

Events in JS

The change in the state of an object is known as an Event

Events are fired to notify code of "interesting changes" that may affect code execution.

- Mouse events (click, double click etc.)
- Keyboard events (keypress, keyup, keydown)
- Form events (submit etc.)
- Print event & many more

Event Handling in JS

```
node.event = ( ) => {  
  //handle here  
}
```

if there is inline event handling and js handling then priority will be given to JS code

we can access handlers(obj of events) once only in JS code bcz it will consider last fun of event for execution

example

```
btn.onclick = ( ) => {  
  console.log("btn was clicked");  
}
```

Event Object

It is a special object that has details about the event.

All event handlers have access to the Event Object's properties and methods.

```
node.event = (e) => {  
  //handle here  
}
```

e.target, e.type, e.clientX, e.clientY

Event Listeners

`node.addEventListener(event, callback)`

`node.removeEventListener(event, callback)`

***Note : the callback reference should be same to remove**

Let's Practice

Qs. Create a toggle button that changes the screen to dark-mode when clicked & light-mode when clicked again.

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