add('hidden');  
  }  
});
```

How I know which key is pressed?

When the key is Pressed, It Passes the event as an argument to the call back function and you can log the event and see all its keys.