**Event Handling in JavaScript**

Aim: To apply various events for the web content using event handling in JavaScript.

Procedure

*JavaScript events* - allow scripts to respond to user interactions and modify the page

accordingly. Events and event handling help make web applications more dynamic and

interactive

*Registering an Event Handler*

* General syntax to attach an event for any HTML element

x.addEventListener(“click”,change,false)

* + x🡪 JavaScript variable referring the HTML element
  + click🡪event to be raised by the HTML element
  + change🡪JavaScript function to be invoked when the element is clicked
  + false🡪default argument
* Two other event-registration models—the inline model and the traditionalmodel
* Inline model places calls to JavaScript functions directly in HTML code as shown below

<img onclick=”change” src=”p1.jpg”/>

* + click🡪event to be raised by the HTML element
  + change🡪JavaScript function to be invoked during the event
* Traditional model uses a property of an object to specify an event handler as shown below

x.onclick **= "change()"**;

* + x🡪JavaScript variable referring the HTML element
  + change()🡪JavaScript function that is called when the element is clicked
* List of Events that are applied: click, mouseover, mouseout, Form Events - focus, blur
* HTML Elements used to design the web pages:
* Form elements: <form>, <select>, <option>, <input> - type: text, date, radio, checkbox, button
* Basic HTML tags: <img>,<h1>,<table>,<tr>,<td>