JavaScript Day - 17

Capturing and bubbling allow us to implement one of the most powerful event handling patterns called event delegation.

The idea is that if we have a lot of elements handled in a similar way, then instead of assigning a handler to each of them – we put a single handler on their common ancestor.

In the handler we get event.target to see where the event actually happened and handle it.

```
<em>Bagua</em> Chart: Direction, Element, Color, Meaning
  (tr>
    <strong>Northwest</strong><br>Metal<br>Silver<br>Elders
    ...
    ...
  10
  ...2 more lines of this kind...
```

```
let selectedTd;
 2
    table.onclick = function(event) {
      let target = event.target; // where was the click?
 4
      if (target.tagName != 'TD') return; // not on TD? Then we're not interested
      highlight(target); // highlight it
 9
10
    function highlight(td) {
      if (selectedTd) { // remove the existing highlight if any
12
13
        selectedTd.classList.remove('highlight');
14
15
      selectedTd = td;
16
      selectedTd.classList.add('highlight'); // highlight the new td
```

There is one drawback of the previous code

The click may occur not on the , but inside it.

In the handler table.onclick we should take such event.target and find out whether the click was inside or not.

Here's the improved code:

```
1 table.onclick = function(event) {
2  let td = event.target.closest('td'); // (1)
3
4  if (!td) return; // (2)
5
6  if (!table.contains(td)) return; // (3)
7
8  highlight(td); // (4)
9 };
```

- The method elem.closest(selector) returns the nearest ancestor that matches the selector. In our case we look for on the way up from the source element.
- If event.target is not inside any , then the call returns immediately, as there's nothing to do.
- In case of nested tables, event.target may be a , but lying outside of the current table. So we check if that's actually our table's .
- And, if it's so, then highlight it.