



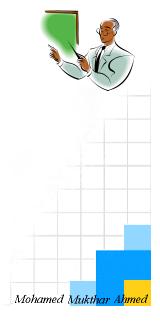
7





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Outline
What is an Event?
EventEmitter Class
Common Methods and Properties



8





- Every action on a computer is an event.
- The **events** module provides us the **EventEmitter** class, which is key to working with events in Node.js.
- Steps to deal with events are:
  - Create an EventEmitter instance
  - Register event listeners/handlers
  - Trigger events

```
const events = require('events');
ee = new events.EventEmitter();

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```

9

## Node.js events Module



Common methods of the event emitter instance

Method	Description
ee.addListener()	Alias to ee.on()
ee.emit()	Emits an event. i.e. Triggers the event
ee.eventNames()	Returns the events registered list
ee.listenerCount()	Get a count of listener
ee.listeners()	Array of listeners of the event
ee.off()	Alias to ee.removeListener()
ee.on()	Adds a CBF to an event
ee.prependListener()	
ee.removeListener()	Remove a specific listener
ee.removeAllListeners	Removes all listeners
ee.setMaxListeners()	Max. listeners for an event
ee.getMaxListeners()	Get count of max. listeners

10

## **Example Code**



```
| Sevents_ex2js | Sevents_ex2j
```

11