

JavaScript

Working with Events

How Events Work



User

Clicks a link.



Browser

`` was clicked. Here's an event object with all the details.



Designer

Ok, thanks! Show them our navigation modal window.

What's an Event?

- A JavaScript Object!
- As you browse the web, the browser is constantly telling you what the user is doing.
- You can “listen” for different events.
- When the browser tells you about an event, you can “handle” it.

Types of Events

- Browser Events
- User Interface Events
- DOM Events
- Form Events

Common Window Events

scroll
resize
load
unload
error

Mouse Events

click
dblclick
mousedown
mouseup
mousemove
mouseover
mouseout

Keyboard Events

keydown

keyup

keypress

CSS Animation Events

animationstart
animationend
animationiteration
transitionend

How To Handle Events

```
1  // Step 1: Select an Element
2  var myElem = document.querySelector('.myClass');
3
4  // Step 2: Tell the browser what event you're listening for
5  // and tell it how to handle the event.
6  myElem.addEventListener('click', myFunction);
7
8  // Step 3: Write your function!
9  function myFunction (event) {
10 |     // Do something here...
11 | }
12 |
```

The Event Object

- Gives you a ton of information!
- Most importantly the type of event and the target of the event.
- Has two methods.

Important Event Properties

target

```
event.target;
```

type

```
event.type;
```

Event Methods

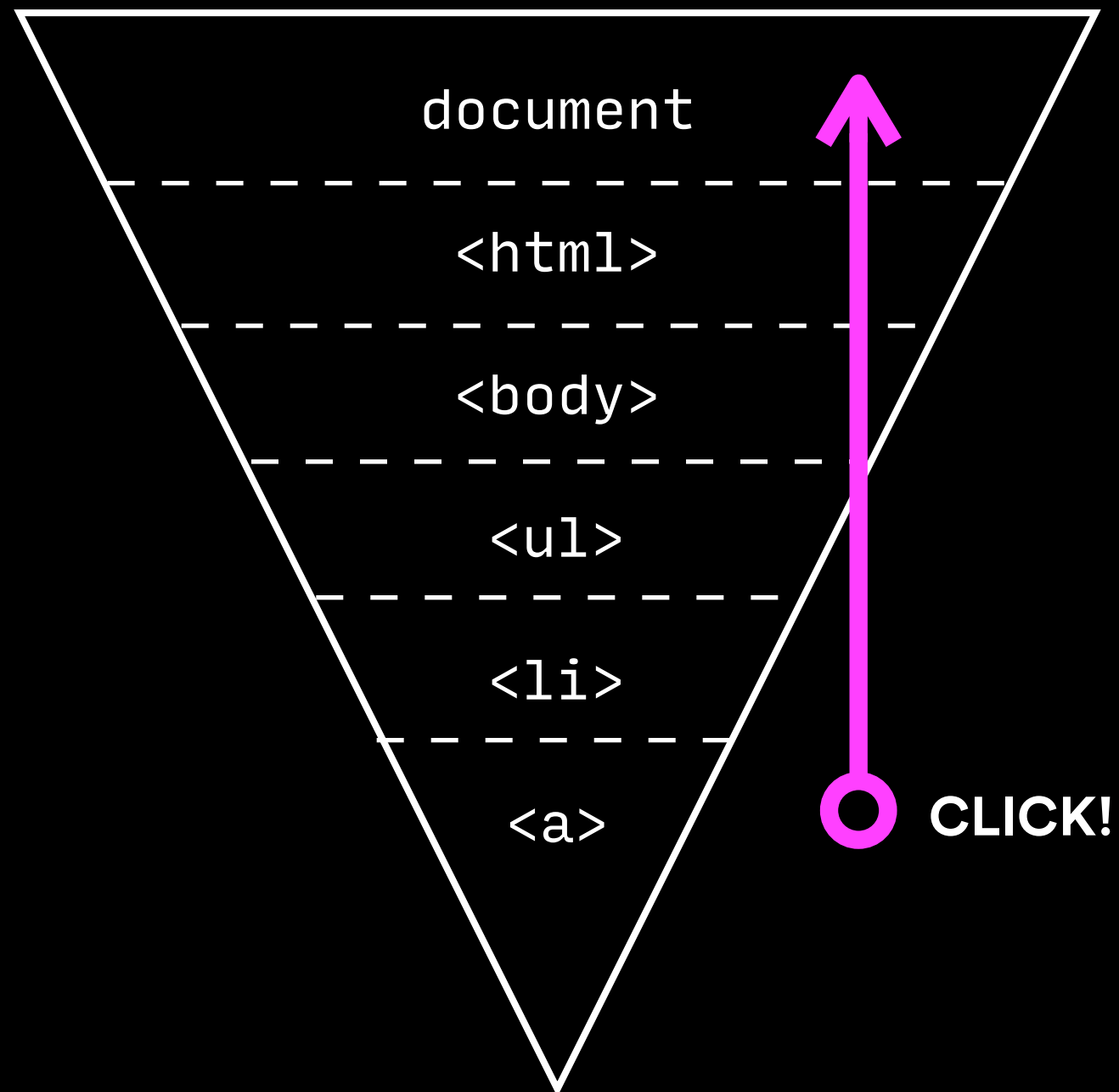
Cancel default
behavior of browser

```
event.preventDefault();
```

Stop event from
bubbling

```
event.stopPropagation();
```

Event Bubbling



Putting it all together