26) Task 26: Create a module that exports a function, a class, and a variable.

```
//taskmain26.js

import { message } from "./task26.js";
//nodedocument.write(message());
console.log(message());

//task26.js
export let message = () => {
    let name = "John";
    let age = 25;
    return name + " is " + age + " years old";
};
```

Output:

```
Node.js v22.12.0
PS E:\mern_training\Advanced_JS> node taskmain26.js
John is 25 years old
PS E:\mern_training\Advanced_JS>
```

27) Task 27: Import the module in another JavaScript file and use the exported entities.

```
// taskmain27.js

import { message } from "./task27.js";
console.log(message());

// task27.js
export let message = () => {
    let name = "John";
    let age = 25;
    return name + " is " + age + " years old";
};
```

Output:

```
PS E:\mern_training\Advanced_JS> node taskmain27.js
John is 25 years old
PS E:\mern_training\Advanced_JS>
```

28) Task 28: Use named exports to export multiple functions from a module.

```
//task28.js

import { name, age, sister } from "./task28.js";
console.log(name()+age()+sister());

//taskmain28.js
```

```
export function name()
{
    return "John is ";
}

export function age()
{
    return "3 years ";
}
export function sister()
{
    return "older than his sister";
}
```

Output:

```
PS E:\mern_training\Advanced_JS> node taskmain28.js
John is 3 years older than his sister
PS E:\mern_training\Advanced_JS>
```

29) Task 29: Use named imports to import specific functions from a module.

```
//task29.js
export function add(n1,n2)
{
    return n1+n2;
}

export function sub(n1,n2)
{
    return n2-n1;
}

//taskmain29.js
import { add, sub } from "./task29.js";
console.log(add(10,24));
console.log(sub(10,34));
```

Output:

```
PS E:\mern_training\Advanced_JS> node taskmain29.js
34
24
PS E:\mern_training\Advanced_JS>
```

30) Task 30: Use default export and import for a primary function of a module.

```
//task30.js
function mul(num1,num2)
{
    return num1*num2;
}
```

```
function div(num1,num2)
{
    return num2/num1;
}

export default {mul,div};

//taskmain30.js
import arithmeticOperations from './task30.js';
console.log(arithmeticOperations.mul(15,2));
console.log(arithmeticOperations.div(15,3));
```

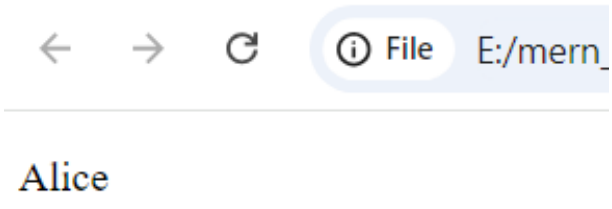
Output:

```
PS E:\mern_training\Advanced_JS> node taskmain30.js
30
0.2
PS E:\mern_training\Advanced_JS>
```

31) Task 31: Select an HTML element by its ID and change its content using JavaScript.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <p id="sample">John</p>
    <script>
        document.getElementById("sample").innerHTML="Alice";
    </script>
</body>
</html>
```

Output:

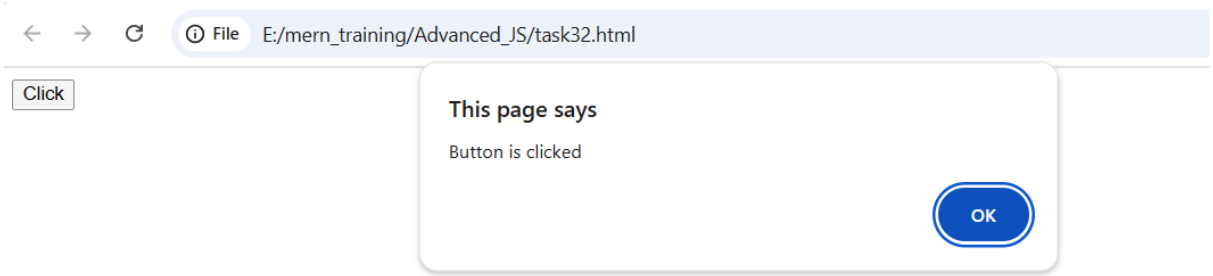


32) Task 32: Attach an event listener to a button, making it perform an action when clicked.

```
<!DOCTYPE html>
<html lang="en">
<head>
```

```
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <button id="sample">Click</button>
    <script>
        document.getElementById('sample').addEventListener('click',function(){
            alert('Button is clicked');
        });
    </script>
</body>
</html>
```

Output:

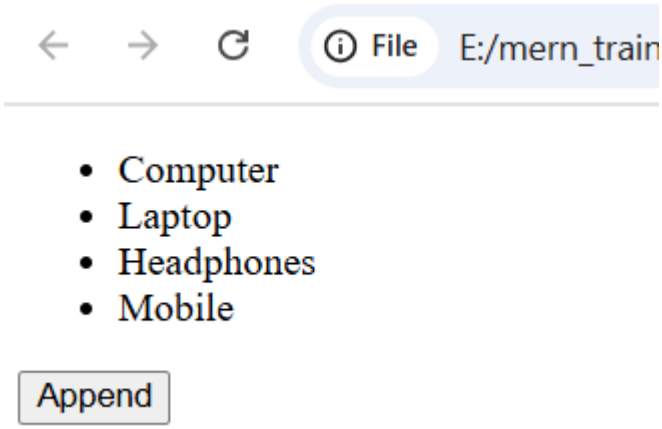


33) Task 33: Create a new HTML element and append it to the DOM.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <ul id="list">
        <li>Computer</li>
        <li>Laptop</li>
        <li>Headphones</li>
    </ul>
    <button onclick="addItem()">Append</button>
    <script>
     function addItem(){
        let item=document.createElement("li");
        let text=document.createTextNode("Mobile");
        item.appendChild(text);
        document.getElementById("list").appendChild(item);
        }
    </script>
```

