

JavaScript Programs

Changing HTML Content

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

<h1>My First JavaScript</h1>

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

<script>
function myFunction()
{
x=document.getElementById("demo");      // Find the element
x.innerHTML="Hello JavaScript!";        // Change the content
}
</script>

<button type="button" onclick="myFunction()">Click Me!</button>

</body>
</html>
```

Output:

My First JavaScript

JavaScript can change the content of an HTML element.

Click Me!

Validating Input

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

<h1>My First JavaScript</h1>

<p>Please input a number.</p>

<input id="demo" type="text">

<script>
function myFunction()
{
var x=document.getElementById("demo").value;
if(x==""||isNaN(x))
{
    alert("Not Numeric");
}
</script>

<button type="button" onclick="myFunction()">Click Me!</button>

</body>
</html>
```

Output:

My First JavaScript

Please input a number.



Click Me!

Changing HTML Images

```
<!DOCTYPE html>

<html>
<body>
<script>

function changeImage()
{
element=document.getElementById('myimage')
if (element.src.match("bulbon"))
{
element.src="pic_bulboff.gif";
}
else
{
element.src="pic_bulbon.gif";
}
}
</script>
```

```

```

<p>Click the light bulb to turn on/off the light</p>

```
</body>
</html>
```

Output:

Before clicking on image:



Click the light bulb to turn on/off the light

After clicking on image:



Click the light bulb to turn on/off the light

JavaScript Variables

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

<script>
var x=5;
var y=6;
var z=x+y;

document.write(x + "<br>");
document.write(y + "<br>");
document.write(z + "<br>");
</script>

</body>
</html>
```

Output:

5
6
11

Local and Global Variable

A local variable can have the same name as a global variable, but it is entirely separate; changing the value of one variable has no effect on the other. Only the local version has meaning inside the function in which it is declared.

```
// Global definition of aCentaur.  
var aCentaur = "a horse with rider,";  
  
// A local aCentaur variable is declared in this function.  
function antiquities(){  
  
    var aCentaur = "A centaur is probably a mounted Scythian warrior";  
}  
  
antiquities();  
aCentaur += " as seen from a distance by a naive innocent.";  
  
document.write(aCentaur);  
  
// Output: "a horse with rider, as seen from a distance by a naive  
innocent."
```

If-else

```
function GetReaction(newShip, color, texture, dayOfWeek)
{
    // The test succeeds if the newShip Boolean value is true.
    if (newShip)
    {
        return "Champagne Bottle";
    }

    // The test succeeds if both conditions are true.
    if (color == "deep yellow" && texture == "large and small wrinkles")
    {
        return "Is it a crenshaw melon?";
    }

    // The test succeeds if either condition is true.
    if ((dayOfWeek == "Saturday") || (dayOfWeek == "Sunday"))
    {
        return "I'm off to the beach!";
    }
    else
    {
        return "I'm going to work.";
    }
}

var reaction = GetReaction(false, "deep yellow", "smooth", "Sunday");
document.write(reaction);

// Output: I'm off to the beach!
```