



DOM

SELECTORS:

<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>

GETTING/SETTING CONTENT

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

ADDING CONTENT TO THE DOM

<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>

EVENT LISTENERS:

```
element reference      method to add event listener      type of event
button.addEventListener('click', function() {
  // your code here
}, false);
```

function to run when event is triggered

final boolean parameter
for backward compatibility