

**How to:**  
**Image Change on Button Click**

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**General concept:**  
When a button is clicked on, one image will be replaced with another.

**Specific steps:**

1. Place the following HTML code within the <BODY> tags.

```
<FORM NAME = form1>
```

```
<IMG NAME = "IMG1" SRC="x.jpg" WIDTH = 200 HEIGHT = 100>
```

```
<INPUT TYPE = BUTTON VALUE = "Change Image" onClick = "ChangelImage()">
```

```
</FORM>
```

2. Place the following Javascript code after the </BODY> tag.

```
<SCRIPT LANGUAGE = Javascript>  
    function ChangelImage()  
    {  
  
        document.form1.IMG1.src = "y.jpg"  
  
    }  
</SCRIPT>
```

3. First you give the <FORM> tag a name. The example calls it form1.
4. Give the <IMG> tag a name as well. The example calls it IMG1.
5. The SRC attribute is the image that will be originally displayed, in this case being x.jpg
6. WIDTH and HEIGHT are optional elements of the <IMG> tag, but this will cause the image(s) to be the same size when viewed.
7. The <INPUT TYPE=BUTTON> tells the browser that there is to be a button, while the VALUE attribute is the text that will appear on the button. In this example the text on the button is Change Image.
8. onClick tells the browser that when the button is clicked upon, an event will occur. This example calls the onClick attribute ChangelImage()
9. Close the FORM
10. Now comes the Javascript part! The Java script is to be written after the BODY tag is closed. <SCRIPT LANGUAGE=Javascript> Tells the browser that the following code is in Javascript and not HTML

11. The function in the first line of your Javascript is followed by the attribute you gave to the onClick command, in this example it looks like this:  
    function Change Image()
12. Be sure to include the {} in the code. Inside the brackets, place the following in order:  
    document. *name of form* . *name of image* . src=" *image to be flipped to* "  
    Do not include spaces between the periods.
13. Do not forget to close the <SCRIPT> command.

**Software required:**

**Name;**       Browser capable of Javascript

**Version;**

**Platform;**   Win/Mac

**Status;**     Commercial

**Source;**