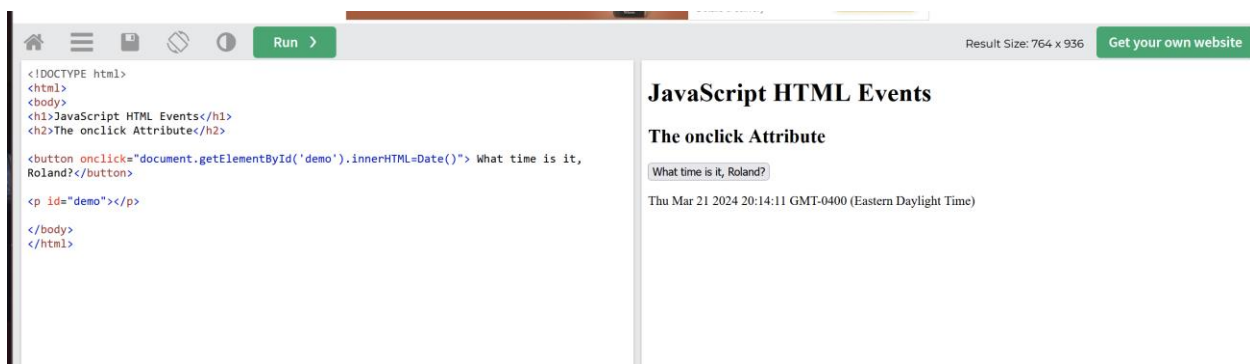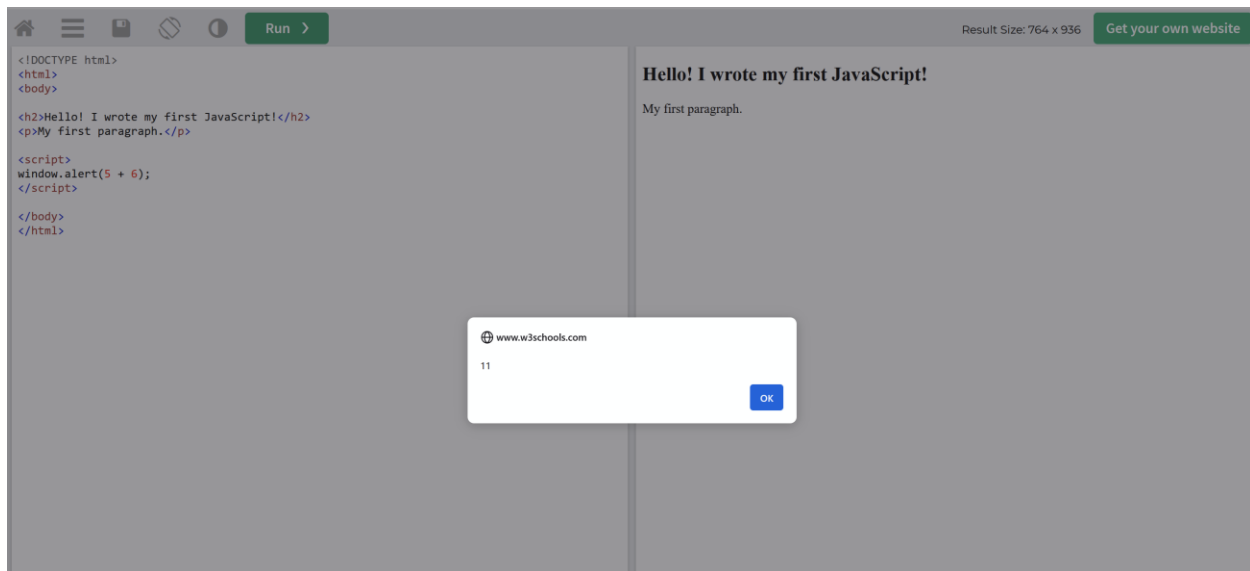<!DOCTYPE html>

<html>

<body>

<h1>A Basic Webpage</h1>

<p1>IST 110</p1>

<body>

<p>I am a student at Penn State, home of the Nittany Lions. This is our new logo.</p>

<!-- You can add the logo image here -->

<img src="https://www.psu.edu/PSU-mark-navy.jpg" alt="Nittany Lions Logo">

</body>

</html>

```
<!DOCTYPE html>
<html>
<body>

<h2>Hello! I wrote my first JavaScript!</h2>
<p>My first paragraph.</p>

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

</body>
</html>
```

Hello! I wrote my first JavaScript!

My first paragraph.

www.w3schools.com

11

OK

```
<!DOCTYPE html>
<html>
<body>
<h1>JavaScript HTML Events</h1>
<h2>The onclick Attribute</h2>

<button onclick="document.getElementById('demo').innerHTML=Date()"> What time is it, Roland?</button>

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

</body>
</html>
```

JavaScript HTML Events

The onclick Attribute

What time is it, Roland?

Thu Mar 21 2024 20:14:11 GMT-0400 (Eastern Daylight Time)

When the button is clicked the time displays below the button.

innerHTML=Date()

```
<!DOCTYPE html>
<html>
<body>
<h1>JavaScript HTML Events</h1>
<h2>The onclick Attribute</h2>

<button onclick="this.innerHTML=Date()">What time is it, Roland?</button>

</body>
</html>
```

JavaScript HTML Events

The onclick Attribute

Sun Mar 24 2024 12:11:43 GMT-0400 (Eastern Daylight Time)

When the button is clicked the time displays on the button

This.innerHTML=Date()

Run ›

```
<!DOCTYPE html>
<html>
<body>

<h2>JavaScript if .. else</h2>

<p>A time-based greeting:</p>

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

<script>
const time = new Date().getHours();
let greeting;
if (time < 10) {
  greeting = "Good morning";
} else if (time < 20) {
  greeting = "Good day";
} else {
  greeting = "Good evening";
}
document.getElementById("demo").innerHTML = greeting;
</script>

</body>
</html>
```

JavaScript if .. else

A time-based greeting:

Good day

Else if has the best control structure when it has multiple conditions to check.