Javascript

```
<!DOCTYPE html><!-- JS4.html -->
<html>
    <body>
        <h1>What Can JavaScript Do?</h1>

        <p id="demo">JavaScript can change the style of an HTML element.</p>

        <button type="button"
            onclick="document.getElementById('demo').style.fontSize='35px'">
            Click Me!
        </button>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS5.html -->
<html>
    <body>
        <h1>What Can JavaScript Do?</h1>

        <p id="demo">JavaScript can hide HTML elements.</p>

        <button type="button"
            onclick="document.getElementById('demo').style.display='none'">
            Click Me!
        </button>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS6.html -->
<html>
    <body>
        <h1>What Can JavaScript Do?</h1>

        <p>JavaScript can show hidden HTML elements.</p>

        <p id="demo" style="display:none">Hello JavaScript!</p>

        <button type="button"
        onclick="document.getElementById('demo').style.display='block'">
            Click Me!
        </button>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS7.html -->
<html>
    <head>
        <script>
            function myFunction() {
                document.getElementById("demo").innerHTML =
                "Paragraph changed.";
            }
        </script>
    </head>

    <body>
        <h1>JavaScript in Head</h1>

        <p id="demo">A Paragraph.</p>

        <button type="button" onclick="myFunction()">
            Try it
        </button>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS8.html -->
<html>
    <body>
        <h1>JavaScript in Body</h1>

        <p id="demo">A Paragraph.</p>

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

        <script>
            function myFunction() {
             document.getElementById("demo").innerHTML = "Paragraph changed.";
             }
        </script>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS9.html -->
<html>
    <body>
        <h1>External JavaScript</h1>

        <p id="demo">A Paragraph.</p>

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

        <p>
            <strong>Note:</strong>
            myFunction is stored in an external file called "myScript.js".
        </p>

        <script src="myScript.js"></script>

    </body>
</html>
```

```
<!DOCTYPE html><!-- JS10.html -->
<html>
    <body>
        <h1>Writing into an alert box</h1>
        <p>My first paragraph.</p>

        <script>
            window.alert(5 + 6);
        </script>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS11.html -->
<html>
    <body>
        <h1>Writing into the HTML output</h1>
        <p>My first paragraph.</p>

        <script>
            document.write(5 + 6);
        </script>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS12.html -->
<html>
    <body>
        <h1>Writing into the HTML output</h1>
        <p>My first paragraph.</p>

        <button type="button" onclick="document.write(5 + 6)">
            Try it
        </button>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS13.html -->
<html>
    <body>
        <h1>Writing into an HTML element</h1>
        <p>My First Paragraph.</p>

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

        <script>
            document.getElementById("demo").innerHTML = 5 + 6;
        </script>

    </body>
</html>
```

```
<!DOCTYPE html><!-- JS14.html -->
<html>
    <body>
        <h1>Writing into the browser console</h1>
        <p>My first paragraph.</p>

        <p>
            Activate debugging in your browser (Chrome, IE, Firefox)
            with F12, and select "Console" in the debugger menu.
        </p>

        <script>
            console.log(5 + 6);
        </script>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS15.html -->
<html>
    <body>
        <p id="demo"></p>
        <p><strong>Note:</strong> The comments are not executed.</p>
        <h1 id="myH"></h1>
        <p id="myP"></p>
        <p><strong>Note:</strong> The comment block is not executed.</p>

        <script>
            var x = 5;        // Declare x, give it the value of 5
            var y = x + 2;    // Declare y, give it the value of x + 2
            document.getElementById("demo").innerHTML = y; // Write y to demo

            /*
            The code below will change
            the heading with id = "myH"
            and the paragraph with id = "myp"
            in my web page:
            */
            document.getElementById("myH").innerHTML = "My First Page";
            document.getElementById("myP").innerHTML = "My first paragraph.";
        </script>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS16.html -->
<html>
    <body>

        <h1>JavaScript Variables</h1>

        <p>The result of adding "5" + 2 + 3:</p>

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

        <script>
            x = "5" + 2 + 3;
            document.getElementById("demo").innerHTML = x;
        </script>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS17.html -->
<html>
    <body>
        <h1>The = Operator</h1>

        <p id="demo1"></p>

        <script>
            var x = 10;
            document.getElementById("demo1").innerHTML = x;
        </script>


        <h1>The += Operator</h1>

        <p id="demo2"></p>

        <script>
            var x = 10;
            x += 5;
            document.getElementById("demo2").innerHTML = x;
        </script>
    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS18.html -->
<html>
    <body>
        <p id="demo"></p>

        <script>
            var carName1 = "Volvo XC60";
            var carName2 = 'Volvo XC60';
            var answer1 = "It's alright";
            var answer2 = "He is called 'Johnny'";
            var answer3 = 'He is called "Johnny"';

            document.getElementById("demo").innerHTML =
            carName1 + "<br>" +
            carName2 + "<br>" +
            answer1 + "<br>" +
            answer2 + "<br>" +
            answer3;
        </script>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS19.html -->
<html>
    <body>
        <p id="demo1"></p>
        <script>
            var cars = ["Saab","Volvo","BMW"];
            document.getElementById("demo1").innerHTML = cars[0];
        </script>
        <p id="demo2"></p>
        <script>
            var person = {
                firstName : "John",
                lastName  : "Doe",
                age       : 50,
                eyeColor  : "blue"
            };
            document.getElementById("demo2").innerHTML =
            person.firstName + " is " + person.age + " years old.";
        </script>

        <p>The typeof operator returns the type of a variable or an expression.</p>
        <p id="demo3"></p>
        <script>
            document.getElementById("demo3").innerHTML =
            typeof "john" + "<br>" + typeof 3.14 + "<br>" +
            typeof false + "<br>" + typeof [1,2,3,4] + "<br>" +
            typeof {name:'john', age:34};
        </script>
    </body>
</html>
```

```
<!DOCTYPE html><!-- JS20.html -->
<html>
    <body>
        <h1>Use of function</h1>
        <p id="demo"></p>

        <script>
            document.getElementById("demo").innerHTML =
            "The temperature is " + toCelsius(77) + " Celsius";

            function toCelsius(fahrenheit) {
                return (5/9) * (fahrenheit-32);
            }
        </script>

    </body>
</html>
```

```html
<!DOCTYPE html><!-- JS21.html -->
<html>
    <body>
        <p>The local variable carName cannot be accessed from code outside the function:</p>
        <p id="demo1"></p>
        <script>
            myFunction1();
            document.getElementById("demo1").innerHTML = "The type of Name1 is " + typeof Name1;
            function myFunction1() {
                var Name1 = "Dog";}
        </script>

        <p>A GLOBAL variable can be accessed from any script or function.</p>
        <p id="demo2"></p>
        <script>
            var Name2 = "Cat";myFunction2();
            function myFunction2() {
                document.getElementById("demo2").innerHTML = "I can display " + Name2;}
        </script>
        <p>If you assign a value to a variable that has not been declared,
            it will automatically become a GLOBAL variable:</p>
        <p id="demo3"></p>
        <script>
            myFunction3();
            // code here can use carName as a global variable
            document.getElementById("demo3").innerHTML = "I can display " + Name3;
            function myFunction3() {
                Name3 = "Goat";}
        </script>
    </body>
</html>
```