


Download the file named ***parampassing.zip*** from Moodle

In the ***index.html*** file find the button with the id = '***btn***'

Attach an ***onclick event*** to the button that calls the function named ***paramPass***.

This uses the ***userinput*** id combined with the ***value*** property to retrieve the value the user entered.



```
<button type="button" id="btn" onclick="paramPass(document.getElementById('userinput').value)">Pass  
Parameter</button>
```

The diagram consists of three orange arrows. One arrow starts from the text 'userinput' in the previous paragraph and points to the 'userinput' string in the code. A second arrow starts from the text 'value' in the previous paragraph and points to the '.value' property in the code. A third arrow starts from the text 'paramPass' in the previous paragraph and points to the 'paramPass' function name in the code.

The ***paramPass*** function call then passes this value to the ***paramPass*** function inside the ***script.js*** file

NOTE: You must use ***single quotes*** when retrieving the value using *getElementById* (to escape the ***double quotes*** that are already being used)

Create a file named ***script.js*** in the ***js*** folder and link to it from ***index.html***

```
<script src="js/script.js"></script>  
</body>
```

Inside the **script.js** file create the function **paramPass**

The **value** retrieved using the **userinput** id is passed to the function as an argument and stored in the local variable named **input** (*this can be any name you want*)

```
1  function paramPass(input) {  
2      //target the <p> tag with id of output  
3      let outputtoscreen = document.getElementById("output");  
4      //change the inner HTML of ther <p> tag to the value  
5      //passed to the function  
6      outputtoscreen.innerHTML = input;  
7  }
```

Finally, by using the **getElementById** again we can target the **<p>** tag in the **DOM** with id="**output**"

This id value is stored in a variable named **outputtoscreen**, then the **innerHTML** property is used to display the **input** value passed to the **paramPass** function in the browser

Userinput:	<input type="text" value="lenny123"/>	<input type="button" value="Pass Parameter"/>
lenny123		