



DOM + Modern JS - Class II

Special class

→ Browser Events:-

event

respond to event

data stored in event

stop an event

lifecycle of event

Invisible

monitorEvents()

turn on

turn off →

unmonitorEvents();

Console

js file

index.js



addEventListener()

removeEventListener()

EventListener

dispatchEvent()

interface → Blueprint

<p> — </p>

form → submit

Action

C++
Java

EventListener

Node

Element

interface implemented by Object

that can receive events

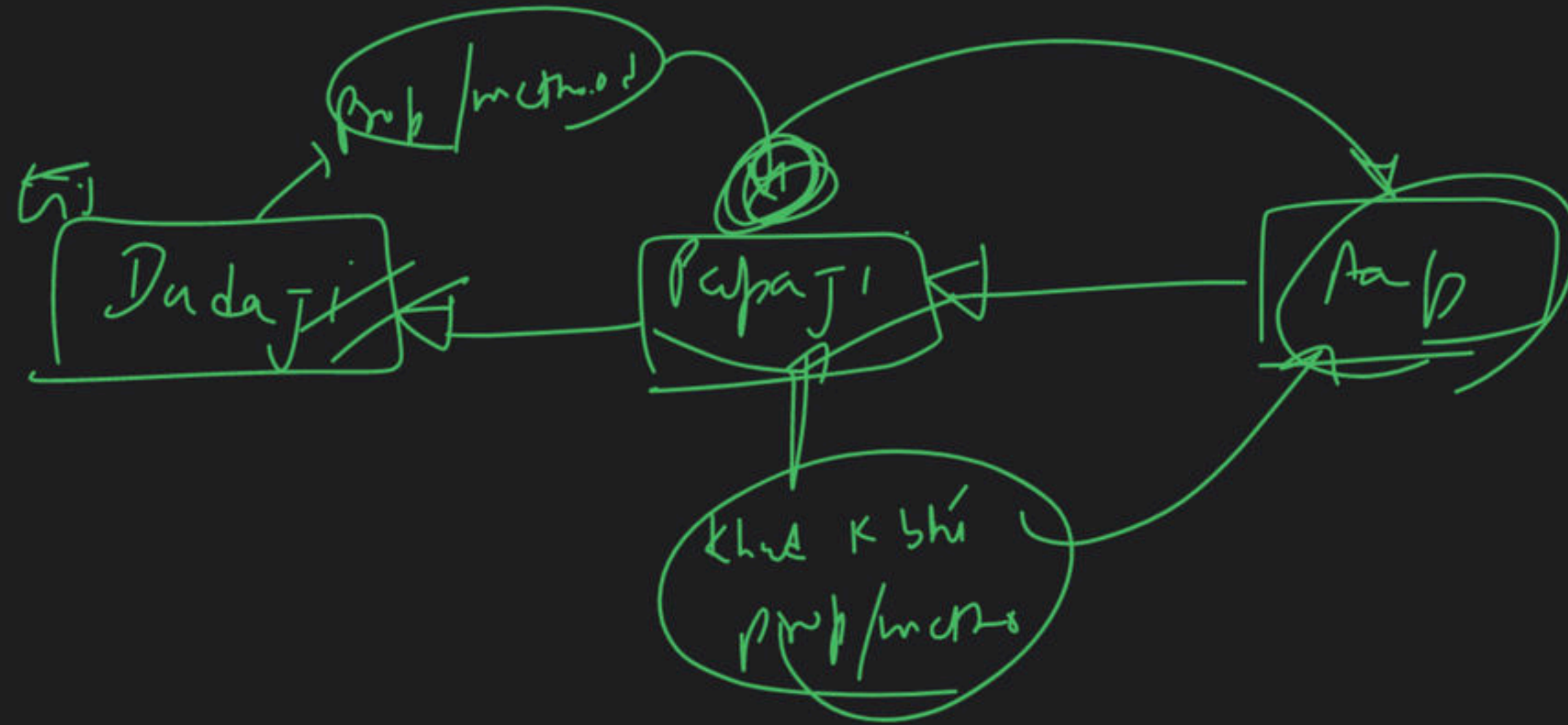
∠ may have listeners for them

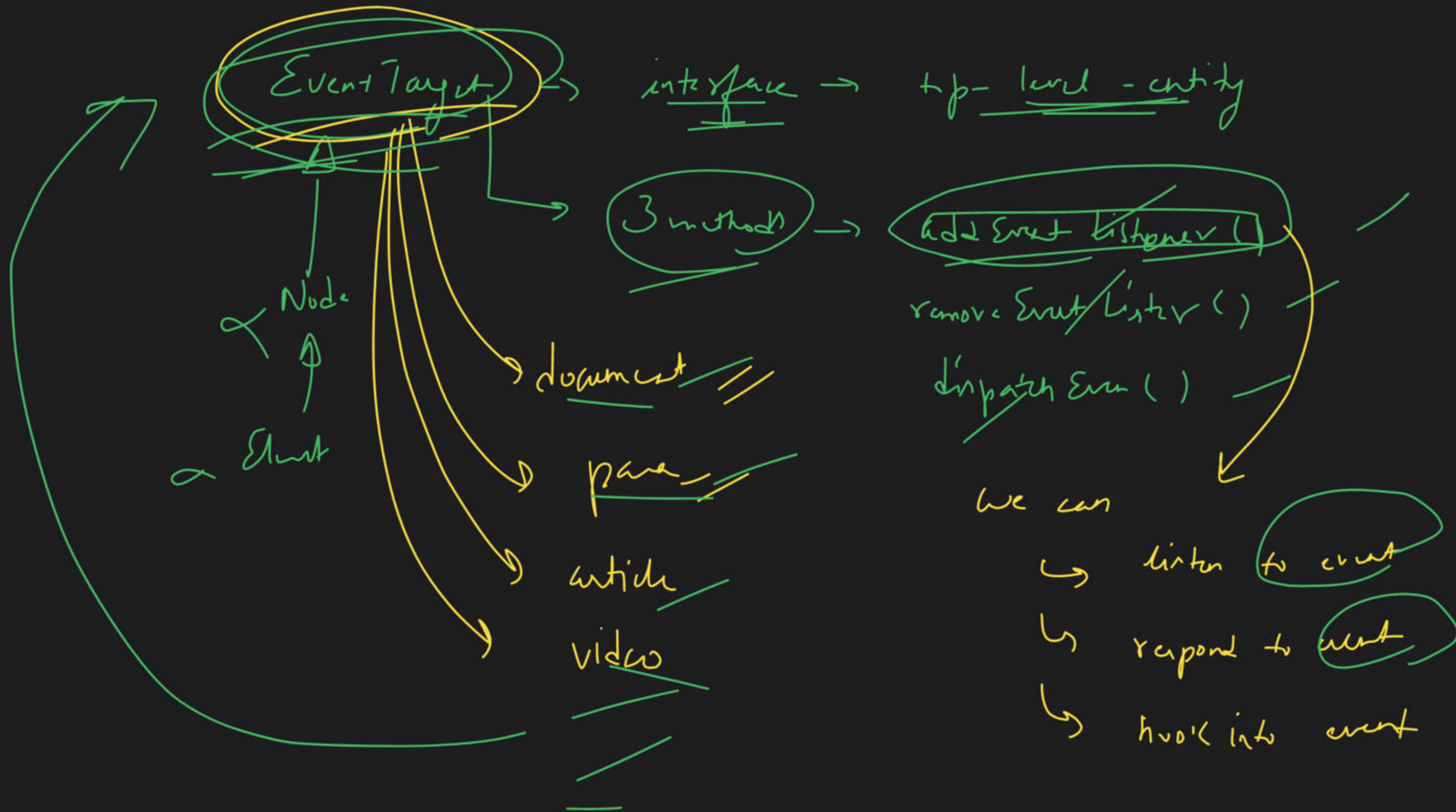
Array

Class → Blueprint

