JavaScript Beginner Practice Questions

1. Changing Text Content

Write a JavaScript program that changes the text of an HTML element with the id `heading` to "Hello, JavaScript!" when a button is clicked.

2. Displaying Input Value

Create an input box and a button. Write a JavaScript program to display the value entered in the input box inside a `<p>` tag with the id `output` when the button is clicked.

3. Simple Login Check

Create two input fields for username and password, and a button. Write a JavaScript program to check if the username is "admin" and the password is "1234". If correct, display "Login Successful" in a `<p>` tag; otherwise, display "Login Failed."

4. Hide and Show Elements

Create a button and a `<p>` tag with some text. Write JavaScript code to hide the `<p>` tag when the button is clicked. Clicking the button again should make the `<p>` tag visible.

5. Change Button Text

Create a button with the text "Click Me!". Write JavaScript to change the button's text to "Clicked!" when it is clicked.

6. Check Age

Create an input box where a user can enter their age and a button. Write JavaScript to display "You are an adult" if the age is 18 or above and "You are a minor" otherwise, inside a `<p>` tag.

7. Change Paragraph Text

Create a button and a paragraph (`<p>` tag) with some default text. Write JavaScript to change the text inside the paragraph to "This text has been updated!" when the button is clicked.

8. Greeting Message

Create an input field for the user to enter their name and a button. Write JavaScript to display a greeting message like "Hello, [Name]!" inside a `<p>` tag when the button is clicked.

9. Enable/Disable Input

Create a checkbox and an input field. Write JavaScript to disable the input field when the checkbox is unchecked and enable it when the checkbox is checked.

10. Display Text from a Dropdown

Create a dropdown (`<select>` tag) with three options (e.g., "Apple", "Banana", "Cherry") and a button. Write JavaScript to display the selected option inside a `<p>` tag when the button is clicked.