# Changing Website Content:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Document</title>

</head>

<body>

<p id="text">Hello World</p>

<!--<button onclick="alert('Hello')">Click Me</button>-->

<button id="mybutton" onclick="">Change Text</button>

<p id="secondParagraph">Javascript is...</p>

<button id="SecondButton" onclick="">Append Text</button>

<script type="text/javascript">

//document.getElementById("text").innerHTML = "Hello Umang";

document.getElementById("mybutton").onclick = function(){

document.getElementById("text").innerHTML = "Hello Umang";

// alert("Button Clicked");

}

document.getElementById("SecondButton").onclick = function(){

document.getElementById("secondParagraph").innerHTML = document.getElementById("secondParagraph").innerHTML + "Awesome";

// alert("Button Clicked");

}

//alert('Page is Loaded'); // one line comment

/\* Multiline comment \*/

</script>

</body>

</html>

<!DOCTYPE html>

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<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Document</title>

</head>

<body>

<p id="text">Hello World</p>

<!--<button onclick="alert('Hello')">Click Me</button>-->

<button id="mybutton" onclick="">Change Text</button>

<p id="secondParagraph">Javascript is...</p>

<button id="SecondButton" onclick="">Append Text</button>

<p id="emptyparagraph"></p>

<button id="CreatPargraph" >Create Text</button>

<script type="text/javascript">

//document.getElementById("text").innerHTML = "Hello Umang";

document.getElementById("mybutton").onclick = function(){

document.getElementById("text").innerHTML = "Hello Umang";

// alert("Button Clicked");

}

document.getElementById("SecondButton").onclick = function(){

document.getElementById("secondParagraph").innerHTML

="I Think " + document.getElementById("secondParagraph").innerHTML + "Awesome";

// alert("Button Clicked");

}

document.getElementById("CreatPargraph").onclick = function(){

document.getElementById("emptyparagraph").innerHTML = "Hi There";

// alert("Button Clicked");

}

//alert('Page is Loaded'); // one line comment

/\* Multiline comment \*/

</script>

</body>

</html>

# Manipulate Style With JS:

<p id="moreText">This Is some Text</p>

<button id="styleText" >Style Text</button>

document.getElementById("styleText").onclick = function(){

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

document.getElementById("moreText").style.fontSize = "50px";

document.getElementById("moreText").style.display = "none";// to dispaly none

}

# Circle:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Circle</title>

<style type= "text/css">

.circle {

width: 200px;

height: 200px;

border-radius: 50%;

float: left;

margin: 50px;

}

#red-circle {

background-color: red;

}

#blue-circle {

background-color: blue;

}

#yellow-circle {

background-color: yellow;

}

</style>

</head>

<body>

<div class= "circle" id = "red-circle" ></div>

<div class= "circle" id = "blue-circle" ></div>

<div class= "circle" id = "yellow-circle" ></div>

<script type = "text/javascript">

</script>

</body>

</html>

## Circle Color Change:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Circle</title>

<style type= "text/css">

.circle {

width: 200px;

height: 200px;

border-radius: 50%;

float: left;

margin: 50px;

}

#red-circle {

background-color: red;

}

#blue-circle {

background-color: blue;

}

#yellow-circle {

background-color: yellow;

}

</style>

</head>

<body>

<div class= "circle" id = "red-circle" ></div>

<div class= "circle" id = "blue-circle" ></div>

<div class= "circle" id = "yellow-circle" ></div>

<script type = "text/javascript">

document.getElementById("red-circle").onclick = function(){

document.getElementById("red-circle").style.display = "none";

}

document.getElementById("blue-circle").onclick = function(){

document.getElementById("blue-circle").style.display = "none";

}

document.getElementById("yellow-circle").onclick = function(){

document.getElementById("yellow-circle").style.display = "none";

}

</script>

</body>

</html>

# Variable:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Variable</title>

</head>

<body>

<script>

var name = "Umang";

alert(name)

</script>

</body>

</html>

# Text Entered in alert as a result:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Variable</title>

</head>

<body>

<input type="text" id = "textinput">

<button id="TextChanger">Change the Text</button>

<p id = "text">This is some Text</p>

<script>

var name = "Umang";

//alert(name)

document.getElementById("TextChanger").onclick = function(){

var textentered = "";

textentered = document.getElementById("textinput").value;

alert(textentered);

//console.log(textentered); // to print on console

document.getElementById("text").innerHTML = textentered;

//alert("Hi Umang");

}

</script>

</body>

</html>

# Arrays:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Document</title>

</head>

<body>

<script>

var myArray = new Array();

myArray[0] = "pizza";

myArray[1] = "Chocolate";

var twits = ["Morning everybody","I love Coffee"];

twits.push("Back to work"); // to insert at end

//twits.splice(1,2); // to delete element 1 t0 1 , 1 to 2

twits.splice(1,0,"Cornflakes to breakfast"); // also add elemnt

//alert(twits[1]);

//alert(myArray);

console.log(twits); //console.log(myArray.length); for array length

</script>

</body>

</html>

# If Statement:

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Document</title>

</head>

<body>

<script>

var x = 2;

if (x==1){

alert("X is 1");

} else {

alert("X is not 1");

}

</script>

</body>

</html>

<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<meta name="viewport" content="width=device-width, initial-scale=1.0">

<meta http-equiv="X-UA-Compatible" content="ie=edge">

<title>Document</title>

</head>

<body>

<p>What is the magic wors?</p>

<p><input type="text" id = "magicworld"></p>

<p><button id = "checkmagicworld">Enter</button></p>

<script>

document.getElementById("checkmagicworld").onclick = function (){

var magicworentered = document.getElementById("magicworld").value;

alert(magicworentered);

}

/\*var x = 2;

if (x==1){

alert("X is 1");

} else {

alert("X is not 1");

}\*/

</script>

</body>

</html>

# Generate random No:

<script>

alert(Math.floor(Math.random() \* 6)); // To generate random no

</script>