

- * let title = document.createElement("h1");
 title.className = "title";
 title.style.fontSize = "25px";
 title.style.color = "green";
 title.textContent = "Hello"; upto here it will not appear on the browser
 document.body.appendChild(title);
- document.body.removeChild(title); now that we targeted the body and have appended the element title it will appear on screen.
- * function maths() {
 let value = prompt("Solve this 50-30");
 if (value == 20) {
 document.getElementById('JS').innerHTML = "Success";
 document.getElementById('JS').style.backgroundColor = "green";
 } else {
 document.getElementById('JS').innerHTML = "Fail";
 document.getElementById('JS').style.backgroundColor = "red";
 }
 }
- * document.addEventListener("click", hello);
 function hello() {
 document.getElementById('JS').innerHTML = "Mouse Clicked";
 }

- * Event listeners
- ① Click
- ② dbl Click
- ③ mouse Enter
- ④ mouse Leave
- ⑤ mouse over
- ⑥ input
- ⑦ keydown
- ⑧ key Up
- ⑨ Keypress
- ⑩ Onload



HW
create small projects using all

* document . add Event listener ("mouse enter", hello);
 function hello () {
 document . get Element by ID ("js") . innerText = "Hello
 Mouse Entered";

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+ const btn = document . get Element by ID ('button');
 const randomColour = () => {
 let val = "0123456789abcdef";
 let cons = '#';
 for (let i = 0, i < 6, i + +) {
 cons = cons + val [Math . floor (Math . Random () * 16)];
 }
 return cons;
 console . log (randomColour());
 function changeColour () {
 document . body . style . backgroundColour = randomColour();
 }
 btn . add Event listener ('click', changeColour());

* document.designMode = "on";