**1.** Here is a sample html file with a submit button. Now modify the style of the paragraph text through javascript code.

Sample HTML file :

<!DOCTYPE html>

<html>

<head>

<meta charset=utf-8 />

<title>JS DOM paragraph style</title>

</head>

<body>

<p id ='text'>JavaScript Exercises - w3resource</p>

<div>

<button id="jsstyle"

onclick="js\_style()">Style</button>

</div>

</body>

</html>

Clicking on the button the font, font size, and color of the paragraph text will be changed.

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

    <title>JS DOM paragraph style</title>

  </head>

  <body>

    <p id="text">JavaScript Exercises - w3resource</p>

    <div>

      <button id="jsstyle" onclick="js\_style()">Style</button>

    </div>

    <script>

      let styleText = document.getElementById("text");

      let styleButton = document.getElementById("jsstyle");

      console.dir(styleText);

      console.dir(styleButton);

      function js\_style() {

        text.style.backgroundColor = "#34495e";

        text.style.fontFamily = "Roboto";

        text.style.fontSize = "50px";

        text.style.color = "white";

      }

    </script>

  </body>

</html>

**2.** Write a JavaScript function to get the values of First and Last name of the following form.

Sample HTML file :

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

<title>Return first and last name from a form - w3resource</title>

</head><body>

<form id="form1" onsubmit="getFormvalue()">

First name: <input type="text" name="fname" value="David"><br>

Last name: <input type="text" name="lname" value="Beckham"><br>

<input type="submit" value="Submit">

</form>

</body>

</html>

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

    <title>Return first and last name from a form - w3resource</title>

  </head>

  <body>

    <form id="form1" onsubmit="getFormvalue()">

      First name: <input type="text" name="fname" value="David" /><br />

      Last name: <input type="text" name="lname" value="Beckham" /><br />

      <input type="submit" value="Submit" />

    </form>

    <script>

      let formSubmit = document.getElementById("form1");

      console.dir(formSubmit);

      function getFormvalue() {

*for* (i = 0; i < formSubmit.length; i++) {

*if* (formSubmit.elements[i].name == "fname") {

            alert(formSubmit.elements[i].value);

          } *else* *if* (formSubmit.elements[i].name == "lname") {

            alert(formSubmit.elements[i].value);

          }

        }

      }

    </script>

  </body>

</html>

**3.** Write a JavaScript program to set the background color of a paragraph

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta http-equiv="X-UA-Compatible" content="IE=edge" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Set the background color of a paragraph</title>

  </head>

  <body>

    <p>

      Lorem ipsum dolor sit amet consectetur, adipisicing elit. Optio dolorum

      recusandae dignissimos architecto nulla, suscipit fuga consequatur eius,

      quas ipsam non facere odio labore ipsa. Labore ea esse hic nostrum?

    </p>

    <input

      type="button"

      value="Change Background"

      onclick="change\_backgroud()"

    />

    <script>

      let colorPara = document.getElementsByTagName("p");

      console.dir(colorPara);

      function change\_backgroud() {

        let randomColor = Math.floor(Math.random() \* 16777215).toString(16);

        colorPara[0].style.backgroundColor = "#" + randomColor;

      }

    </script>

  </body>

</html>

**4.** Here is a sample html file with a submit button. Write a JavaScript function to get the value of the href, hreflang, rel, target, and type attributes of the specified link.

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

</head>

<body>

<p><a id="w3r" type="text/html" hreflang="en-us" rel="nofollow" target="\_self" href="https://www.w3resource.com/">w3resource</a></p>

<button onclick="getAttributes()">Click here to get attributes value</button>

</body></html>

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

  </head>

  <body>

    <p>

      <a

        id="w3r"

        type="text/html"

        hreflang="en-us"

        rel="nofollow"

        target="\_self"

        href="https://www.w3resource.com/"

        >w3resource</a

      >

    </p>

    <button onclick="getAttributes()">

      Click here to get attributes value

    </button>

    <script>

      let valueCollect = document.getElementById("w3r");

      console.dir(valueCollect);

      function getAttributes() {

        alert(valueCollect.href);

        alert(valueCollect.hreflang);

        alert(valueCollect.rel);

        alert(valueCollect.target);

        alert(valueCollect.type);

      }

    </script>

  </body>

</html>

**5.** Write a JavaScript function to add rows to a table.

Sample HTML file :

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

<title>Insert row in a table - w3resource</title>

</head><body>

<table id="sampleTable" border="1">

<tr><td>Row1 cell1</td>

<td>Row1 cell2</td></tr>

<tr><td>Row2 cell1</td>

<td>Row2 cell2</td></tr>

</table><br>

<input type="button" onclick="insert\_Row()" value="Insert row">

</body></html>

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

    <title>Insert row in a table - w3resource</title>

  </head>

  <body>

    <table id="sampleTable" border="1">

      <tr>

        <td>Row1 cell1</td>

        <td>Row1 cell2</td>

      </tr>

      <tr>

        <td>Row2 cell1</td>

        <td>Row2 cell2</td>

      </tr>

    </table>

    <br />

    <input type="button" onclick="insert\_Row()" value="Insert row" />

    <script>

      let dTable = document.getElementById("sampleTable");

      console.dir(dTable);

      function insert\_Row() {

        let newRow = document.createElement("tr");

        let newTd1 = document.createElement("td");

        let newTd2 = document.createElement("td");

        let newText1 = document.createTextNode("New Row cell1");

        let newText2 = document.createTextNode("New Row cell2");

        newTd1.appendChild(newText1);

        newTd2.appendChild(newText2);

        newRow.append(newTd1, newTd2);

