


Moving Things with JavaScript by Acting on Events

- Due No Due Date
- Points 1
- Submitting a website url

 <https://github.com/learn-co-curriculum/phase-0-javascript-events-acting-on-events-lab>  <https://github.com/learn-co-curriculum/phase-0-javascript-events-acting-on-events-lab/issues/new>

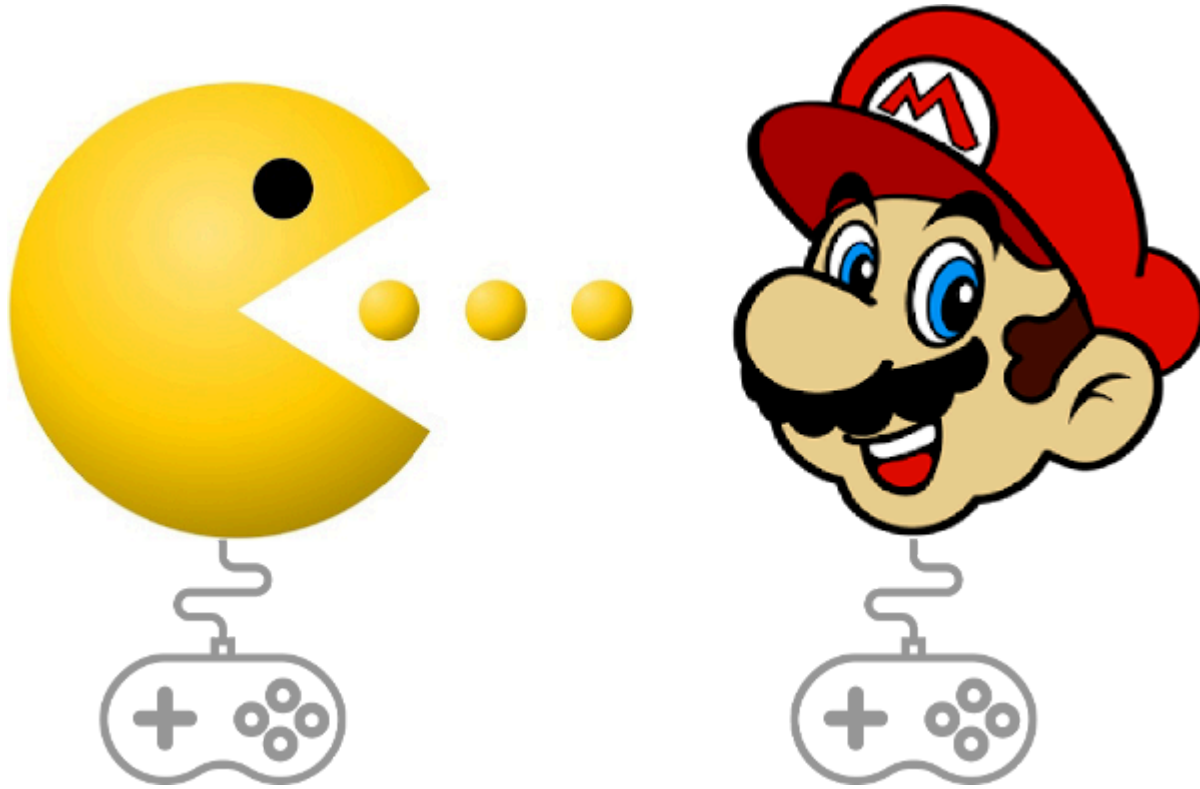
Learning Goals

- Practice moving elements on the page
- Demonstrate how to move an element in response to a browser event
- Demonstrate how to update an element's position on the page conditionally

Introduction

Think back to the first video game you played.

Think about the mechanics of that game. When you *tilted* a joystick or *pressed* a button it responded to your whims. It pulled you into its story by giving you a window into its world and a way of interacting with — shaping, even — that world. When you performed an **event**, the computer made the world respond: the little plumber from Brooklyn jumped (*Super Mario Franchise*), the undead warrior slashed at an evil foe (*Dark Souls*), or the banana-yellow guy ate the power pellet (*Pac-Man*).



Programming means that you can create such a world for other people. Sure, it'll be a while before you're ready to build something like one of the classic games above, but we can start with the essential steps. In this lab we'll learn how to move an element on a page in response to an *event*.

