```
<html>
<body>
<img id="planets" src="planets.gif" width="145" height="126"</pre>
useMap="#planetmap">
<map name="planetmap">
<area id="venus" shape="circle" coords="124,58,8"</pre>
alt="The planet Venus" href="venus.html">
<area id="earth" shape="square" coords="0,0,100,100"</pre>
alt="The planet Earth" href="earth.html">
</map>
The value of the usemap attribute is:
<script type="text/javascript">
document.write(document.getElementById("planets").useMap);
</script>
</body>
</html>
```

```
<html>
<head>
<script type="text/javascript">
function setSpace()
var imgobj=document.getElementById("compman");
imgobj.src="bulbon.gif";
imgobj.hspace="100";
imgobj.vspace="50";
imgobj.border="2";
imgobj.width="150";
imgobj.height="150";
}
</script>
</head>
<body>
<img id="compman" src="compman.gif" alt="Computerman"</pre>
width="107" height="98">
Some text. Some text. Some text. Some text.
<input type="button" onclick="setSpace()" value="Set hspace and vspace">
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<body onload="mymessage()" onresize="myFunction1()"</pre>
onunload="myFunction2()"
onkeyup="whichButton(event)" onmousedown="show_coords(event)">
<h1 onclick="this.innerHTML='Ooops!'">Click on this text!</h1>
Click the button to display the date.
<button onclick="displayDate()">The time is?</button>
<script>
function myFunction1() {
   var w = window.outerWidth;
   var h = window.outerHeight;
   var txt = "Window size: width=" + w + ", height=" + h;
   document.getElementById("demo").innerHTML = txt;
function myFunction2() {
   alert("Thank you for visiting W3Schools!");
function displayDate() {
   document.getElementById("demo").innerHTML = Date();
}
function displayDate1() {
    document.getElementById("demo1").innerHTML = Date();
function myFunction() {
   var x = document.getElementById("fname");
   x.value = x.value.toUpperCase();
function mymessage() {
   alert("This message was triggered from the onload event");
function mOver(obj) {
   obj.innerHTML = "Thank You";
    document.getElementById("div").style.backgroundColor="yellow";
}
function mOut(obj) {
   obj.innerHTML = "Mouse Over Me";
function lighton() {
   document.getElementById('myimage').src = "bulbon.gif";
function lightoff() {
   document.getElementById('myimage').src = "bulboff.gif";
function show_coords(event) {
   document.getElementById("demo").innerHTML =
    "X= " + event.clientX + " <br>Y= " + event.clientY;
function whichButton(event) {
   document.getElementById("demo").innerHTML = event.keyCode;
function isKeyPressed(event) {
   var text = "The shift key was NOT pressed!";
    if (event.shiftKey == 1) {
        text = "The shift key was pressed!";
```

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}
   document.getElementById("demo").innerHTML = text;
</script>
<button id="myBtn">Try it
document.getElementById("myBtn").onclick = displayDate1;
</script>
Enter your name: <input type="text" id="fname" onchange="myFunction()">
>When you leave the input field, a function is triggered which transforms the input text
to upper case.
<div id="div" onmouseover="mOver(this)" onmouseout="mOut(this)"</pre>
style="background-color:#D94A38;width:120px;height:20px;padding:40px;">
Mouse Over Me</div>
<img id="myimage" onmousedown="lighton()" onmouseup="lightoff()" src="bulboff.gif" width=</pre>
"100" height="180" />
Click this paragraph to display the x and y coordinates of the mouse pointer.
</body>
</html>
```

```
<html><body><script type="text/javascript">
function mycircle(x,y,r) {
  this.xcoord = x;
  this.ycoord = y;
  this.radius = r;
  this.retArea = retArea;
function retArea() {
  return ( Math.PI *this.radius * this.radius );
var testcircle = new mycircle(4,5,6);
alert( 'The area of the circle is ' + testcircle.retArea());
person1=new Object();
person1.firstname="John";
person1.lastname="Doe";
person1.age=50;
person1.eyecolor="blue";
document.write("person1 object"+"<br>");
for(x in person1)
document.write(person1[x]+"<br>");
* /
function person(firstname, lastname, age, eyecolor)
this.firstname=firstname;
this.lastname=lastname;
this.age=age;
this.eyecolor=eyecolor;
var myFather=new person("Sally", "Rally", 48, "green");
document.write("myFather object"+"<br>");
for(x in myFather)
{
document.write(myFather[x]+"<br>");
}
</script>
</body></html>
```

```
<html>
<head>
<script type="text/javascript">
function Redirect()
{
        document.location.href="http://www.vit.ac.in";
        }
function displaydate()
{
        document.write(Date());
        }
document.write("You will be redirected to main page in 10 sec.");
window.setTimeout("Redirect()", 10000);
//window.setInterval("Redirect()",5000);
//window.setInterval("displaydate()",1000);
</script>
</head>
</html>
```