

# Events Lab

## Choosing a film

1. Edit LandingPage.js in your IDE. It is showing your film data. Our eventual goal will be to allow a user to click on a film to get details for that film and hopefully buy tickets. Let's do the first half of that right now by creating a click event of the entire <section>.
2. Go ahead and add that click event. Name the function behind the click event "chooseFilm()". It should simply console.log() that it was clicked.
3. Run and test. Seeing the console.log()? Cool. Let's spice it up a bit.
4. Make the click pass the entire film to the handler and console.log() the entire film.
5. Run and test. Once you get each film section console.logging() its own film, you can move on.

## Choosing a date

Still in LandingPage, remember that we have a control that will allow the user to select a date that they want to see a show. Let's make that work.

6. Find the date control. Add an onChange event to it. Just like before, have the event listener call a handler function named chooseDate().
7. chooseDate() should receive in a parameter -- call it "e" -- and console.log() it.
8. Make sure your listener is passing the event object into chooseDate().
9. Run and test. When you choose a date, you should see the entire event object logged in the console. Examine that object.
10. Change chooseDate() to console.log only e.target.value. When you run it you should see just the date chosen.

This is okay, but it has a code smell. The handler is called chooseDate but it is receiving in an event instead of a date. This means that it is too tightly coupled to a DOM object. Let's refactor this to separate them just a bit more.

11. Change the handler so that it passes only the value. Something like this should do it:

```
onChange={ e => chooseDate(e.target.value) }
```

Cool, right?

12. Modify chooseDate to expect a date instead of the whole event object.
13. Run and test. Make sure you're passing only the date and that only the date is being console.logged().

## PickSeats

The PickSeats component has a few events we can wire up at this point, namely the checkout button and choosing individual seats themselves.

14. Edit PickSeats.js in your IDE. Locate the checkout button. Put an onClick event handler on it. It should call a method called goToCheckout().
15. Create the goToCheckout function. In it, just console.log("Checking out").
16. Run and test. Make sure your button is working.
17. The list of seats themselves should be clickable. Add a click event to each one of them. It should call selectSeat().
18. Create the selectSeat() function. It also can just console.log("Selected seat").

19. Run and test.

## Logging in and checking out

20. Edit the Checkout component in your IDE. Add a click event to the purchase button. It should call a new function called `checkout()`.
21. The checkout method should just `console.log("Checking out")` for now.
22. Do the same thing for the Login component and the login button but with a method called `login()`.