If you haven't already, **fork and clone** this lab into your local environment. Navigate into its directory in the terminal, then run `code .` to open the files in Visual Studio Code.

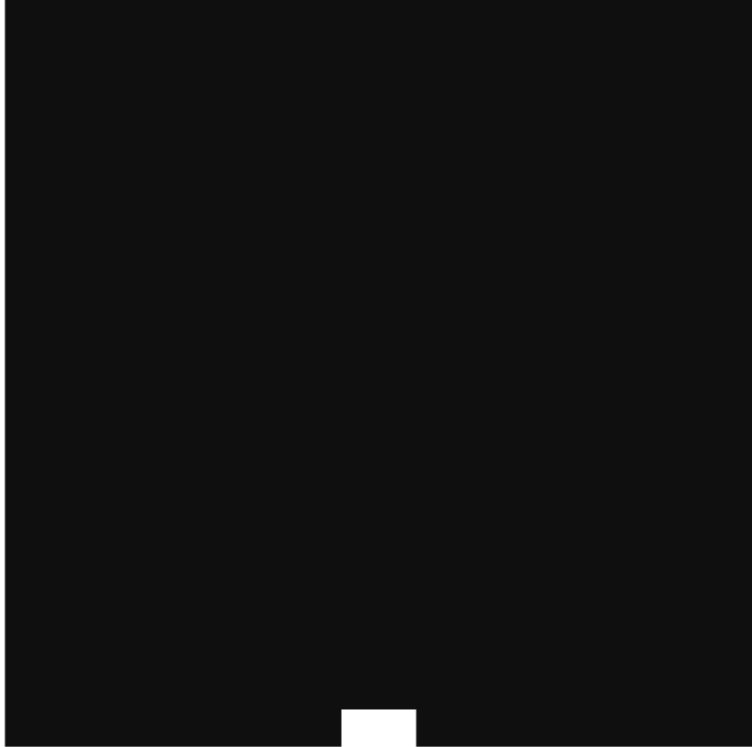
Go ahead and run the tests. You'll see that you need to create two functions to get the tests passing: `moveDodgerLeft()` and `moveDodgerRight()`. We'll write `moveDodgerLeft()` together, then you'll create `moveDodgerRight()` on your own.

Practice Moving Elements on the Page

Rock Dodger! (Beta) x +

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```
<!DOCTYPE html>
<html lang="en">
  <head>...</head>
  <body>
    ... <div id="game"> == $0
      <div id="dodger" style="bottom: 0px; left: 180px;"></div>
    </div>
    <script type="text/javascript" src="index.js"></script>
  </body>
</html>
```

html body div#game

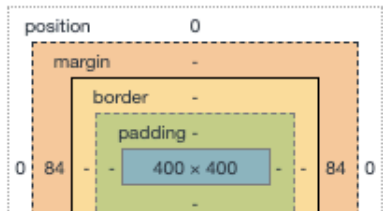
Styles Computed Layout Event Listeners DOM Breakpoints Properties >>

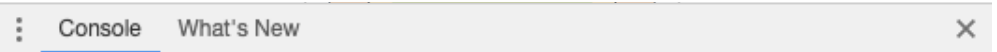
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element.style {
}

#game { index.css:8
background-color: ■ #111;
height: 400px;
margin: ▶ 0 auto;
overflow: ▶ hidden;
position: relative;
text-align: center;
width: 400px;
}

div { user agent stylesheet
display: block;
}





Open `index.html` in the browser. You'll see a black square which represents the game field and a white rectangle at the bottom of that field which is our game piece, the dodger. Now open DevTools and click on the Elements tab. You'll see that the game field is a `<div>` with an `id` of "game." Expand that `div` and you'll see that the game piece is a second, nested `<div>` with an `id` of "dodger."

Click on the game `div` and take a look at its CSS in the styles tab. You'll see that the game field has a height and width of 400px. Now click on the dodger and note that it has a height of 20px and a width of 40px. Finally, take a look at the inline style on the dodger `<div>`: the `bottom` and `left` properties define the dodger's starting position *relative to its parent element, the game field*. In other words, the lower left corner of the game field corresponds to `left` and `bottom` positions of 0px. The starting values of the dodger's `bottom` and `left` properties are what places it at the bottom center of the game field when our game launches.

Before we can use JavaScript to move the dodger, we first need to grab it and save a reference to it in a variable. Enter the following in the console:

