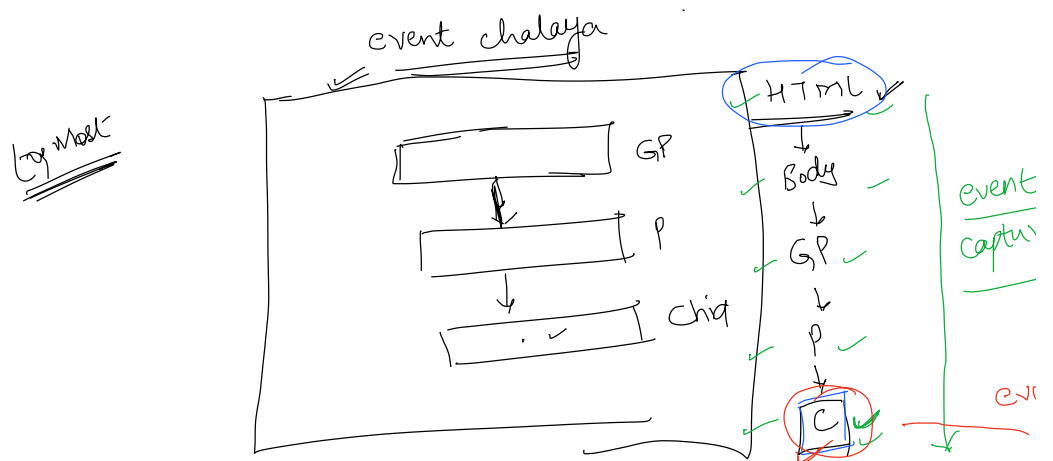
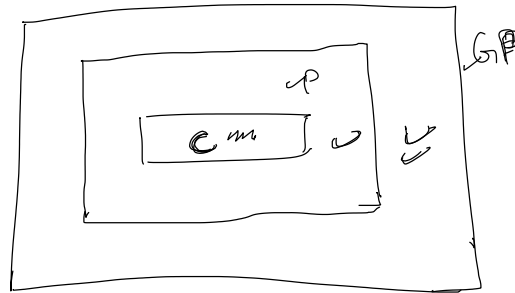


Snake game on Prev. day-34

Event life cycle

event trigger undergoes 3 phases.

- ① event capturing
- ② event target
- ③ event bubbling



Nutshell → event starts triggering from
Top Most level. → CP (capturing phase)

target to Top Most Back →

element.addEvent listener()

✓ +

useCapture → ① Boolean ✓
✓ ② by default → false

① ✓

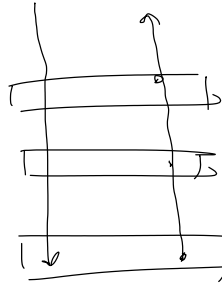
② ✓

③ ✓

GP

P

C



dg(GI) ✓

dg(P) ✓

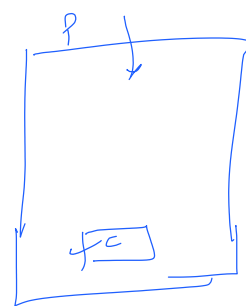
Target

✓ ~~dg~~ (child) ✓

②b

②b

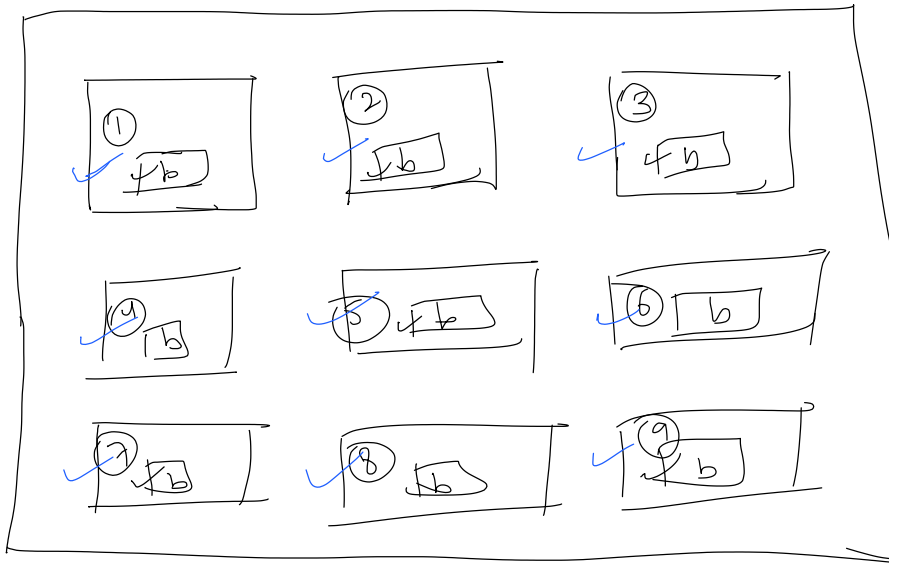
(Default) false → cb will run in bubble
true → cb will run in capture



Propagation ✓ Rokra

event → $\begin{pmatrix} e \\ e \end{pmatrix}$

Loop



Bad practise