*return* dTable.appendChild(newRow);

      }

    </script>

  </body>

</html>

**6.** Write a JavaScript program to remove items from a dropdown list.

Sample HTML file :

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

<title>Remove items from a dropdown list</title>

</head><body><form>

<select id="colorSelect">

<option>Red</option>

<option>Green</option>

<option>White</option>

<option>Black</option>

</select>

<input type="button" onclick="removecolor()" value="Select and Remove">

</form></body></html>

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

    <title>Remove items from a dropdown list</title>

  </head>

  <body>

    <form>

      <select id="colorSelect">

        <option>Red</option>

        <option>Green</option>

        <option>White</option>

        <option>Black</option>

      </select>

      <input type="button" onclick="removecolor()" value="Select and Remove" />

    </form>

    <script>

      let colorList = document.getElementById("colorSelect");

      console.dir(colorList);

      function removecolor() {

        colorList.remove(colorList.selectedIndex);

      }

    </script>

  </body>

</html>

**6.1** Write a JavaScript program to add items to a dropdown list in input form.

Sample HTML file :

<!DOCTYPE html>

<html><head>

<meta charset=utf-8 />

<title>Remove items from a dropdown list</title>

</head><body><form>

<select id="colorSelect">

<option>Red</option>

<option>Green</option>

<option>White</option>

<option>Black</option>

</select>

<input type=”text” id=’textField’ >

<input type="button" onclick="removecolor()" value="Select and Remove">

</form></body></html>

<!DOCTYPE html>

<html>

  <head>

    <meta charset="utf-8" />

    <title>Remove items from a dropdown list</title>

  </head>

  <body>

    <form>

      <select id="colorSelect">

        <option>Red</option>

        <option>Green</option>

        <option>White</option>

        <option>Black</option>

      </select>

      <input type="button" onclick="removecolor()" value="Select and Remove" />

      <br />

      <br />

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

      <input type="button" onclick="addcolor()" value="Select and Add" />

    </form>

    <script>

      let colorList = document.getElementById("colorSelect");

      console.dir(colorList);

      function removecolor() {

        colorList.remove(colorList.selectedIndex);

      }

            function addcolor() {

        let newColor = document.getElementById("textField").value;

        let newOption = document.createElement("option");

        newOption.text = newColor;

        colorList.add(newOption);

      }

    </script>

  </body>

</html>

**7.** Write a JavaScript program to display a random image (clicking on a button) from the following list.

*Sample Image information* :

"http://farm4.staticflickr.com/3691/11268502654\_f28f05966c\_m.jpg", width: "240", height: "160"

"http://farm1.staticflickr.com/33/45336904\_1aef569b30\_n.jpg", width: "320", height: "195"

"http://farm6.staticflickr.com/5211/5384592886\_80a512e2c9.jpg", width: "500", height: "343"

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta http-equiv="X-UA-Compatible" content="IE=edge" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Display random photo</title>

  </head>

  <body>

    <img

      id="img"

      src="http://farm4.staticflickr.com/3691/11268502654\_f28f05966c\_m.jpg"

      width="240"

      height="160"

    />

    <br />

    <input

      type="button"

      id="randImg"

      onclick="generate\_randImg()"

      value="Generate Random Image"

    />

    <script>

      let dImgArr = [

        {

          src:

            "http://farm4.staticflickr.com/3691/11268502654\_f28f05966c\_m.jpg",

          width: "240",

          height: "160",

        },

        {

          src: "http://farm1.staticflickr.com/33/45336904\_1aef569b30\_n.jpg",

          width: "320",

          height: "195",

        },

        {

          src: "http://farm6.staticflickr.com/5211/5384592886\_80a512e2c9.jpg",

          width: "500",

          height: "343",

        },

      ];

      console.dir(document.getElementById("img"));

      console.dir(dImgArr);

      function generate\_randImg() {

        let randNum = Math.floor(Math.random() \* dImgArr.length);

        let newImg = document.getElementById("img");

        newImg.src = dImgArr[randNum].src;

        newImg.width = dImgArr[randNum].width;

        newImg.height = dImgArr[randNum].height;

      }

    </script>

  </body>

</html>

**8.** Write a JavaScript program to get the width and height of the window (any time the window is resized).

<!DOCTYPE html>

<html lang="en">

  <head>

    <meta charset="UTF-8" />

    <meta http-equiv="X-UA-Compatible" content="IE=edge" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Display width and height</title>

  </head>

  <body onload="getSize()" onresize="getSize()"></body>

  <div id="widthHeight"></div>

  <script>

    console.dir(document.getElementById("widthHeight"));

    function getSize() {

      let newWidth = document.documentElement.clientWidth;

      let newHeight = document.documentElement.clientHeight;

*return* (document.getElementById(

        "widthHeight"

      ).innerHTML = `${newWidth} x ${newHeight}`);

    }

  </script>

</html>