

Event Handling Lesson Learning Objectives

Below is a complete list of the terminal learning objectives for this lesson.

When you complete this lesson, you should be able to perform each of the following objectives. These objectives capture how you may be evaluated on the assessment for this lesson.

1. Given an HTML page that includes `<button id="increment-count">I have been clicked 0 times</button>`, write JavaScript that increases the value of the content of `span#clicked-count` by 1 every time `button#increment-count` is clicked.
2. Given an HTML page that includes `<input type="checkbox" id="on-off"><div id="now-you-see-me">Now you see me</div>`, write JavaScript that sets the display of `div#now-you-see-me` to "none" when `input#on-off` is checked and to "block" when `input#on-off` is not checked.
3. Given an HTML file that includes `<input id="stopper" type="text" placeholder="Quick! Type STOP">`, write JavaScript that will change the background color of the page to cyan five seconds after a page loads unless the field `input#stopper` contains only the text "STOP".
4. Given an HTML page with that includes `<input type="text" id="fancypants">`, write JavaScript that changes the background color of the textbox to #E8F5E9 when the caret is in the textbox and turns it back to its normal color when focus is elsewhere.
5. Given an HTML page that includes a form with two password fields, write JavaScript that subscribes to the forms submission event and cancels it if the values in the two password fields differ.
6. Given an HTML page that includes a div styled as a square with a red background, write JavaScript that allows a user to drag the square around the screen.
7. Given an HTML page that has 300 DIVs, create one click event subscription that will print the id of the element clicked on to the console.
8. Identify the definition of the bubbling principle.