

In this exercise you will learn to invoke the following DOM methods:

- `getElementById`
- `getElementName`
- `getElementsByClass`

The results from these methods will be used to set a HTML property.

Step 1:

Create a Webpage with 4 paragraphs.

The first paragraph, give it an id value of main (<p id="main">) and add some text – e.g. Paragraph 1.

Add some text to the second and third paragraph – e.g. Paragraph 2 in the second paragraph and Paragraph 3 in the third paragraph.

Leave the fourth paragraph empty and assign it an id of demo (<p id="demo">).

Save the web page as firstDOM.html.

Step 2:

Add the following script to the web page firstDOM.html:

```
<script>
function f1()
{
    var x = document.getElementById("main");
    var y = document.getElementsByTagName("P");
    document.getElementById("demo").innerHTML = 'TEST: '
    + x.innerHTML
    + ' '
    + y[0].innerHTML
    + ' '
    + y[1].innerHTML
    + ' '
    + y[2].innerHTML;
}
</script>
```

Save firstDOM.html.

Step 3:

Add a button to the web page:

```
<button type="button" onclick="f1()">  
    JavaScript  
</button>
```

Save firstDOM.html.

Step 4:

Load firstDOM.html in a browser of your choice – e.g. Firefox, Chrome, Internet Explorer.

You should see a page similar to the following:

Paragraph 1

Paragraph 2

Paragraph 3

JavaScript

Step 5:

Click on the JavaScript button.

You should see a page similar to the following:

Paragraph 1

Paragraph 2

Paragraph 3

TEST: Paragraph 1 Paragraph 1 Paragraph 2 Paragraph 3

JavaScript

Step 6:

Add another paragraph to firstDOM.html.

Give it a class value and add some text.

Update the function f1() to include a method for getElementByClassName.

Assign the output to a variable and update the paragraph identified by id "demo" to include the contents of this variable.