

```
// Shows how it is difficult to pass parameters to a callback function.
// This doesn't work because the js file tries to assign (through setAttribute()) a callback function
// that passes a parameter.
// In particular, this assigns a callback function that is a call to "toConsole()" that tries and fails
// to pass a String as a parameter.
```

```
function addNode(parent, element, nameId, text)
{
    var childEl = document.createElement(element);
    childEl.setAttribute("id", nameId);
    childEl.setAttribute("name", nameId);
    if (text != "")
    {
        textNode = document.createTextNode(text);
        childEl.appendChild(textNode);
    }
    parent.appendChild(childEl);
    return childEl;
}
```

```
// writes 'data' to the element on the page with id 'console'
function toConsole(data)
{
    var console = document.getElementById('console');
    if (console!=null)
    {
        var newline = document.createElement("div");
        console.appendChild(newline);
        var txt = document.createTextNode(data);
        newline.appendChild(txt);
    }
}
```

```
//creates a button that tries but fails to say hello when clicked
function makeHelloButton()
{
    var p2 = document.getElementById("buttons");
    var button = addNode(p2, "input", "helloButton", "Hello");
    button.setAttribute("type", "button");
    button.setAttribute("value", "Hello");
    var greeting = 'hello';
    button.setAttribute("onclick", "toConsole(greeting)");
    // How to set the callback function to be a function call with a parameter?
    // By the time toConsole() is called, the argument greeting is not defined.
}
```

```
// creates the button and waits for user to click it
window.onload=function()
{
    makeHelloButton();
}
```