```
const dodger = document.getElementById("dodger");
```

Awesome. Now let's change its color:

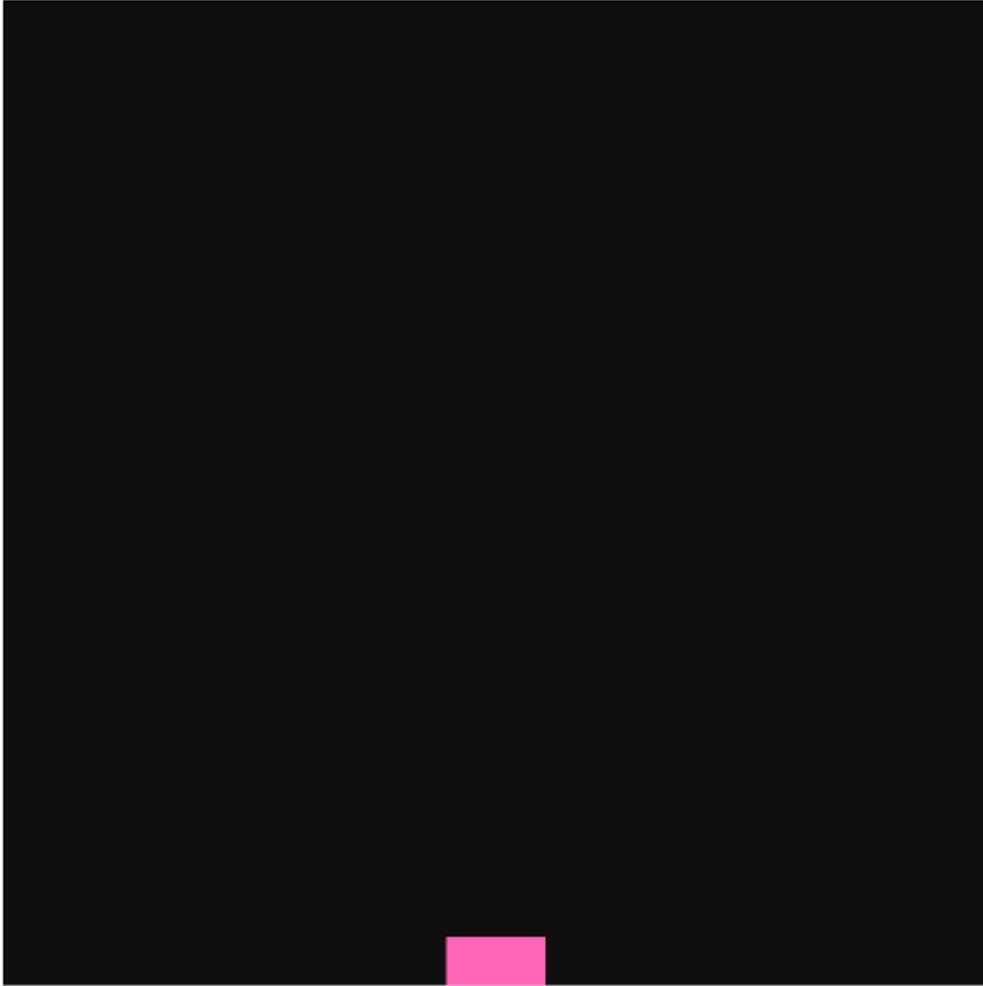
```
dodger.style.backgroundColor = "#000000";
```

Whoa, where'd it go? Well, we changed the color to `#000000`, another way of expressing "black." So it just blends in with the background.

Let's change it to something more visible.

