

Object Reference via the Document Object Model

JavaScript
function
definitions

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<title>Referencing an Object through the Document Object Model</title>
<script><!--
// Javascript functions that will be called by events.
// Note that calling these more than once without reloading
// the page will appear to have no effect, since the change
// will already be visible.

// This function will replace the original image src (X.png)
// with a new image (O.png). This is a change to an intrinsic
// property.
function changeMyImg() {
    document.getElementById("MyImg").src = "g/O.png"
}

// This function will change the color of the sample text
// to blue. This is a change to a CSS style property.
function makeTextBlue() {
    document.getElementById("SampleText").style.color = "blue"
}

// This function will make the sample text letters two
// inches tall. This is a change to a CSS style property.
function makeTextBig() {
    document.getElementById("SampleText").style.fontSize = "2in"
}
--></script>
</head>

<body style="vertical-align: middle">
<h1>Referencing an Object through the Document Object Model</h1>

<p>This page contains several examples showing how to modify properties
of page elements through the W3C standard Document Object Model.
The first example shows modification of a tag property (the <tt>src</tt>
characteristic of an <tt>img</tt> tag). The next few show modification
of style properties of some text.</p>

<p>Note the javascript in the <tt>head</tt> area of this page. Although it is
read in and interpreted as the page loads, none of it actually executes until
the function is <i>called</i> -- when an event attached to some element is
triggered by the user's actions.</p>

<p> &nbsp; &lt;!-- An image.</p>

<p>Click this button to trigger an event that will change the image --&gt; &nbsp; <button
onClick="changeMyImg()">Change image <tt>src</tt></button></p>

<p><span id="SampleText">Modify me!</span> &nbsp; &lt;!-- Some text whose style we will modify.</p>

<p>Click this button to trigger an event that will change the text color --&gt; &nbsp; <button
onClick="makeTextBlue()">Make text blue</button></p>

<p>Click this button to trigger an event that will change the text size --&gt; &nbsp; <button
onClick="makeTextBig()">Make text big</button></p>

</body>
</html>
```

This *img* tag can
be referred to by
the id **MyImg**.

This *span* of text
has the id
SampleText.

An event (**onClick**) that calls a javascript
function: **makeTextBig()**.