



Adapted from: https://www.w3schools.com/howto/howto_make_a_website.asp

Lesson 4 - Basic Javascript

In this lesson you will add basic interactivity to your website using Javascript.

Step 1 - HTML page with

1. Open your HTML editor and create a new file.
2. Type or copy and paste the code below into your editor
3. Right click thor.jpg and marvel.jpg and save as to your **myweb** folder
4. Save your html code into a new file called **image.html** in your **myweb** folder

index.html

```
<html>

  <img id='myimg' src='thor.jpg'> <!-- or marvel.jpg -->

</html>
```

- The attribute **id** is an identifier that can be used to reference the HTML element in JavaScript, so the element can be modified using code
 - The attribute **src** references an image on your local harddrive or www URL
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Step 2 - Add two buttons to your HTML that call a Javascript function

```
<button onclick="switchIt('thor.jpg') ">Thor</button>
<button onclick="switchIt('marval.jpg') ">Captain Marval</button>
```

- The `onclick` is an event that can be used to call a JavaScript function
 - `switchIt(image)` is a JavaScript function that can be called when button is clicked
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Step 3 - Add script area to HTML with JavaScript function

```
<script>
    function switchIt(image) {
        var imgdoc = document.getElementById('myimg')
        imgdoc.src = image; <!-- set <img> src attribute -->
    }
</script>
```

- The `<script>` tag allows JavaScript code to be run inside an HTML page
- `var imgdoc` is a variable that stores a value that is being assigned using `=`
- `document.getElementById('myimg')` searches the web-page (document) for an id of a certain name
- `function switchIt(image)` defines a function containing code that can be called from a button onclick event. `(image)` is the area of the function that receives data from the calling line of code, `image` is a variable that will contain the data sent into the function.



Step 5 - Adapt, update and share with peers and teachers

Let's face facts, the default code here is quite basic and unappealing. Use your HTML and CSS knowledge and creativity to improve this.

It is sometimes difficult to know if your page will be appealing to others. Be sure to share what you are doing with friends and your teachers.

At the end of the lesson, show your progress to your teacher to get **points!**