

# **Events in JS**

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**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  
}
```

priority high of js handle and last handle run in mul js handle  
not in inline handle

## 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  
}
```

eve, event kuchb likh skty

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

# Event Listeners

`node.addEventListener( clickevent, handlercallback )` func jo dosre func mn as arg pas hoga

```
btn.addEventListener("click", (evt)=>{  
  console.log("btn 1 click");console.log(evt);console.log(evt.type);  
});
```

`node.removeEventListener( event, callback )`

```
const var=("click", (evt)=>{  
  console.log("btn 1 click");console.log(evt);console.log(evt.type);  
});
```

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

```
btn.removeEventListener("click",handler3);
```

# Let's Practice

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

```
let btn=document.querySelector("#mode");
let currMode="light";
btn.addEventListener("click",()=>{
  if(currMode==="light")
  {
    currMode="dark";
    document.querySelector("body").style.backgroundColor="black";
  }
  else{
    currMode="light";
    document.querySelector("body").style.backgroundColor="white";
  }
});
```