Objects = Reality







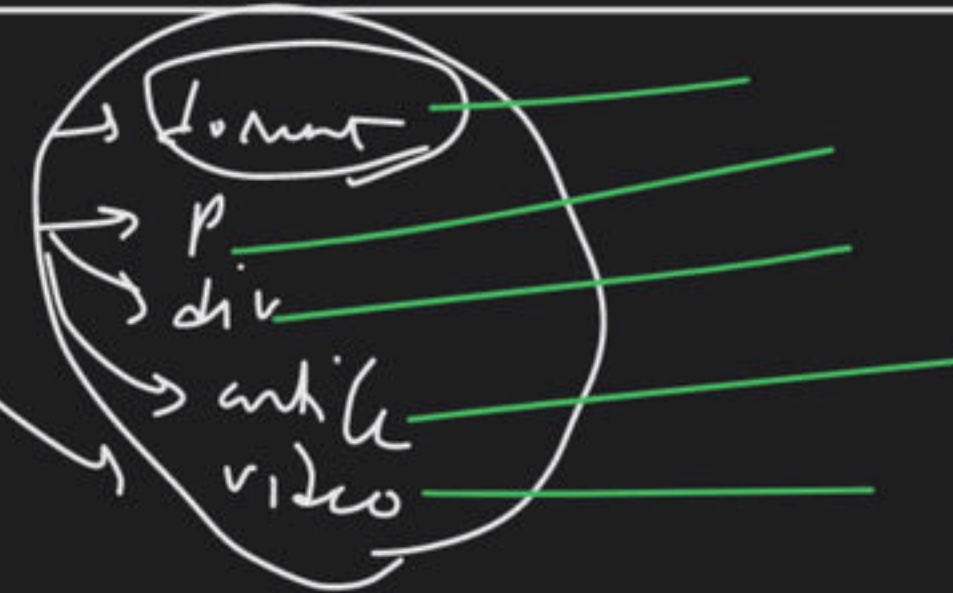
Pseudocode

```
<event-target> . addEventListener ( <event-to-listen-for> , <function-to-run-when-event-happened> );
```

① event-target → component

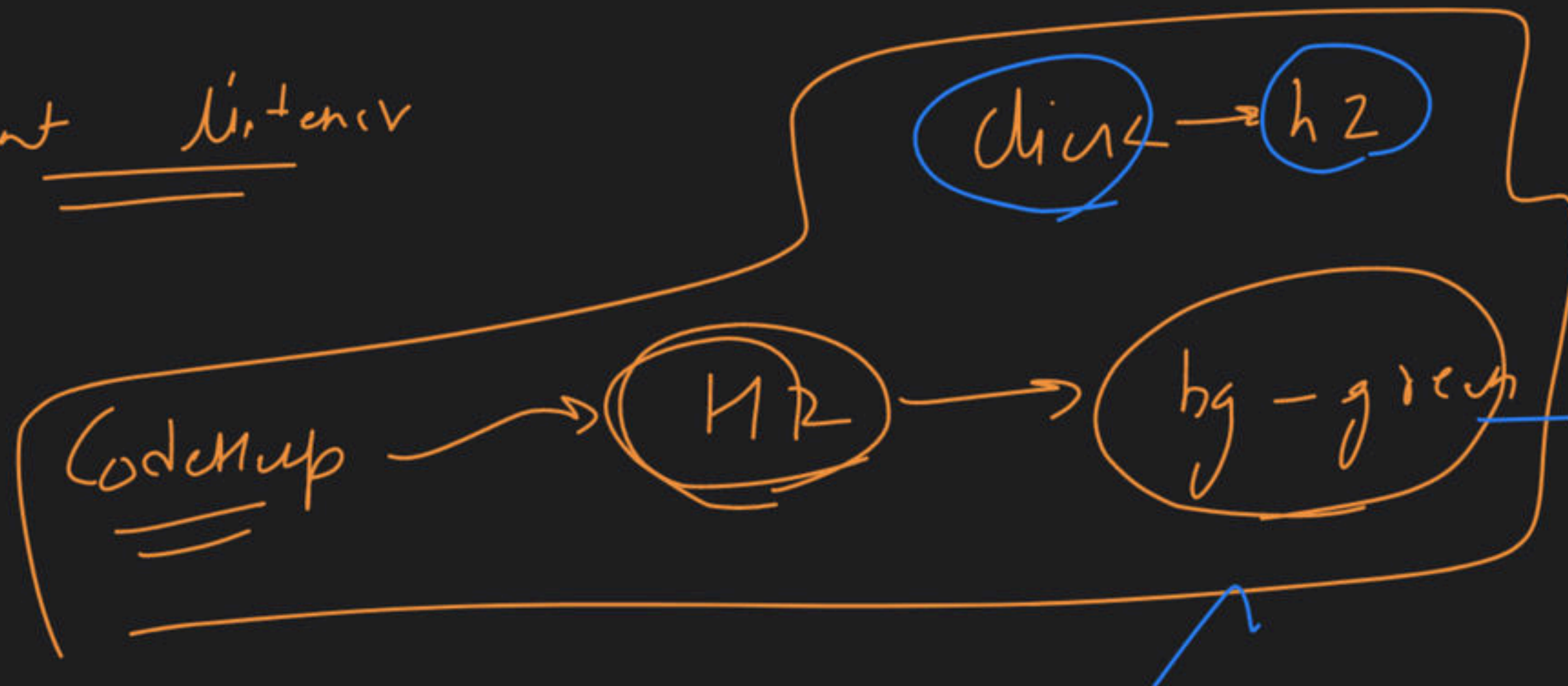
② event-type → click
~~click~~
~~1 click~~ etc

