**CONTENT**

<!DOCTYPE html>

<html>

<body>

<h2>Use JavaScript to Change Text</h2>

<p>This example writes "Hello JavaScript!" into an HTML element with id="demo":</p>

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

<script>

document.getElementById("demo").innerHTML = "Hello JavaScript!";

</script>

</body>

</html>

**CHANGE ON CONTENT**

<!DOCTYPE html>

<html>

<body>

<h1>My First JavaScript</h1>

<p>JavaScript can change the content of an HTML element:</p>

<button type="button" onclick="myFunction()">Click Me!</button>

<p id="demo">This is a demonstration.</p>

<script>

function myFunction() {

document.getElementById("demo").innerHTML = "Hello JavaScript!";

}

</script>

</body>

</html>

**CHANGE ON STYLES**

<!DOCTYPE html>

<html>

<body>

<h1>My First JavaScript</h1>

<p id="demo">JavaScript can change the style of an HTML element.</p>

<script>

function myFunction() {

document.getElementById("demo").style.fontSize = "25px";

document.getElementById("demo").style.color = "red";

document.getElementById("demo").style.backgroundColor = "yellow";

}

</script>

<button type="button" onclick="myFunction()">Click Me!</button>

</body>

</html>

**#**

**CAN CHANGE ATTRIBUTES**

<!DOCTYPE html>

<html>

<body>

<h1>My First JavaScript</h1>

<p>Here, a JavaScript changes the value of the src (source) attribute of an image.</p>

<script>

function light(sw) {

var pic;

if (sw == 0) {

pic = "pic\_bulboff.gif"

} else {

pic = "pic\_bulbon.gif"

}

document.getElementById('myImage').src = pic;

}

</script>

<img id="myImage" src="pic\_bulboff.gif" width="100" height="180">

<p>

<button type="button" onclick="light(1)">Light On</button>

<button type="button" onclick="light(0)">Light Off</button>

</p>

</body>

</html>