**1. write a javascript to Select an element by its id attribute.**

<!DOCTYPE html>

<html>

<body>

<form>

Enter No:<input type="text" id="number" name="number"/><br/>

<input type="button" value="cube" onclick="getcube()"/>

</form>

<script type="text/javascript">

function getcube(){

var number=document.getElementById("number").value;

alert(number\*number\*number);

}

</script>

</body>

</html>

**2. write a javascript to Select elements by class name.**

<html>

<head> <h5>DOM Methods </h5> </head>

<body>

<div class="Class">

This is a simple classimplementation

</div>

<script type="text/javascript">

var x=document.getElementsByClassName('Class');

document.write("On calling x, it will return an array-like object: <br>"+x);

</script>

</body>

</html>

**3. write a javascript to Select elements by tag name.**

<!DOCTYPE html>

<html>

<body>

<p>Finding HTML Elements by Tag Name.</p>

<p>getElementsByTagName</p>

<p id="demo"></p>

<script>

const element = document.getElementsByTagName("p");

document.getElementById("demo").innerHTML = 'The text in first paragraph (index 0) is: ' + element[0].innerHTML;

</script>

</body>

</html>

**4. write a javascript to Select elements with css selectors.**

<!DOCTYPE html>

<html>

<body>

<h2>JavaScript in Body</h2>

<p id="demo"></p>

<h4 class="class"></h4>

<script>

document.querySelector("#demo").innerHTML = "Hello, This is 'ID' selector";

document.querySelector(".class").innerHTML = "Hello, This is 'class' selector";

</script>

</body>

</html>

**5. write a javascript to Select elements with name attribute.**

<!DOCTYPE html>

<html>

<body>

<form>

Male:<input type="radio" name="gender" value="male">

Female:<input type="radio" name="gender" value="female">

<input type="button" onclick="totalelements()" value="Total Genders">

</form>

<script type="text/javascript">

function totalelements()

{

var allgenders=document.getElementsByName("gender");

alert("Total Genders:"+allgenders.length);

}

</script>

</body>

</html>

**6. Generate JavaScript with onclick event.**

<html>

<head> JavascriptEvents </head>

<body>

<script language="Javascript" type="text/Javascript">

function clickevent()

{

document.write("This is JavaTpoint");

}

</script>

<form>

<input type="button" onclick="clickevent()" value="Who's this?"/>

</form>

</body>

</html>

**7. Generate JavaScript with onsubmit event.**

<!DOCTYPE html>

<html>

<body>

<p>When you submit the form, a function is triggered which alerts

some text.</p>

<form action="/action\_page.php" onsubmit="myFunction()">

Enter name: <input type="text" name="fname">

<input type="submit" value="Submit">

</form>

<script>

function myFunction() {

alert("The form was submitted");

}

</script>

</body>

</html>

**8. Generate JavaScript with ondblclick event.**

<!DOCTYPE html>

<html>

<body>

<h1>HTML DOM Events</h1>

<h2>The ondblclick Event</h2>

<p ondblclick="myFunction()">Double-click this paragraph to trigger

a function.</p>

<p id="demo"></p>

<script>

function myFunction() {

document.getElementById("demo").innerHTML += "Hello World ";

}

</script>

</body>

</html>

**9. Generate JavaScript with onmouseover event.**

<!DOCTYPE html>

<html>

<body>

<h1>JavaScript HTML Events</h1>

<h2>The onmouseover Attribute</h2>

<div onmouseover="mOver(this)" onmouseout="mOut(this)" style="background-color:#D94A38;width:120px;height:20px;padding:40px;">Mouse Over Me</div>

<script>

function mOver(obj) {

obj.innerHTML = "Thank You"

}

function mOut(obj) {

obj.innerHTML = "Mouse Over Me"

}

</script>

</body>

</html>

10 . Generate JavaScript with onfocus event.

<!DOCTYPE html>

<html>

<head>

<script>

function myFunction(x) {

x.style.background = "yellow";

}

</script>

</head>

<body>

<h1>JavaScript HTML Events</h1>

<h2>The onfocus Attribute</h2>

Enter your name: <input type="text" onfocus="myFunction(this)">

<p>When the input field gets focus, a function is triggered which changes the background-color.</p>

</body>

</html>