<!DOCTYPE html>

<html>

<head>

<meta name="viewport" content="width=device-width, initial-scale=1">

<style>

.slidecontainer {

width: 100%;

}

.slider {

-webkit-appearance: none;

width: 100%;

height: 10px;

border-radius: 5px;

background: #d3d3d3;

outline: none;

opacity: 0.7;

-webkit-transition: .2s;

transition: opacity .2s;

}

.slider:hover {

opacity: 1;

}

.slider::-webkit-slider-thumb {

-webkit-appearance: none;

appearance: none;

width: 23px;

height: 24px;

border: 0;

background: url('contrasticon.png');

cursor: pointer;

}

.slider::-moz-range-thumb {

width: 23px;

height: 24px;

border: 0;

background: url('contrasticon.png');

cursor: pointer;

}

</style>

</head>

<body>

<h1>Range Slider Picture</h1>

<div class="slidecontainer">

<input type="range" min="1" max="300" value="150" class="slider" id="myRange">

<p>Value: <span id="demo"></span></p>

</div>

<script>

var slider = document.getElementById("myRange");

var output = document.getElementById("demo");

output.innerHTML = slider.value;

slider.oninput = function() {

let waarde = this.value;

let uit;

if(waarde <100){

uit= 1;

} else if (waarde>200){

uit=3;

}else if (waarde>100){

uit =2;

}

output.innerHTML = uit

}

</script>

</body>

</html>