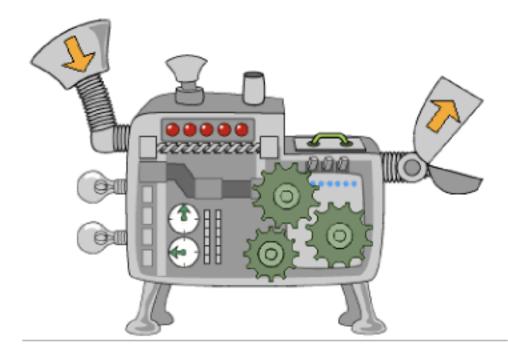
Version 1

Input/Output



```
Input: Output: Go
```

```
1 mported
                                                               function display(input) {
<!DOCTYPE html>
                                                                  return input.toUpperCase();
<html lang="en">
 <head>
   <title>Input/Output</title>
   <script src="display.js"></script>
   ≺script>
     function doIt()
       const input = document.getElementById("input").value,
  output = document.getElementById("output"))

√ result = disp(ay(input);
       output.value
                      result;
 </head>
  <body>
   <center>
     <h1>Input/Output</h1>
     <img
        alt="input-output"
       src="https://3.bp.blogspot.com/-u_Yi8z1_yJ8/WBtQazL681I/AAAAAAAAEHU/
         -K2q1HexnO0My0Ucq0IEQjynBpexkB-DgCLcB/s400/8233546_orig.gif"
     />
     <form>
       <label for="input">Input:
      √<input type="text" ide input"\
       <label for="output">Output:</label>
      /kinput type="text" id="output")readonly="readonly" />
       <input type="button" onClick="doIt()" value="Go" />
     </form>
                                             code tragment
   </center>
 </body>
</html>
```

```
add Eventh Sterre (event handler)
<!DOCTYPE html>
<html lang="en">
 <head>
   <title>Input/Output</title>
   \leftarrow! Load in display.js as a module. \rightarrow

Æ!— <script src="display.js"></script> → ✓
←!— Move this code into display.js →
                           t); La href="uni"> clichre 2/a>
   €!— <script>
     function doIt()
      const input = document.getElementById("input").value,
        output = document.getElementById("output"),
        result = display(input);
      output value = result;
   \langle script \rangle \longrightarrow
 </head>
                                                                                                                                        Go
                                                                                                 Input: hello, 326!
                                                                                                                    Output: |HELLO, 326!
 <body>
   <center>
     <h1>Input/Output</h1>
                                                                        // Assign event handlers to events.
     <img
                                                                        const button = document.getElementById("go-button");
      alt="input-output"
      src="https://3.bp.blogspot.com/-u_Yi8z1_yJ8/WBtQazL681I/AAAAAAAAAHU/
                                                                        // All event listeners are passed an event object. There are various things you
        -K2q1Hexn00My0Ucq0IEQjynBpexkB-DgCLcB/s400/8233546_orig.gif"
                                                                        dean do with this object
     />
                                                                        button.addEventListener(("click") function ((event))
     const input = document.getElementById("input"),
                                                                             output = document.getElementById("output"),
     <form>
                                                                            result = display(input.value);
       <label for="input">Input:
                                                                          output.value = result; 🗸
      <input type="text" id="input" />
      <label for="output">Output:</label>
       <input type="text" id="output" readonly="readonly" />
                                                                           // We prevent any default behavior that might occur. In this case, the default
      ←!— Remove the onClick="doIt()" code. Not a good way to do things.
                                                                           // is nothing. If it was a link, it would navigate to a new page.
           We will also give the button an id.
                                                                          event.preventDefault();

√ <!— <input type="button"(onClick="doIt()) value="Go" /> →
     <input type="button" id="go-button" value="Go" />
     </form>
                                                                        function display(input) {

√ center>

                                                                          return input.toUpperCase();
 </body>
</html>
```

```
<!DOCTYPE html>
<html lang="en">
                                                             Version 3
 <head>
   <title>Input/Output</title>
   <script type="module" src="display.js"></script> \)
 </head>
 <body>
   <center>
     <h1>Input/Output</h1>
     <img
       alt="input-output"
       src="https://3.bp.blogspot.com/-u_Yi8z1_yJ8/WBtQazL681I/AAAAAAAAEHU/
         -K2q1Hexn00My0Ucq0IEQjynBpexkB-DgCLcB/s400/8233546_orig.gif"
     />
     <form>
       <label for="input">Input:</label>
       <input type="text" id="input" />
       <label for="output">Output:</label>
       <input type="text" id="output" readonly="readonly" />
       ←!— Remove the button →
       ←!— <input type="button" id="go-button" value="Go" /> →
     </form>
   Input/Output
 </body>
</html>
```

Input: hello, 326

Output: HELLO, 326

```
// Assign event handlers to events.
 const input = document.getElementById("input");
 const output = document.getElementById("output");
 // With the button removed, we add an event listener to the input element. The
 // "keyup" event is triggered when a key is released. This causes our event
 /// handler to be invoked_
  input addEventListener("keyup), function (event)
   # Call the display function with the input value and assign the result to the
   // output.
   const result = display(input.value);/
   output.value = result;
   // Change the text and background color based on the result.
  √if (result == "") {
     // All elements have a style property that allows us to set CSS properties.
     // We will talk move above CSS later.
    output style backgroundColor = "white",
     output style color = "black";
     else {
                                    "yellow
     output.style.backgroundColor
     output.style.color = "red";
   // No need to prevent the default behavior as there isn't any.
· });
 function display(input) {
   return input.toUpperCase();
   Tunction foolevant) { - - - }
Input. add Event ("stener ("keyup", foo);
```

function eventhand W() ?

e addtvent Listener ("keymp", eventhandler);
Invokes
the
Function!