

Adding Event Listeners to a Button

EventTarget interface sets up a function that will be called whenever the specified event is delivered to the target.

Syntax:

- `target.addEventListener(type, listener[, options]);`
- `target.addEventListener(type, listener[, useCapture]);`
- `target.addEventListener(type, listener[, useCapture, wantsUnstructured]);`
//Gecko/Mozilla only
- `addEventListener(type, listener);`
- `addEventListener(type, listener, options);`
- `addEventListener(type, listener, useCapture);`

Target is object that where calling the method.

Parameters

type

A case-sensitive string representing the [event type](#) to listen for.

<https://developer.mozilla.org/en-US/docs/Web/Events>

listener

The object that receives a notification (an object that implements the [Event](#) interface) when an event of the specified type occurs. This must be `null`, an object with a `handleEvent()` method, or a JavaScript [function](#). See [The event listener callback](#) for details on the callback itself.

options Optional

<https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener>

EventHandler is Java functions.

Code:

Index.html:

```
<!DOCTYPE html>

<html lang="en" dir="ltr">

  <head>

    <meta charset="utf-8">

    <title>Drum Kit</title>

    <link rel="stylesheet" href="styles.css">

    <link href="https://fonts.googleapis.com/css2?family=Arvo" rel="stylesheet">

  </head>

  <body>

    <h1>Drum Kit</h1>

    <div class="Set">

      <button class="w drum">w</button>

      <button class="a drum">a</button>

      <button class="s drum">s</button>

      <button class="d drum">d</button>

      <button class="j drum">j</button>

      <button class="k drum">k</button>

      <button class="l drum">l</button>

    </div>

    <script src="index.js" charset="utf-8"></script>

  </body>

  <footer class="footer">
```

Made with ♥ in London.

```
</footer>
```

```
</html>
```

Styles.css:

```
body{  
  
  background-color: #483D8B;  
  
  text-align: center;  
  
  color: #fff;  
  
  font-family: "swap", Arvo;  
}
```

```
h1{  
  
  text-align: center;  
  
  /* color: #fff; */  
  
  font-size: 5rem;  
  
  padding-bottom: 5%;  
}
```

```
.footer{  
  
  padding-top: 7%;  
}
```

```
.drum{  
  
  padding: 2% 3%;  
  
  margin: 1%;  
  
  border-radius: 15%;  
  
  border: solid 10px;  
  
  border-color: #6A5ACD;  
  
  font-size: 2rem;
```

```
font-weight: bold;
color: #C71585;
}
```

Index.js:

```
//alert("Welcome to Drum Kit!");
```

```
/* //For Single Button
```

```
    //Method 1
```

```
    document.querySelector("button").addEventListener("click", handleClick); //On
first button on web-page
```

```
    function handleClick(){
        alert("I got clicked!");
    }
```

```
    //Method 2
```

```
    document.querySelector("button").addEventListener("click",function
handleClick(){
```

```
        alert("I got clicked!");
        // want to do when click detected.
    });
```

```
*/
```

```
//
```

```
/* Event is added to first button that's w button. When click this button it will call
handleClick function
```

we are not using this method as handleClick() because if I do this then alert will show on page load and it will be a string

up code. It handleClick means that we are waiting that click. */

```
//For all buttons querySelectorAll
```

```
//Method 1
```

```
/* var noOfDrumButtons = document.querySelectorAll(".drum").length;
```

```
for (var i = 0; i < noOfDrumButtons; i++) {
```

```
    document.querySelectorAll(".drum")[i].addEventListener("click", handleClick); //for  
all buttons
```

```
}
```

```
function handleClick(){
```

```
    alert("I got clicked!");
```

```
}
```

```
*/
```

```
//Method 2
```

```
/*
```

```
var noOfDrumButtons = document.querySelectorAll(".drum").length;
```

```
for (var i = 0; i < noOfDrumButtons; i++) {
```

```
    document.querySelectorAll(".drum")[i].addEventListener("click",function  
handleClick(){
```

```
        alert("I got clicked!");
```

```
        // want to do when click detected.
```

```
    });
```

```
}
```

```
*/
```

```
//Using While Loops
```

```
var noOfDrumButtons = document.querySelectorAll(".drum").length;
```

```
var i=0;
```

```
while (i < noOfDrumButtons) {  
    document.querySelectorAll(".drum")[i].addEventListener("click",function  
handleClick(){  
        alert("I got clicked!");  
        // want to do when click detected.  
    });  
    i++;  
}
```