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
}
```

example

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

Inline event < js event
if we have event both in html and js
js event will be priortized

similarly if we have two events on same div or
fun last one will work previous will be over righted

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.