Events in JavaScript

Question 1: Create an HTML button that changes its text to "Clicked!" when clicked.

For example, Using JavaScript, we select the button element using document.getElementById(). We then add an event listener to the button for the "click" event. When the button is clicked, the event listener function changes the button's text content to "Clicked!".

Question 2: Create a webpage with an input field. When the user types in the input field, display the entered text in a <p> element below the input field.

For example, an HTML input field with the ID "textInput" and a paragraph element with the ID "displayText". We select both elements using document.getElementById(). We add an event listener to the input field for the "input" event. When the user types in the input field, the event listener function updates the paragraph's text content to the current value of the input field.

Question 3: Create an HTML page with an image. When the user hovers over the image, change its source to a different image, and when the user moves the mouse away, change it back to the original image.

For example, an HTML image with the ID "hoverImage". We select the image element using document.getElementById(). Store the original image source in the variable originalSrc and the new image source in the variable newSrc. Add two event listeners to the image: one for the "mouseenter" event (when the user hovers over the image) and one for the "mouseleave" event (when the user moves the mouse away).