**Laboratory Exercise #17**

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**COURSE/YR/SECTION: BS INFORMATION 3C SCORE: \_\_\_\_\_\_\_\_\_**

**Task #1: Click Event Handling**

Create an HTML document with a <button> element with an id of myButton and

content of your choice. Then, create an external JavaScript file that defines an event

handling function named handleButtonClick which logs “Button clicked” when the

button is clicked. Attach the handleButtonClick function to the button's click event.

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| **Index.html** | **script.js** |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title>Valentos\_Lab TASK1</title>  </head>  <body>      <button id="myButton">Click Me</button>      <script src="script.js"></script>  </body>  </html> | const button = document.getElementById('myButton');  button.addEventListener('click', function() {  console.log('Button clicked');  }); |

**Task #2: Keydown Event Handling**

Create an external JavaScript file that defines an event handling function named

handleKeyDown which logs “Key pressed down” when a key is pressed down. Attach

the handleKeyDown function to the existing document's keydown event.

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| **script.js** |
| function handleKeyDown() {  console.log("Key pressed down");  }  document.addEventListener("keydown", handleKeyDown); |

**Task #3: Blur Event Handling**

Create an HTML document with an <input> element with an id of myInput. Then, create

an external JavaScript file that defines an event handling function named handleBlur

which logs the message "Input field lost focus" when the input field loses focus. Attach

the handleBlur function to the input field's blur event.

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| **Index.html** | **script.js** |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title> Valentos\_Lab  TASK3</title>  </head>  <body>      <input id="myInput" type="text" placeholder="Type something...">      <script src="script.js"></script>  </body>  </html> | function handleBlur() {      console.log("Input field lost focus");  }  document.getElementById("myInput").addEventListener("blur", handleBlur); |

**Task #4: Mousedown Event Handling**

Create an HTML document with a <button> element with an id of myButton and

content of your choice. Then, create an external JavaScript file that defines an event

handling function named handleMouseDown which logs “Mouse button pressed down

on the button” when the mouse button is pressed down on the button. Attach the

handleMouseDown function to the button's mousedown event.

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| **Index.html** | **script.js** |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title> Valentos\_Lab TASK4</title>  </head>  <body>      <button id="myButton">Press Me!</button>      <script src="script.js"></script>  </body>  </html> | function handleMouseDown() {      console.log("Mouse button pressed down on the button");  }  document.getElementById("myButton").addEventListener("mousedown", handleMouseDown); |

**Task #5: Mousemove Event Handling**

Create an HTML document with a <div> element with an id of myDiv and content of

your choice. Then, create an external JavaScript file that defines event handling

function named handleMouseMove which logs "Mouse moved over the div" whenever

the mouse moves over the element. Attach the handleMouseDown function to the

mousemove event.

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| **Index.html** | **script.js** |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title> Valentos\_Lab TASK5</title>  </head>  <body>      <div id="myDiv" style="width: 300px; height: 200px; border: 1px solid black;">          Hover over this div      </div>      <script src="script.js"></script>  </body>  </html> | function handleMouseMove() {      console.log("Mouse moved over the div");  }  document.getElementById("myDiv").addEventListener("mousemove", handleMouseMove); |

**Task #6: Wheel Event Handling**

Create an HTML document with a <div> element with an id of myDiv and content of

your choice. Then, create an external JavaScript file that defines an event handling

function named handleWheel which logs "Mouse wheel scrolled" whenever the mouse

wheel is scrolled over the element. Attach the handleWheel function to the div’s wheel

event.

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| **Index.html** | **script.js** |
| <!DOCTYPE html>  <html lang="en">  <head>      <meta charset="UTF-8">      <meta name="viewport" content="width=device-width, initial-scale=1.0">      <title> Valentos\_Lab TASK6</title>  </head>  <body>      <div id="myDiv" style="width: 300px; height: 200px; border: 1px solid black; overflow: scroll;">          Scroll inside this div      </div>      <script src="script.js"></script>  </body>  </html> | function handleWheel() {      console.log("Mouse wheel scrolled");  }  document.getElementById("myDiv").addEventListener("wheel", handleWheel); |