

Display Possibilities

Overview

This module will cover the ways in which we can print or display data using JavaScript.

JavaScript can "display" data in different ways:

- Writing into an HTML element, using innerHTML
- Writing into the HTML output using **document.write()**
- Writing into an alert box, using window.alert()
- Writing into the browser console, using **console.log()**

innerHTML

To access an HTML element, JavaScript uses the **document.getElementById()** method.

The **id** attribute defines the HTML element. The **innerHTML** property defines the HTML content of that specific element with that id.

Let's consider a div having an **id = "demo"**, and we want to **display Coding Ninjas** into that div.

```
<html>
<body>
<div id="demo"> </div>
<script>
document.getElementById("demo").innerHTML = "Coding Ninjas";
</script>
</body>
</html>

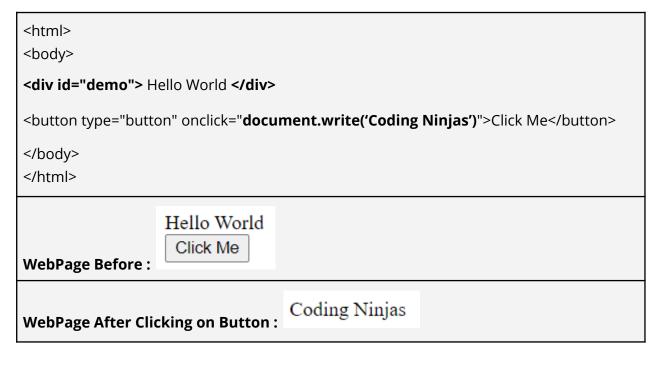
WebPage Output:
Coding Ninjas
```



document.write()

For testing purposes, it is convenient to use **document.write()**

In the above example, HTML and the script were loaded parallelly, but what if document.write() is called after the HTML is loaded.



NOTE: Using document.write() after an HTML document is loaded, will **delete all existing HTML**



window.alert()

This shows an alert box on the Web page

```
<html>
<body>
<script>
    window.alert("Coding Ninjas");
</script>
</body>
</html>

www.google.com says
Coding Ninjas

OK
```

NOTE: We can skip the window keyword, alert() can also be used

console.log()

console.log() is most commonly used and also used for debugging. Prints the data on the console.

```
<script>
     console.log("Coding Ninjas");
<script>

Console:
Coding Ninjas
```

document.write() and innerHTML were making changes into Webpage but console.log() prints the data on the console and not on the WebPage