

WPL – 10

imageChanging.html:

```
<html>

<head>

  <title>Mouse Over Image</title>

  <style>

    body { font-family: Arial, sans-serif; padding: 30px; background: #f7f7f7; }

    #card { width: 320px; padding: 10px; background: #fff; border: 1px solid #ddd;
border-radius: 6px; text-align: center; cursor: pointer; }

    #card img { max-width: 100%; height: auto; display: block; margin: 0 auto 10px; }

    #caption { color: #333; margin: 0; }

  </style>

</head>

<body>

  <h2>Simple Mouseover Events</h2>

  <div id="card" aria-label="Interactive card">

    

    <p id="caption">This is the original image. Move your mouse over the box.</p>

  </div>

  <script>

    var card = document.getElementById('card');

    var pic = document.getElementById('pic');
```

```
var caption = document.getElementById('caption');
```

```
var originalSrc = pic.src;
```

```
var originalText = caption.textContent;
```

```
var hoverSrc = "./new.png";
```

```
var hoverText = "Nice, You hovered over it, here's new text and image.";
```

```
// Keep it basic: attach listeners directly
```

```
card.addEventListener('mouseover', function () {
```

```
    pic.src = hoverSrc;
```

```
    caption.textContent = hoverText;
```

```
});
```

```
card.addEventListener('mouseout', function () {
```

```
    pic.src = originalSrc;
```

```
    caption.textContent = originalText;
```

```
});
```

```
</script>
```

```
</body>
```

```
</html>
```

Screenshots:

