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ADDING EVENTS USING JAVASCRIPT

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AFTER THIS PRESENTATION

- You'll able to set up events using JavaScript

WE'LL LOOK AT

addEventListener()

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removeEventListener()

ADDING A HANDLER USING HTML

- Adding an event to an element in HTML:

```html
<html><head><script>
  function do_something() {alert("Page has loaded");}
</script></head>
<body onload="do_something()"></body>
</html>
```

- do_something() is the *event handler* for this event

ADDING A HANDLER USING JAVASCRIPT

- We can also add an event to an element:

```html
<html><body id="theBody">
  <script>
    function do_something() { alert("Page has loaded") }
    window.onload = do_something;
  </script>
</body></html>
```

ADDING A HANDLER USING JAVASCRIPT

- Another way:

```
<html><body>
  <script>
    function do_something() { alert("Page has loaded") }
    window.addEventListener("load", do_something);
  </script>
</body></html>
```

IF YOU HAVE MORE THAN ONE EVENT HANDLER

- Event handlers are stored in an array

- When an event happens, all the handlers are executed

- They are executed in the order they are added

REMOVING AN EVENT HANDLER

- To remove an event handler:

```
var theBody = document.getElementById("theBody");
theBody.removeEventListener("load", do_something);
```

```
<html><body>
  <button id="btn0" onclick=" alert('Hello!') ">
    Click Me!</button><br>
  <button id="btn1">Remove Listener</button>
  <script>
    function do_something() { alert('Clicked'); }

    var btn0 = document.getElementById("btn0");
    btn0.addEventListener("click", do_something);

    var btn1 = document.getElementById("btn1");
    btn1.addEventListener("click", function() {
      btn0.removeEventListener("click", do_something);
    });
</script></body></html>
```