```
dodger.style.backgroundColor = "#FF69B4";
```

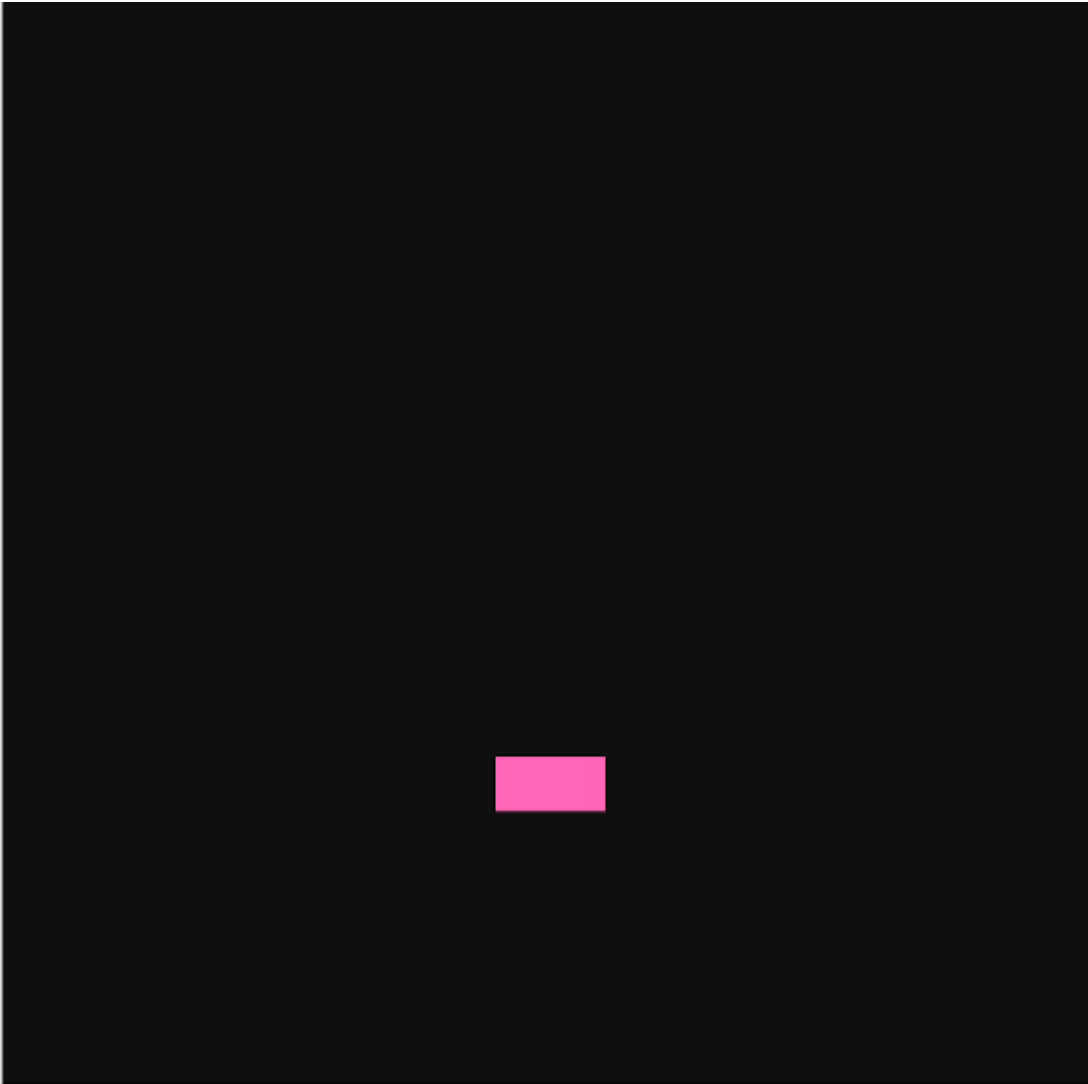
Much better!



Accessing the `style` property of the `dodger` element allows us to change things like the `backgroundColor` , `height` , `width` , etc. We can also use it to change an element's position on the page.

Let's start by moving the element up:

```
dodger.style.bottom = "100px";
```



Note: Even though we're talking about *numeric* coordinates, note that we need to move the dodger by assigning a new *string value*.

We can verify our dodger's current position by simply typing `dodger.style.left` or `dodger.style.bottom` into the console.

Let's return it to where it started by resetting the `bottom` attribute:

```
dodger.style.bottom = "0px";
```

Now let's visually verify that the dodger's position is determined relative to the game field by changing its `left` attribute:

```
dodger.style.left = "0px";
```

You should see the dodger nestled up against the bottom left corner of the game field.

Demonstrate How to Move an Element in Response to a Browser Event


Now that we know how to write the code to move the dodger, let's figure out how to tie that action to an event.

Let's say we want the user to be able to move the dodger to the left using the left arrow key. We learned in an earlier lesson that, when a key is pressed, the `keydown` event provides a code to indicate which key it was. So the first thing we have to do is figure out what code is used to identify the left arrow key. We could look it up, but we're programmers — let's explore!

So what do we mean when we say that an event provides a code? Any time an event listener is in place and the event it's listening for is triggered, a JavaScript object containing a bunch of information about the event is **automatically** passed as an argument to the callback function. We can access that object and the information it contains by defining a parameter for the callback. It looks like this:

