manifest file  
{  
  
  "manifest\_version": 2,  
  "name": "Beastify",  
  "version": "1.0",  
  
  "description": "Adds a browser action icon to the toolbar. Click the  
button to choose a beast. The active tab's body content is then  
replaced with a picture of the chosen beast. See  
<https://developer.mozilla.org/en-US/Add-ons/WebExtensions/Examples#beastify>",  
  "homepage\_url":  
"<https://github.com/mdn/webextensions-examples/tree/master/beastify>",  
  "icons": {  
    "48": "icons/beasts-48.png"  
  },  
  
  "permissions": [  
    "activeTab"  
  ],  
  
  "browser\_action": {  
    "default\_icon": "icons/beasts-32.png",  
    "default\_title": "Beastify",  
    "default\_popup": "popup/choose\_beast.html"  
  },  
  
  "web\_accessible\_resources": [  
    "beasts/frog.jpg",  
    "beasts/turtle.jpg",  
    "beasts/snake.jpg"  
  ]  
  
}  
  
  
The icon  
"icons": {  
  "48": "icons/beasts-48.png",  
  "96": "icons/beasts-96.png"  
}  
  
the html file  
choose\_beast.html  
<!DOCTYPE html>  
  
<html>  
  <head>  
    <meta charset="utf-8">  
    <link rel="stylesheet" href="choose\_beast.css"/>  
  </head>  
  
  <body>  
    <div class="button beast">Frog</div>  
    <div class="button beast">Turtle</div>  
    <div class="button beast">Snake</div>  
    <div class="button clear">Reset</div>  
  
    <script src="choose\_beast.js"></script>  
  </body>  
  
</html>  
  
choose\_beast.css  
html, body {  
  width: 100px;  
}  
  
.button {  
  margin: 3% auto;  
  padding: 4px;  
  text-align: center;  
  font-size: 1.5em;  
  cursor: pointer;  
}  
  
.beast:hover {  
  background-color: #CFF2F2;  
}  
  
.beast {  
 background-color: #E5F2F2;  
}  
  
.clear {  
 background-color: #FBFBC9;  
}  
  
.clear:hover {  
 background-color: #EAEAC9;  
}  
  
choose\_beast.js  
/\*  
Given the name of a beast, get the URL to the corresponding image.  
\*/  
function beastNameToURL(beastName) {  
  switch (beastName) {  
    case "Frog":  
      return browser.extension.getURL("beasts/frog.jpg");  
    case "Snake":  
      return browser.extension.getURL("beasts/snake.jpg");  
    case "Turtle":  
      return browser.extension.getURL("beasts/turtle.jpg");  
  }  
}  
  
/\*  
Listen for clicks in the popup.  
  
If the click is on one of the beasts:  
  Inject the "beastify.js" content script in the active tab.  
  
  Then get the active tab and send "beastify.js" a message  
  containing the URL to the chosen beast's image.  
  
If it's on a button which contains class "clear":  
  Reload the page.  
  Close the popup. This is needed, as the content script malfunctions  
after page reloads.  
\*/  
  
document.addEventListener("click", (e) => {  
  if (e.target.classList.contains("beast")) {  
    var chosenBeast = e.target.textContent;  
    var chosenBeastURL = beastNameToURL(chosenBeast);  
  
    browser.tabs.executeScript(null, {  
      file: "/content\_scripts/beastify.js"  
    });  
  
    var gettingActiveTab = browser.tabs.query({active: true,  
currentWindow: true});  
    gettingActiveTab.then((tabs) => {  
      browser.tabs.sendMessage(tabs[0].id, {beastURL: chosenBeastURL});  
    });  
  }  
  else if (e.target.classList.contains("clear")) {  
    browser.tabs.reload();  
    window.close();  
  }  
});  
  
  
beastify.js  
/\*  
beastify():  
\* removes every node in the document.body,  
\* then inserts the chosen beast  
\* then removes itself as a listener  
\*/  
function beastify(request, sender, sendResponse) {  
  removeEverything();  
  insertBeast(request.beastURL);  
  browser.runtime.onMessage.removeListener(beastify);  
}  
  
/\*  
Remove every node under document.body  
\*/  
function removeEverything() {  
  while (document.body.firstChild) {  
    document.body.firstChild.remove();  
  }  
}  
  
/\*  
Given a URL to a beast image, create and style an IMG node pointing to  
that image, then insert the node into the document.  
\*/  
function insertBeast(beastURL) {  
  var beastImage = document.createElement("img");  
  beastImage.setAttribute("src", beastURL);  
  beastImage.setAttribute("style", "width: 100vw");  
  beastImage.setAttribute("style", "height: 100vh");  
  document.body.appendChild(beastImage);  
}  
  
/\*  
Assign beastify() as a listener for messages from the extension.  
\*/  
browser.runtime.onMessage.addListener(beastify);