Understanding Inline Event Handling in JavaScript

A responsive website reacts to user actions like clicking buttons, moving the mouse, or typing in a field. JavaScript handles these actions using events. The code that responds to an event is called an event handler.

♦ Inline Event Handling

One of the simplest ways to handle events is by embedding JavaScript directly into HTML **elements**. This is called **inline event handling**.

Example: Displaying an Alert When Clicking a Link Click

Breaking it down:

- → Normally, this would link to another page, but # reloads the current page.
- onClick="alert('Hi');" → Executes the JavaScript alert('Hi') when the user clicks the link.

Problem: Page Scrolls to the Top

Using can cause the page to jump to the top when clicked.

Solution: Use JavaScript:void(0), which prevents the page from reloading: Click

◆ Multiple JavaScript Statements in Inline Event Handling

You can add more than one statement inside onClick, separating them with semicolons (;).

Example: Declaring a Variable and Showing an Alert

Click

- The variable greet stores 'Hi'.
 - The alert(greet); statement displays the value of greet in an alert box.

Although this works, writing multiple JavaScript statements inside onClick is **not recommended** because it makes the HTML hard to read and maintain.

◆ Using a Function Instead of Inline JavaScript

A better approach is to use a **JavaScript function** and call it inside onClick.

Example: Calling a Function on Click

```
<script>
function popup(message) {
  alert(message);
}
</script>
<a href="JavaScript:void(0)" onClick="popup('Hello!');">Click</a>
```

Why is this better?

- ✓ The function is reusable.
- ✓ Easier to maintain and debug.

★ Summary

- **Inline event handling** allows JavaScript to be embedded directly into HTML elements.
- onClick="alert('Hi');" executes a JavaScript function when the user clicks the element.
- JavaScript:void(0) prevents the page from reloading.

•	Using a function instead of inline JavaScript keeps the code clean and maintainable.