```
document.addEventListener("keydown", function (event) {  
  console.log(event);  
});
```

By defining the `event` parameter in the parentheses, we've given the body of the callback access to that event object, which is what allows us to log it to the console. Note that, as with any JavaScript parameter (and, in fact, any JavaScript variable), we can give it any valid JavaScript variable name we like. By convention, and in keeping with programming best practice of using meaningful variable names, the name JavaScript programmers use for this parameter is usually either `event` or `e`. You will see these in a lot of JavaScript code, and we recommend you use them as well.

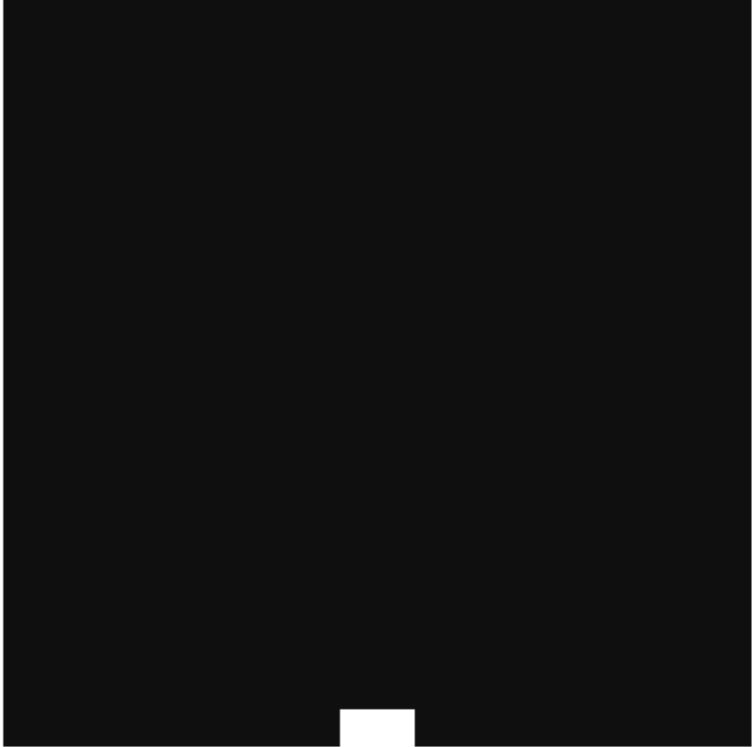
This pattern, when you first encounter it, is tricky to wrap your head around. Don't worry if it doesn't make total sense yet — it will become clearer as you continue through the curriculum. You might also want to read the excellent accepted answer in [this Stack Overflow thread](https://stackoverflow.com/questions/35936365/what-exactly-is-the-parameter-e-event-and-why-pass-it-to-javascript-functions)  (<https://stackoverflow.com/questions/35936365/what-exactly-is-the-parameter-e-event-and-why-pass-it-to-javascript-functions>).

Let's take a look at what that event object looks like. Enter the code above into the console then click in the browser window (where the game field and dodger are rendered). Now, if you press the left arrow key, you should see a `KeyboardEvent` logged in the console. Expand the event and you'll see its properties listed; the one we're interested in is the `key` property. Try pressing some other keys as well and check out their `key` properties.

Rock Dodger! (Beta) x +

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```
> document.addEventListener("keydown", function(event) {
  console.log(event);
});
```

< undefined

VM933:2

```
KeyboardEvent {isTrusted: true, key: "ArrowLeft", code: "ArrowLeft", loc
ation: 0, ctrlKey: false, ...}
  altKey: false
  bubbles: true
  cancelBubble: false
  cancelable: true
  charCode: 0
  code: "ArrowLeft"
  composed: true
  ctrlKey: false
  currentTarget: null
  defaultPrevented: false
  detail: 0
  eventPhase: 0
  isComposing: false
  isTrusted: true
  key: "ArrowLeft"
  keyCode: 37
  location: 0
  metaKey: false
  path: (4) [body, html, document, Window]
  repeat: false
  returnValue: true
  shiftKey: false
  sourceCapabilities: InputDeviceCapabilities {firesTouchEvents: false}
  srcElement: body
  target: body
  timeStamp: 231118.759999983
  type: "keydown"
  view: Window {window: Window, self: Window, document: document, name:...
    which: 37
  }
  __proto__: KeyboardEvent
```





Top Tip: You can explore other event types as well: just change the name of the event in the code above.