③ function → define what to do when event happens



→ task →

event listener



Remove Event Listener

inter-call wrapper

loose equality

strict equality

value

value

type

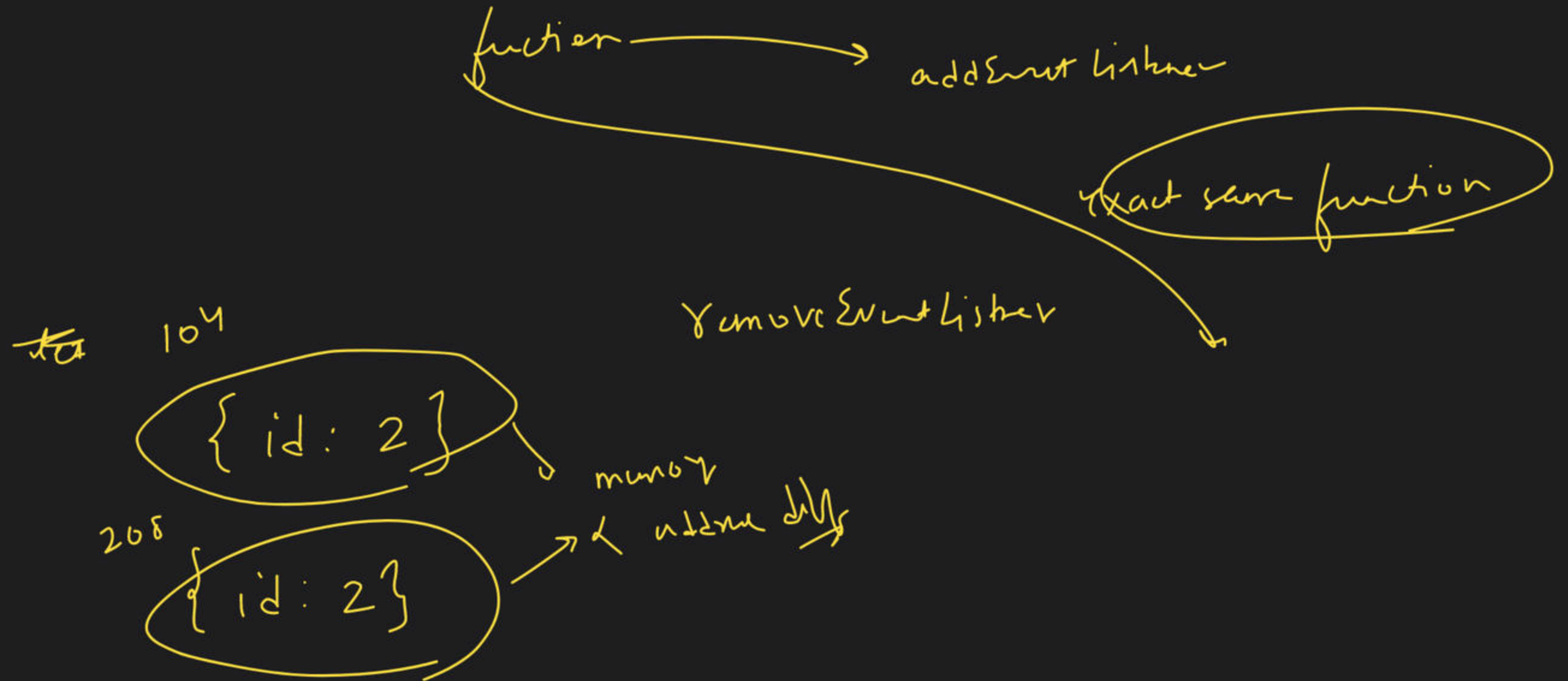
allow

Type coercion

prevent from type coercion

↳ where JS will try to convert the items being compared to same type

Why we are learning this again?



```
document.addEventListener('click', function() {  
  console.log('hi');  
});
```

