Graphical user interface, application

Description automatically generatedDownload ***Eventlistener.html*** from Moodle and place in a folder named **btn-demo**

Open the folder in **VSC**

Create the html for the button: *The onclick attribute fires when the mouse clicks on the button – the startApp function is then called*

Text

Description automatically generated

Add the **JavaScript** script tags before the closing **</body>** tag:

Text

Description automatically generated with medium confidence

Add the **startApp** function and preview in the

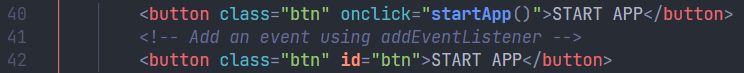
Browser

Background pattern

Description automatically generated with low confidence

**The preferred method of adding an event to a button:**

Add a new button below the first button – the onclick is now removed and an **ID** of “**btn**” inserted



Update the JavaScript

**NOTE:** Removing the **onclick** attribute and using the **addEventlistener** method allows you to **separate document structure (HTML) and logic (JavaScript)**. In small web applications it may not seem to matter, but it does matter with bigger projects.

Text

Description automatically generated

Graphical user interface, application

Description automatically generated**Move the JavaScript to a linked file:**

Create a folder name **js** in the same directory as the ***Eventlistener.html*** file

Graphical user interface, text, application

Description automatically generated

Inside the **js** folder create a new file named ***appScript.js***

Highlight the JavaScript inside the **<script>** tags – **CUT** & **PASTE** into the ***appScript.js*** file - **SAVE**

REMOVE THE **<script>** tags – you do not need them in the HTML file or in the ***appScript.js*** file

Inside the ***Eventlistener.html*** file before the closing **</body>** tag create a link to the file



**TASKS** :

1. In the **guessing game app** create a button that when clicked runs the app – link the JavaScript in a separate file
2. Do the same for the **log in app**