LAB8

DHTML stands for Dynamic Hypertext Markup language i.e., Dynamic HTML. Dynamic HTML is not a markup or programming language, but it is a term that combines the features of various web development technologies for creating the web pages dynamic and interactive. The DHTML application was introduced by Microsoft with the release of the 4th version of IE (Internet Explorer) in 1997.

Components of Dynamic HTML

DHTML consists of the following four components or languages:

- HTML 4.0
- CSS
- JavaScript
- DOM.

Q. Design and development of DHTML web pages.

A:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Interactive DOM Web Page</title>
    <style>
        body {
            font-family: Arial, sans-serif;
            margin: 0;
            padding: 0;
        header, footer {
            background-color: #445; /* New shade */
            color: #ffffff;
            font-family: Verdana, sans-serif; /* New font */
            padding: 15px; /* Increased padding */
            text-align: center;
        main {
            padding: 20px;
            text-align: center;
            font-size: 18px; /* Larger text */
```

```
.button {
            background-color: #007bff;
            color: #ffffff;
            border: none;
            padding: 10px 20px;
            text-align: center;
            display: inline-block;
            cursor: pointer;
            border-radius: 5px;
            transition: background-color 0.3s ease;
        .button:hover {
            background-color: #a1d0ff; /* Light blue hover effect */
    </style>
</head>
<body>
    <header>
        <h1>Interactive DOM Example</h1>
    </header>
    <main id="mainContent">
        <h2>Explore the DOM</h2>
        This section contains interactive content for DOM manipulation.
        <button class="button" id="modifyContentButton">Modify Content</button>
    </main>
    <footer>
        Created in 2024
    </footer>
    <script>
        document.addEventListener('DOMContentLoaded', function() {
            const mainContent = document.getElementById('mainContent');
            const originalContent = mainContent.innerHTML;
            function changeContent() {
                mainContent.innerHTML = `
                    <h2>Updated Interactive Area</h2>
                    This is the new interactive content.
                    <button class="button" id="restoreContentButton">Restore
Content</button>
document.getElementById('restoreContentButton').addEventListener('click',
resetContent);
```