Now that we know the code the event uses to identify the left arrow key, we can write the JavaScript code to move the dodger left when the key is pressed:

```
document.addEventListener("keydown", function (event) {  
  if (event.key === "ArrowLeft") {  
    const leftNumbers = dodger.style.left.replace("px", "");  
    const left = parseInt(leftNumbers, 10);  
  
    dodger.style.left = `${left - 1}px`;  
  }  
});
```

So what are we doing here? Well, when our event listener detects a `keydown` event, we first check to see whether the `key` property of the event object has the value "ArrowLeft." If it does, we get the current value of the dodger's `style.left` property and use the [String.replace\(\) method](https://www.w3schools.com/jsref/jsref_replace.asp) [to strip out the "px"](https://www.w3schools.com/jsref/jsref_replace.asp), then store the result in `leftNumbers`. Next, we parse `leftNumbers` as an integer and store that result in `left`. Finally, we update the dodger's `style.left` property using string interpolation, injecting the current value minus 1. If the key that's pressed is *not* the left arrow key, we do zilch. Try it out in the browser yourself!! (Be sure to refresh the page first.)

We do still have a problem, though. Even though we're only going one pixel at a time, eventually our dodger will zoom (well, relatively speaking) right out of view.

How can we prevent this? We need to check where the left edge of the dodger is and only move it if it hasn't yet reached the left edge of the game field.

Update an Element's Position on the Page Conditionally

Our callback function is starting to get pretty complex. This is probably a good time to break the dodger's movement out into a separate function. We want to move the dodger left if our `if` statement returns true, so let's pull out the body of that `if` statement into a function called `moveDodgerLeft()`.

Refresh the page so we're starting with a blank slate, then grab the dodger again:

```
const dodger = document.getElementById("dodger");
```

Now we'll build our `moveDodgerLeft()` function, adding a check on the current position of the dodger:

```
function moveDodgerLeft() {  
  const leftNumbers = dodger.style.left.replace("px", "");  
  const left = parseInt(leftNumbers, 10);  
  
  if (left > 0) {  
    dodger.style.left = `${left - 1}px`;  
  }  
}
```

We're doing essentially the same thing, but we first ensure that the dodger's left edge has not reached the left edge of its container.

Now let's wire this up to our event listener:

```
document.addEventListener("keydown", function (e) {  
  if (e.key === "ArrowLeft") {  
    moveDodgerLeft();  
  }  
});
```

Now try moving the dodger past the left edge. No can do!

Copy the final code into `index.js` and run the tests. You should now have the first one passing.

Lab

Now it's your turn. With the code implemented from the code-along, think about what needs to change to make a `moveDodgerRight()` function. You'll need to add another condition to your event listener's callback function to call `moveDodgerRight()`. Then, inside the function, instead of

moving the dodger `${left - 1}px` , you'll be moving it `${left + 1}px` .

Note: It may seem logical that you would use the dodger's `style.right` property to move the dodger right, but that won't work. The reason is that changing the `style.right` property *doesn't change* the `style.left` property, which means we'd have conflicting information about where the dodger should be on the screen. JavaScript solves this problem by giving precedence to `style.left` . In other words, once the user presses the left arrow key for the first time and the value of `style.left` is changed, any subsequent changes to `style.right` will be ignored.

Finally, implement the code needed to prevent the dodger from escaping off the right-hand side. How can we check whether the *right* edge of the dodger has reached the *right* edge of the game field? (Keep in mind that the dodger is 40px wide.)

Once you've completed the work to get the tests to pass (and submitted your work using CodeGrade), the last step is to "try out" your application. Make sure it works the way you expect in the browser. In professional applications, tests can't cover 100% of the use of the application. It's important to realize that "passing all the tests" *is not the same* as "building a working application."

Be sure to do a human-level manual "play through" with your dodger to make sure your working code *really works*!



Conclusion

Events and event handling are vital to web programming. JavaScript allows for dynamic page rendering, so users can interact with the contents of the page in real time. Knowledge of the basic techniques we've learned so far sets you on the road toward being able to create complex interactions like those in video games you may have played before!