Javascript Dom :-

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<h1 id="h">HEADING</h1>  
<input type="submit" value="clickme" onclick="fun()"/>  
<script>  
 **function** fun()  
 {  
 **var** x=document.getElementById("h").style.color="pink";  
  
 }  
  
</script>  
  
</body>  
</html>

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<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
// change the content of html elements  
<p id="p1">welcome</p>  
<script>  
 document.getElementById("p1").innerHTML="hello";  
</script>  
  
</body>  
</html>

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<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<p id="p1"> hello</p>  
<script>  
 document.getElementById("p1").style.color="blue";  
</script>  
  
</body>  
</html>

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// onclick event . find cubes 1 to 100

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<input type="text" id="t1"/>  
<input type="submit" value="findcube" onclick="fun()"/>  
<script>  
 **function** fun()  
 {  
 **var** num= document.getElementById("t1").value;  
 **for**(**var** i=1;i<=num;i++)  
 {  
  
 document.write(i\*i\*i);  
 document.write("<br>");  
 }  
 }  
</script>  
  
</body>

</html>

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//onclick event display o/p as alertbox when click on sayhello

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<p> Click the following button and see the result</p>  
<input type="submit" value="say hello" onclick="fun()">  
<script>  
 **function** fun() {  
 alert("hello world");  
 }  
  
</script>  
  
</body>  
</html>

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<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<select id="s1" onchange="fun()">  
 <option value="samsung">samsung</option>  
 <option value="nokia">nokia</option>  
 <option value="oppo">oppo</option>  
  
</select>  
<p>select one mobile</p>  
 <p id="p1"> </p>  
<script>  
 **function** fun() {  
 **var** x = document.getElementById("s1").value;  
 document.getElementById("p1").innerHTML = "You selected: " + x;  
  
 }  
</script>  
</body>  
</html>

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<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<input type="text" id="t1"/>  
<input type="submit" value="find square" ondblclick="fun()"/>  
<script>  
 **function** fun()  
 {  
 **var** num= document.getElementById("t1").value;  
 **for**(**var** i=1;i<=num;i++)  
 {  
  
 document.write(i\*i);  
 document.write("<br>");  
 }  
 }  
</script>  
  
</body>

</html>

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// by using onmouseover event to print numbers 1 to 10

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<input type="text" id="t1"/>  
<input type="submit" value="print numbers" onmouseover="fun()"/>  
<script>  
 **function** fun()  
 {  
 **var** num= document.getElementById("t1").value;  
 **for**(**var** i=1;i<=num;i++)  
 {  
  
 document.write(i);  
 document.write("<br>");  
 }  
 }  
</script>  
  
</body>

</html>

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// onsubmit Event to display alert box

<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <title>Title</title>  
</head>  
<body>  
<form action="/login.jsp" method="post" onsubmit="fun()">  
<input type="text" id="t1"/>  
<input type="submit" value="submit"/>  
</form>  
<script>  
 **function** fun()  
 {  
 document.getElementById("t1").value;  
 alert("data submitted");  
 }  
</script>  
</body>

</html>

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