

What I have added

```
<!-- My code -->
<div class="URLinputDiv">
  <label for="imageUrl">Image URL:</label>
  <input id="imageUrl" type="text" name="imageUrl" placeholder="Enter
image URL">

  <button id="updateImage">Update Image</button>
</div>
<!-- --- -->



<!-- My code -->
<script>
  const imageUrlInput = document.getElementById('imageUrl');
  const updateImageButton = document.getElementById('updateImage');
  const image = document.querySelector('img');

  updateImageButton.addEventListener('click', () => {
    const imageUrl = imageUrlInput.value;
    image.src = imageUrl;
  });
</script>
<!-- --- -->
```

As an extra feature, I have also added an input field in the HTML code that allows you to update the image displayed on the page by providing a URL. This functionality is facilitated through JavaScript.

The HTML includes a `<div>` element with the class "URLinputDiv" that acts as a container for the image URL input field and the update button.

When you enter a URL in the input field and click the "Update Image" button, a JavaScript event listener triggers a function. This function retrieves the entered URL, selects the `` element on the page, and updates its `src` property with the new URL, resulting in the display of the specified image. By utilizing the DOM API, JavaScript enables the manipulation of HTML elements and the addition of interactivity to enhance the web page.