

The **bubbles** read-only property of the `Event` interface indicates whether the event bubbles up through the DOM or not.

Note: See Event bubbling and capture for more information on bubbling.

Syntax

```
var doesItBubble = event.bubbles;
```

Value

A Boolean, which is `true` if the event bubbles up through the DOM.

Example

```
function handleInput(e) {  
    // Checks whether the event bubbles and ...  
    if (!e.bubbles) {  
        // ... passes the event along if does not  
        passItOn(e);  
    }  
  
    // Already bubbling  
    doOutput(e);  
}
```

Note: Only certain events can bubble. Events that do bubble have this property set to `true`. You can use this property to check if an event is allowed to bubble or not.