<https://www.w3schools.com/js/js_htmldom_css.asp>

// الاستاذة

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript </h2>

<p>Please input a color to change the style of input feild :</p>

<input type="text" id="numb" />

<button type="button" onclick="myFunction()">Submit</button>

<p id="demo"></p>

<script>

function myFunction() {

var value, item;

// Get the value of the input field with id="numb"

item = document.getElementById("numb");

value = document.getElementById("numb").value;

item.style.backgroundColor = value;

}

</script>

</body>

</html>

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<!DOCTYPE html>

<html>

<body>

<h2>JavaScript</h2>

<p>Click the counter to increase the number by one :</p>

<input type="text" id="numb"/>

<button type="button" onclick="Add()">counter</button>

<script>

var counter = 0;

function Add() {

// Get the value of the input field with id="numb"

var val;

val = document.getElementById("numb");

val.value = ++counter;

}

</script>

</body>

</html>

<https://www.w3schools.com/js/js_htmldom_events.asp>

<script>

function mOver(obj) {

obj.innerHTML = "Thank You";

obj.style.backgroundColor="#656565";

}

function mOut(obj) {

obj.innerHTML = "Mouse Over Me";

obj.style.backgroundColor="#D94A38"

}

</script>

//خلص

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//الموقع

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<https://www.w3schools.com/js/tryit.asp?filename=tryjs_validation_number>

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript Can Validate Input</h2>

<p>Please input a number between 1 and 10:</p>

<input id="numb">

<button type="button" onclick="myFunction()">Submit</button>

<p id="demo"></p>

<script>

function myFunction() {

var x, text;

// Get the value of the input field with id="numb"

x = document.getElementById("numb").value;

// If x is Not a Number or less than one or greater than 10

if (isNaN(x) || x < 1 || x > 10) {

text = "Input not valid";

} else {

text = "Input OK";

}

document.getElementById("demo").innerHTML = text;

}

</script>

</body>

</html>

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<!DOCTYPE html>

<html>

<body>

<p>Click the button to display todays day of the month.</p>

<button onclick="myFunction()">Try it</button>

<p id="demo"></p>

<script>

function myFunction() {

var d = new Date();

var n = d.getDate();

document.getElementById("demo").innerHTML = n;

}

</script>

</body>

</html>

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<!DOCTYPE html>

<html>

<body>

<h2>JavaScript new Date()</h2>

<p>new Date() creates a new date object with the current date and time:</p>

<p id="demo"></p>

<script>

var d = new Date();

document.getElementById("demo").innerHTML = d;

</script>

</body>

</html>

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<script>

function myFunction() {

var x = document.getElementById("fname");

x.value = x.value.toUpperCase();

}

</script>

</head>

<body>

Enter your name: <input type="text" id="fname" onchange="myFunction()">

<p>When you leave the input field, a function is triggered which transforms the input text to upper case.</p>

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function mDown(obj) {

obj.style.backgroundColor = "#1ec5e5";

obj.innerHTML = "Release Me";

}

function mUp(obj) {

obj.style.backgroundColor="#D94A38";

obj.innerHTML="Thank You";

}

-----------------------------------------

<div onmouseover="mOver(this)" onmouseout="mOut(this)"

style="background-color:#D94A38;width:120px;height:20px;padding:40px;">

Mouse Over Me</div>

<script>

function mOver(obj) {

obj.innerHTML = "Thank You"

}

function mOut(obj) {

obj.innerHTML = "Mouse Over Me"

}