

Simple Functions (No arguments)

```

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Navbar with DHTML</title>
<script language="JavaScript" type="text/JavaScript">
<!--
function raiseOne() {
    document.getElementById('button1').style.top = '-5px'
}
function lowerOne() {
    document.getElementById('button1').style.top = '0px'
}
function raiseTwo() {
    document.getElementById('button2').style.top = '-5px'
}
function lowerTwo() {
    document.getElementById('button2').style.top = '0px'
}
function raiseThree() {
    document.getElementById('button3').style.top = '-5px'
}
function lowerThree() {
    document.getElementById('button3').style.top = '0px'
}
-->
</script>
</head>

<body>
<h1>Navbar with DHTML</h1>
<p>



</p>
</body>
</html>
  
```

Functions with One Argument (Target element id must be specified)

```

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Navbar with DHTML</title>
<script language="JavaScript" type="text/JavaScript">
<!--
function raise(elt) {
    document.getElementById(elt).style.top = '-5px'
}
function lower(elt) {
    document.getElementById(elt).style.top = '0px'
}
-->
</script>
</head>

<body>
<h1>Navbar with DHTML</h1>
<p>



</p>
</body>
</html>
  
```

A Function with Two Arguments (Specify target element id and value)

```

<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>Navbar with DHTML</title>
<script language="JavaScript" type="text/JavaScript">
<!--
function changeTop(elt,newval) {
    document.getElementById(elt).style.top = newval
}
-->
</script>
</head>

<body>
<h1>Navbar with DHTML</h1>
<p>



</p>
</body>
</html>
  
```

Notice that as the functions become more flexible, you need fewer of them to accomplish the same effect. On the other hand, the function call becomes slightly more complex. The middle column probably has the best balance between flexibility and complexity for this example, and is easiest to understand.