



CMPSC 302

WEB DEVELOPMENT



One to many; many to one

Raw selector



```
var gameBtns = document.querySelectorAll(".game-button");
```

```
gameBtns.forEach(elem => {  
  elem.addEventListener("click", (e) => {  
    console.log(e.target.id);  
  });  
});
```



One to many; many to one

```
var gameBtns = document.querySelectorAll(".game-button");
```

```
gameBtns.forEach(elem => {  
  elem.addEventListener("click", (e) => {  
    let selected = e.target.id;  
  });  
});
```

let creates this variable only in the `addEventListener` "scope"



One to many; many to one

```
var gameBtns = document.querySelectorAll(".game-button");
```

```
var userChoices = [];
```

← creates an “array” which holds many values rather than one

```
gameBtns.forEach(elem => {
```

```
  elem.addEventListener("click", (e) => {
```

```
    let selected = e.target.id;
```

```
    userChoices.push(selected);
```

```
  });
```

```
});
```

← adds to the array above



Different selectors

- * We have the ability to target any element by virtually any selector.
- * For example:

```
const data = elem.getAttribute("data-button");
```

- * And then use this attribute as a query selector:

```
const sound = document.querySelector(`[data-sound='${data}']`);
```



Sounding off

```
let sound = document.querySelector(`[data-sound='${data}']`);  
sound.play();
```