DHTML

Dynamic HyperText Markup Language

i. It is not a separate markup language.
ii. DHTML is a combination of HTML,CSS,JavaScript and DOM.
iii. The combination makes a static HTML page interactive and dynamic and thus the name DHTML.

DHTML Examples

Example 1: Digital Clock

```html
<html>
<head>
<script type="text/javascript">
function startTime()
{
var today=new Date();
var h=today.getHours();
var m=today.getMinutes();
var s=today.getSeconds();
m=checkTime(m);
s=checkTime(s);
document.getElementById('txt').innerHTML=h+":"+m+":"+s;
t=setTimeout('startTime()',500);
}

function checkTime(i) // add a zero in front of numbers<10
{
if (i<10)
  {
  i="0" + i;
  }
return i;
}
</script>
</head>

<body onload="startTime()">
<div id="txt"></div>
</body>
</html>
```

Example 2: Scrolling Message in the status bar

```html
<html>
<head><title>scrolling status</title>
<script language="javascript">
var msg, sw , sps,td;
function init_scroll()
{
  sps = " ";
  msg ="hello vit";
  startind = 0;
  sw = document.body.scrollWidth;
  sw = sw / 10;

  for( i = 0 ; i < sw; i++)
  {
    sps += " ";
  }
  msg = sps+ msg;
  td = setInterval("scroller()", 65);
}
function scroller()
{
  s = msg.substr(startind);
  window.status=s;
  startind++;
  if (startind == msg.length)
  {
     startind = 0;
  }
}
function stopScroll()
{
    clearInterval(td);
}
</script>
</head>
<body onload = "init_scroll()" onunload="stopScroll()" >
</body>
</html>
```

Example3: Image Slide Show (works with file types-jpg, jpeg, bmp, gif)

```html
<html>
<head>
<script type="text/javascript">
var ig,cont,t;
function imgStart()
{
  ig = new Array();
  ig[ 0 ]="aa1.bmp";
  ig[ 1 ]="aa2.bmp";
  ig[ 2 ]="aa3.bmp";
  ig[ 3 ]="aa4.bmp";
  ig[ 4 ]="aa5.bmp";
  ig[ 5 ]="aa2.bmp";
  ig[ 6 ]="aa3.bmp";
  document.ig.src =ig[ 0 ];
  cont = 1
  t=setTimeout('imgDis()',500);
}
function imgDis()
{
  if (cont < 7 )
  {
    document.ig.src = ig[ cont ];
    cont = cont + 1;
  }
  else
  {
    cont = 1;
  }
  t=setTimeout('imgDis()',500);
}
function imgStop()
{
    clearTimeout(t);
}
 </script>
</head>
<body onload="imgStart()" onunload="imgStop()" >
<img name = "ig" SRC= "Siva.JPG">
</body>
</html>
```

Example 4: Using Window Object of JavaScript

```html
<html>
<head>
<title>New Page 1</title>
<script language="javascript">
function openNWW()
{
alert(f1.username.value);
if( f1.username.value === "puvi" )
 if (f1.pas.value ===  "puvi")
   newwin = window.open("sample1.html");
 else
    alert("no user exists");
}
</script>
</head>
<body>
<h2>Login</h2>
<p>Please enter your username and password</p>
<form name = "f1">
  <p> Username  <input type="text" name="username" size="20"></p>
  <p> Password  <input type="password" name="pas" size="20"></p>
  <p><input type="button" value="Submit" name="B1"
onclick="openNWW()"></p>
</form>
<p> </p>
</body>
</html>
```

Example 5: Using Location object of JavaScript

```html
<html>
<head>
<title>Location</title>
<script language="javascript">
function changeloc()
{
   location.href="sample1.html";
}
</script>
</head>
<body onload ="changeloc()" >
</body>
</html>
```

Example 6:Using Frames – Creating Frames and accessing on frame info from another

```html
<html>
<head>
<title>using frames</title>
</head>
<frameset cols ="20%,*">
<frame src ="a.html" name ="link">
<frame src="a11.html" name ="display">
</frameset>
<body >


</body>
</html>
```

a.html

```html
<html>
<head>
<title>New Page 1</title>
<script language="javascript">
function openNWW()
{
alert(f1.username.value);
if( f1.username.value === "puvi" )
 if (f1.pas.value ===  "puvi")
  newwin = window.open("sample1.html");
 else
   // parent.frames[1].document.slide.src = "aa1.bmp";//using <img>
    parent.frames[1].location.href="tirumala.jpg";      //using location
object
}
</script>
</head>
<body>
<h2>Login</h2>
<p>Please enter your username and password</p>
<form name = "f1">
 <p> Username  <input type="text" name="username" size="20"></p>
 <p> Password  <input type="password" name="pas" size="20"></p>
 <p><input type="button" value="Submit" name="B1"
onclick="openNWW()"></p>
</form>
<p> </p>
</body>
</html>
```

a11.html

```
<html>
<head>
<title>using frames</title>
</head>
<body >
<img name="slide" src="siva.JPG" >
</body>
</html>
```

Example 6: Getting information from one form to another

```
<html>
<head>
<script type="text/javascript">
function sInfo()
{
  for (i=0; i<document.myForm1.option.length; i++)
  {
    document.myForm2.option[i].value=document.myForm1.option[i].value;
  }
}
</script>
</head>
<body>
<form name="myForm1">
First name: <input onkeyup="snfo()" type="text" name="option"><br />
Last name: <input onkeyup="sInfo()" type="text" name="option"><br />
Address: <input onkeyup="sInfo()" type="text" name="option"><br />
E-mail: <input onkeyup="sInfo()" type="text" name="option"><br />
</form>

<form name="myForm2">
First name: <input type="text" name="option"><br />
Last name: <input type="text" name="option"><br />
Address: <input type="text" name="option"><br />
E-mail: <input type="text" name="option"><br />
</form>
</body>
</html>
```

Example 7: HTML/CSS/JavaScript/DOM

```html
<html>
<head>
<script type="text/javascript">
function bgChange(bg)
{
   document.body.style.background=bg;
}
</script>
</head>
<body>
<b>Mouse over the squares and the background color will change!</b>
<table width="300" height="100">
 <tr>
  <td onmouseover="bgChange('red')"
    onmouseout="bgChange('transparent')"
    bgcolor="red">
  </td>
  <td onmouseover="bgChange('blue')"
    onmouseout="bgChange('transparent')"
    bgcolor="blue">
  </td>
  <td onmouseover="bgChange('green')"
    onmouseout="bgChange('transparent')"
    bgcolor="green">
  </td>
</tr>
</table>
</body>
</html>
```