# Different ways to handle events

```
// Overwrite the existing handler
e.onclick = function(e){

    ...

};


// Add another event handler
e.addEventListener('click', function(e){

    ...

});
```

# User-defined events and listeners

```javascript
// Listen for the event
document.addEventListener('myEvent', function(e){
    ...
});


// Dispatch the event
document.dispatchEvent(new Event('myEvent'));
```