The **target** property of the `Event` interface is a reference to the object onto which the event was dispatched. It is different from `Event.currentTarget` when the event handler is called during the bubbling or capturing phase of the event.

Syntax

```
const theTarget = someEvent.target;
```

Value

`EventTarget`

Example

The `event.target` property can be used in order to implement **event delegation**.

```
// Make a list
const ul = document.createElement('ul');
document.body.appendChild(ul);

const li1 = document.createElement('li');
const li2 = document.createElement('li');
ul.appendChild(li1);
ul.appendChild(li2);

function hide(evt) {
  // e.target refers to the clicked <li> element
  // This is different than e.currentTarget, which would refer to the p
  evt.target.style.visibility = 'hidden';
}

// Attach the listener to the list
```

```
// It will fire when each <li> is clicked
ul.addEventListener('click', hide, false);
```