**Adding Event Listeners to a Button**

[**EventTarget**](https://developer.mozilla.org/en-US/docs/Web/API/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, wantsUnstructed ]); //Gecko/Mozilla only
* addEventListener(type, listener);
* addEventListener(type, listener, options);
* addEventListener(type, listener, useCapture);

Target is object that where calling the method.

### [Parameters](https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener#parameters)

type

A case-sensitive string representing the [event type](https://developer.mozilla.org/en-US/docs/Web/Events) 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](https://developer.mozilla.org/en-US/docs/Web/API/Event) interface) when an event of the specified type occurs. This must be null, an object with a handleEvent() method, or a JavaScript [function](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Functions). See [The event listener callback](https://developer.mozilla.org/en-US/docs/Web/API/EventTarget/addEventListener#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++;

}