Exercise 2   DHTML

II. Level – 2   DHTML

Refer: Unit 3 of Web Technologies Theory SLM To perform

these set of practical exercises use the following

  i) Text Editor - Notepad/WordPad to write the code

  ii) Web Browser: To display the output

a) DHTML program to handle onclick event.

b) DHTML program to handle onload, onunload event.

c) Write CSS code to change the style of HTML document.

d) Write a JavaScript program showing the use of navigator object.