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

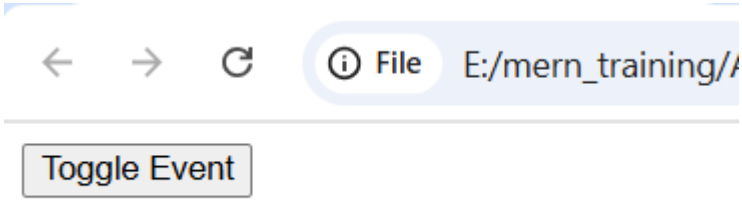
Output:

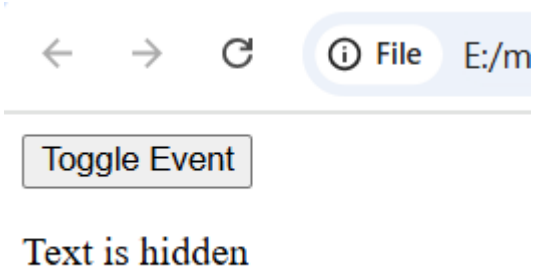


34) Task 34: Implement a function to toggle the visibility of an element.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <button onclick="visible()" id="sample2">Toggle Event</button>
    <p id="sample" style="display: block;">Text is hidden</p>
    <script>
        let vis1=document.getElementById('sample2');
        let vis2=document.getElementById('sample');
        function visible()
        {
            if(vis2.style.display=='block'){
                vis2.style.display='none';
            }
            else{
                vis2.style.display='block';
            }
        }
        vis1.addEventListener('click',visible());
    </script>
</body>
</html>
```

Output:



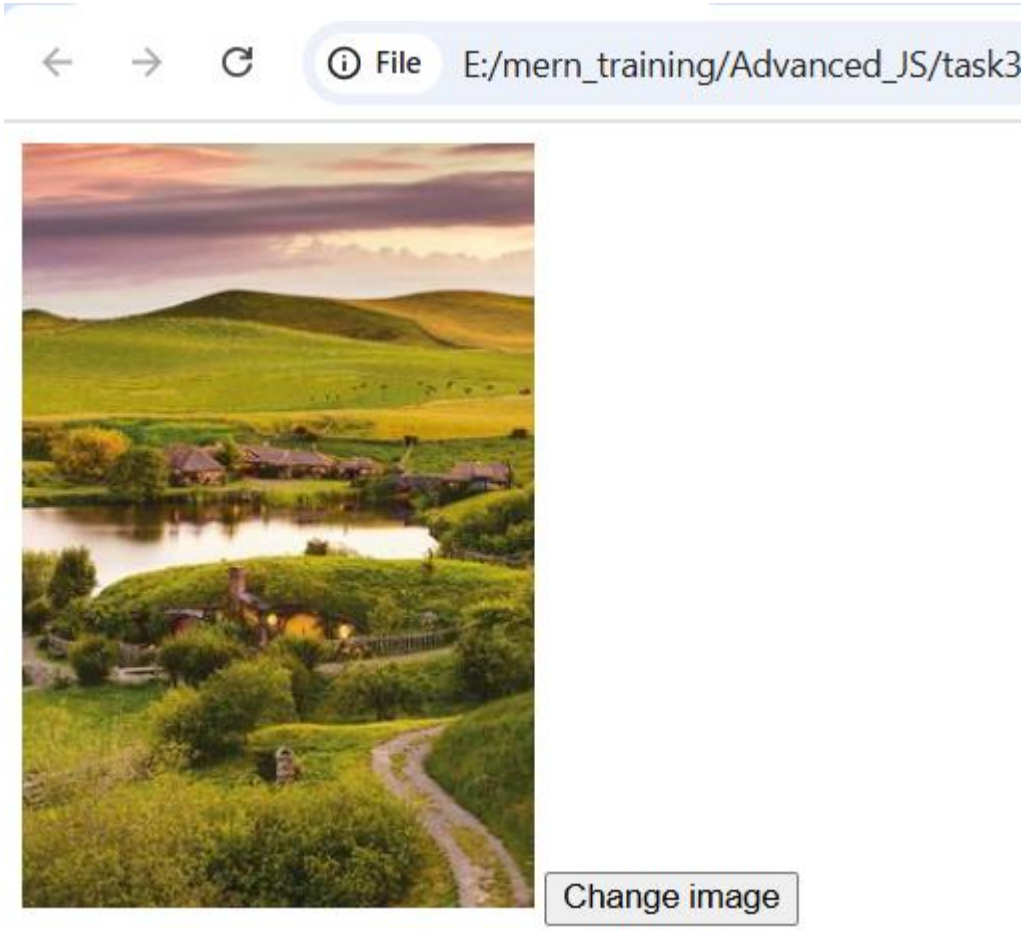


35) Task 35: Use the DOM API to retrieve and modify the attributes of an element.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Document</title>
</head>
<body>
    <img id="image1" src="image1.jpg" alt="Before change" width="20%"
height="20%">
    <button id="sample">Change image</button>
    <script>
        let temp=document.getElementById('image1');
        function change()
        {
            temp.setAttribute('src','image2.jpg');
            temp.setAttribute('alt','After change');
            temp.setAttribute('width' ,'30%');
            temp.setAttribute('height','30%');

        }
        document.getElementById('sample').addEventListener('click',change);
    </script>
</body>
</html>
```

Output:


File
E:/mern_training/Advanced_JS/task3
Change image


File
E:/mern_training/Advanced_JS/task35.html
shutterstock.com · 1435555649
Change image