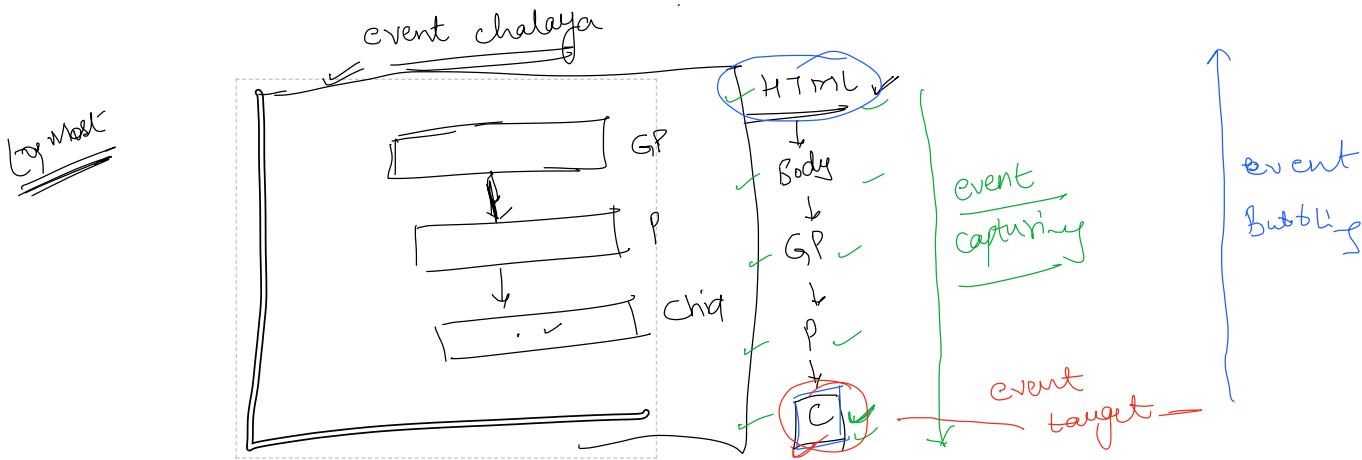
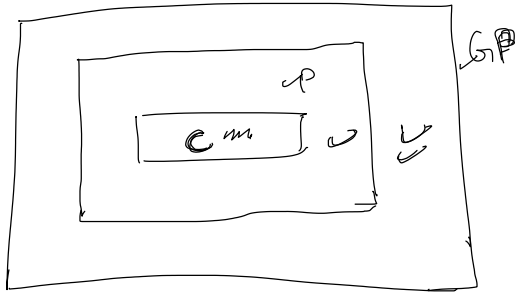


Snake game on Prev. day-34

Event life cycle

event trigger undergoes 3 phases .

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

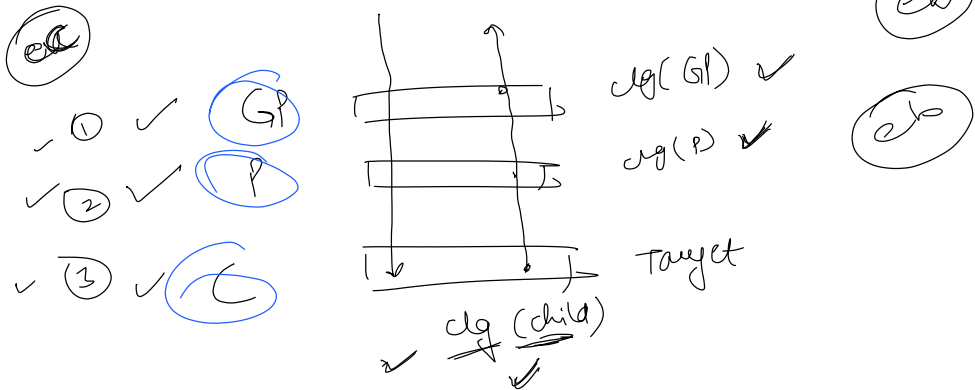


Nutshell → event starts triggering from the Top Most level . → CP capturing phase

target to Top Most Back → Bubbling phase

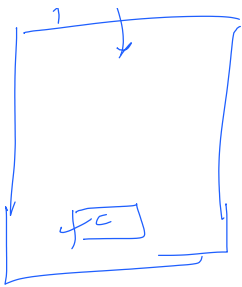
element.addEvent listener()

useCapture → ① Boolean ✓
✓ ② by default → false



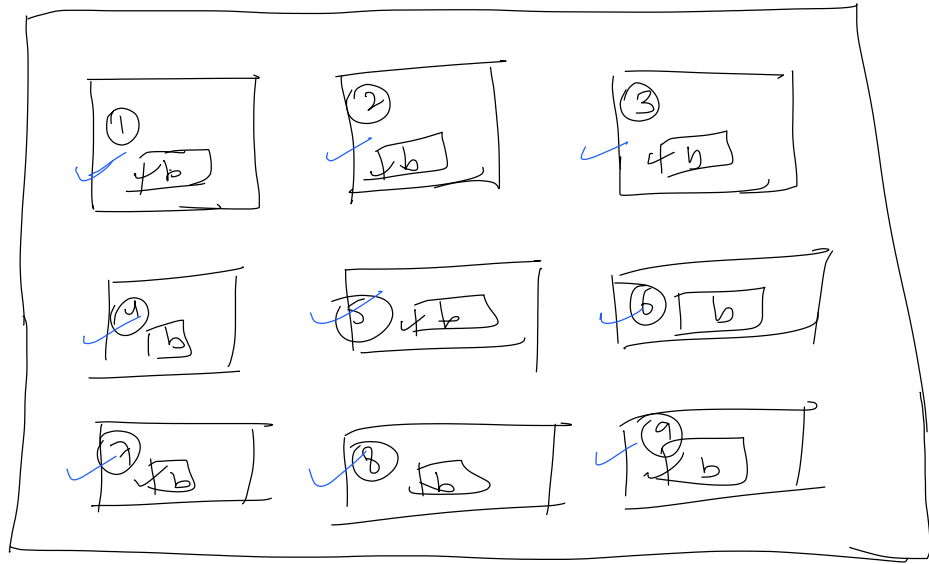
(Default) false → cb will run in bubbling phase
true → cb will run in capturing phase

Propagation ✓ Rokna



event \rightarrow (e, event)
 e

Loop



Bad practise