Count


```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Counting</title>
</head>
<style>

</style>
<body>
    <!-- paragraph count -->
    <p id="IncCount">Count:0</p>
    <!-- Using button -->
    <button id="IncButton">Inc </button>


    <script>
        let count=0  //Starting Count
        let Icount=document.getElementById("IncCount")  //Paragrap tag Count
        let Ibutton=document.getElementById("IncButton") // Button Tag

        Ibutton.addEventListener("click",function(){  // Event Listener
            count++;                                  // Count Increasing
            Icount.textContent="Count:"+count;        // update the Count
        })

    </script>
</body>
</html>
```

Output:

Count:7

Inc

To-Do App

```html
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>To-Do</title>
</head>
<body>
    <h2>To-Do App</h2>

    <!-- Input and Button -->
    <input type="text" id="taskInput" placeholder="Enter a task">
    <button id="addBtn">Add</button>

    <!-- List for tasks -->
    <ul id="taskList"></ul>

    <script>
      // Select input, button, and list
      const taskInput = document.getElementById("taskInput");
      const addBtn = document.getElementById("addBtn");
      const taskList = document.getElementById("taskList");

      // Add event listener for "Add" button
      addBtn.addEventListener("click", function() {
        const taskText = taskInput.value.trim(); // Get input text

        if (taskText !== "") {  // Prevent adding empty tasks
          const li = document.createElement("li"); // Create new list item
          li.textContent = taskText;              // Set text
          taskList.append(li);               // Append
          taskInput.value = "";                 // Clear input
```

Output :

To-Do App

Enter a task [Add]

- list1
- list2
- list3

Image Slider

```html
1    <!DOCTYPE html>
2    <html lang="en">
3    <head>
4      <meta charset="UTF-8">
5      <title>Image Slider</title>
6      <style>
7        body{
8          background-color: aliceblue;
9        }
10       img {
11         width: 300px;
12         height: 200px;
13         object-fit: cover;
14         display: block;
15         margin: 10px auto;
16         border: solid;
17         border-radius: 20px;
18       }
19       button {
20         margin: 5px;
21       }
22       h2{
23         text-align:center;
24       }
25       #buttonstag{
26         text-align:center;
27       }
28
29     </style>
30   </head>
31   <body>
32     <h2 >Image Slider</h2>
```

```html
<body>
  <h2 >Image Slider</h2>

  <!-- Image Display -->
  <img id="slider" src="" alt="Image Slider">

  <!-- Buttons -->
  <div id="buttonstag">
    <button id="prevBtn">Previous</button>
    <button id="nextBtn">Next</button>
  </div>

  <script>
    // Array of image URLs
    const images = [
      "https://picsum.photos/300/200?random=1",
      "https://picsum.photos/300/200?random=2",
      "https://picsum.photos/300/200?random=3",
      "https://picsum.photos/300/200?random=4"
    ];

    // Track current image index
    let currentIndex = 0;

    // Select elements
    const slider = document.getElementById("slider");
    const prevBtn = document.getElementById("prevBtn");
    const nextBtn = document.getElementById("nextBtn");
```

```javascript
// Track current image index
let currentIndex = 0;

// Select elements
const slider = document.getElementById("slider");
const prevBtn = document.getElementById("prevBtn");
const nextBtn = document.getElementById("nextBtn");

// Function to update image
function updateImage() {
  slider.src = images[currentIndex];
}

// Initial image
updateImage();

// Next button click
nextBtn.addEventListener("click", function() {
  currentIndex = (currentIndex + 1) % images.length; // loop forward
  updateImage();
});

// Previous button click
prevBtn.addEventListener("click", function() {
  currentIndex = (currentIndex - 1 + images.length) % images.length; // loop backward
  updateImage();
});
</script>
```

Output: