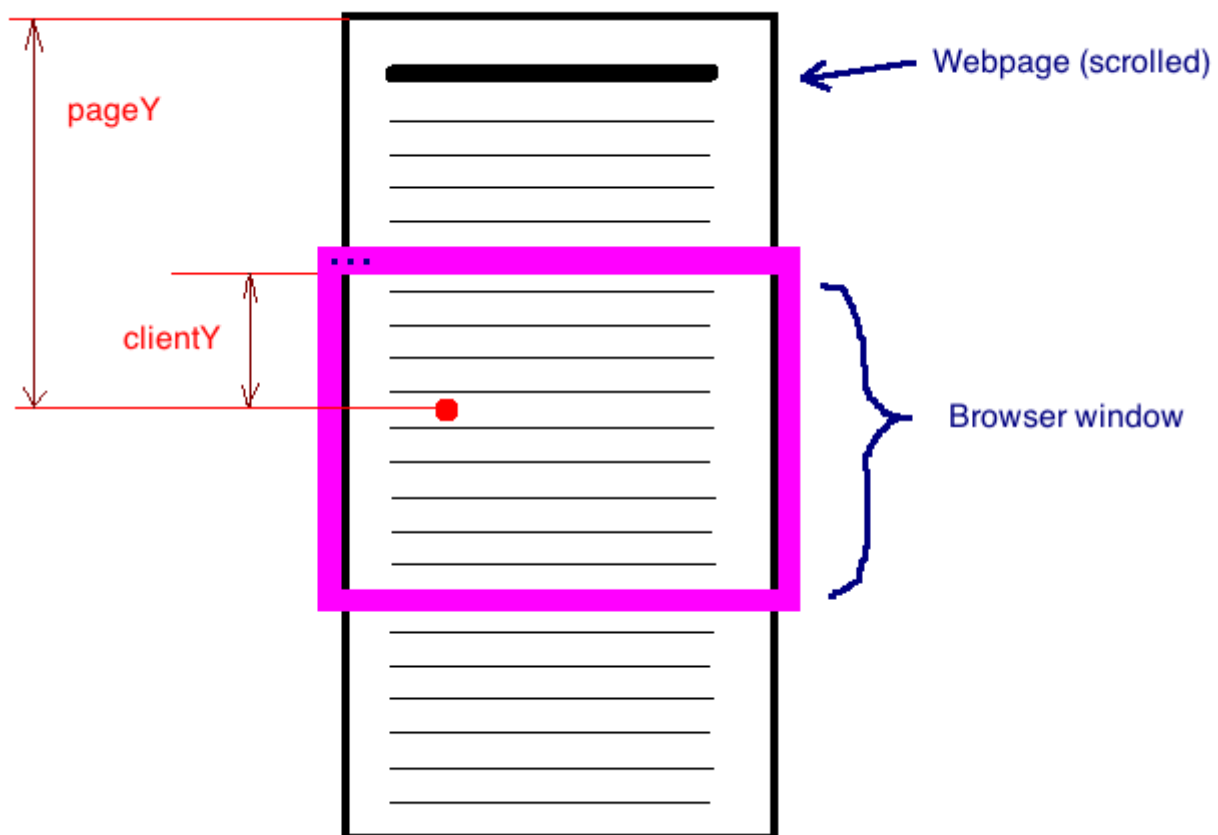


# Reacting to Mouse Events

This lesson is about the type of mouse events that are occurred by using a mouse.

Mouse clicks on any DOM element produce a event of the `click` type. Tactile interfaces like smartphones and tablets also have click events associated with buttons, which are kicked off by actually pressing a finger on the button.

The `Event` object associated with a `click` event has a `button` property which lets you know the mouse button used, as well as `clientX` and `clientY` properties that return the horizontal and vertical coordinates of the place where the click happened. These coordinates are defined relative to the page zone currently shown by the browser.



The below code shows information on all click events that happen on a web page. The `mouseInfo()` function associated to the event uses another function, called `getMouseButton()`, to retrieve the clicked mouse button.

Output

JavaScript

```
1 // Return the name of the mouse button
2 const getMouseButton = code => {
3   let button = "unknown";
4   switch (code) {
5     case 0: // 0 is the code for left button
6       button = "left";
7       break;
8     case 1: // 1 is the code for middle button
9       button = "middle";
10      break;
11     case 2: // 2 is the code for right button
12       button = "right";
13       break;
14   }
15   return button;
16 };
17
18 // Show info about mouse event
19 const mouseInfo = e => {
20   console.log(
21     `Mouse event: ${e.type}, button: ${
22       getMouseButton(e.button)
23     }, X: ${e.clientX}, Y: ${e.clientY}
24   );
25 };
26
27 // Add mouse click event listener
28 document.addEventListener("click", mouseInfo);
```



Console

Clear

You can use `mousedown` and `mouseup` events similarly to `keydown` and `keyup` to deal with mouse buttons' press and release events. The code below associates the same handler to these two events.

Output

JavaScript

```
// Handle mouse button press and release
document.addEventListener("mousedown", mouseInfo);
document.addEventListener("mouseup", mouseInfo);
```



Console

 Clear

The appearance order for mouse-related events is: `mousedown` -> `mouseup` -> `click`.