document

removeEventListener

'click'

```
function() {  
  console.log('hi');
```

```
});
```

functions are objects in js

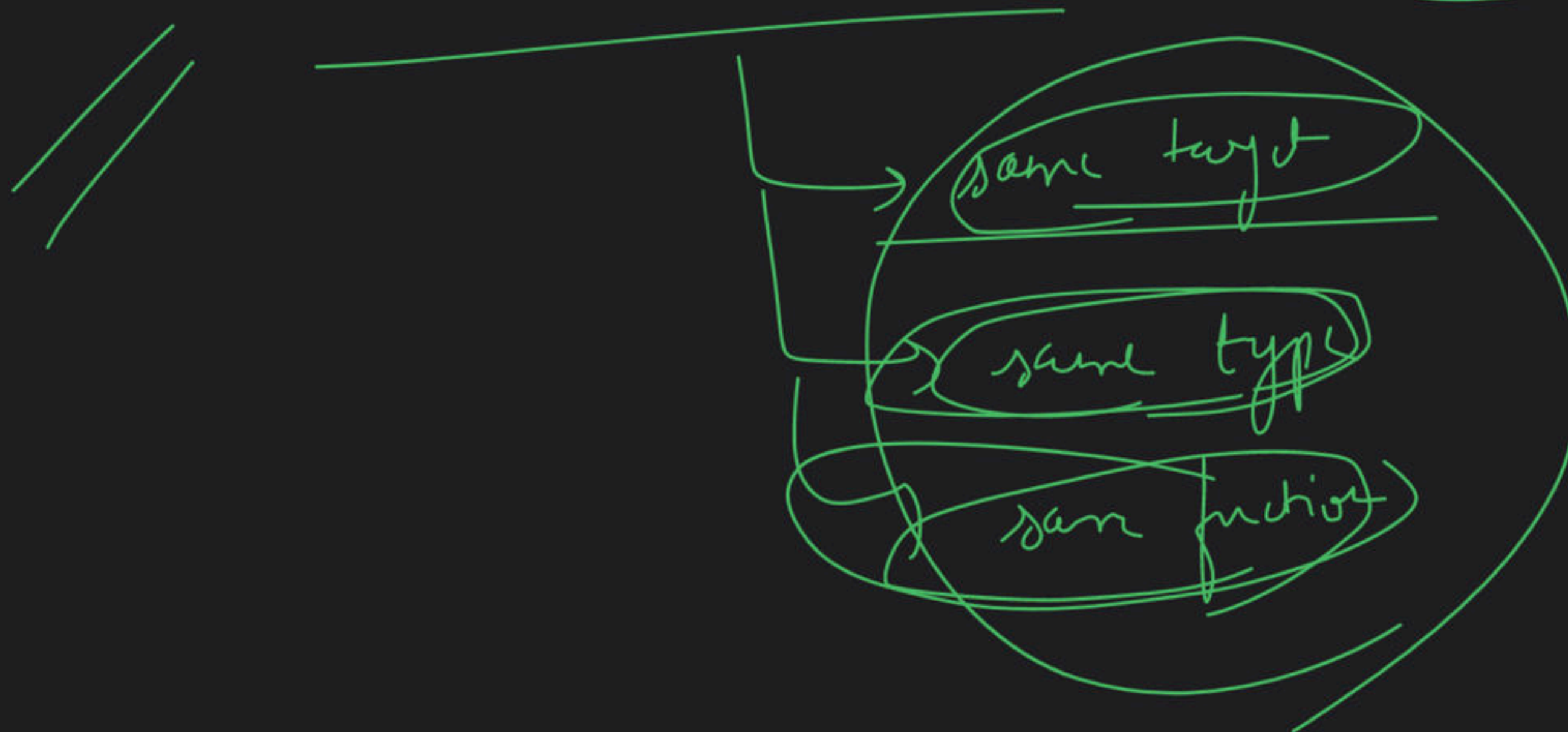

```
function print() {  
  console.log('hi');  
}
```

```
document.addEventListener('click', print);
```

```
document.removeEventListener('click', print);
```

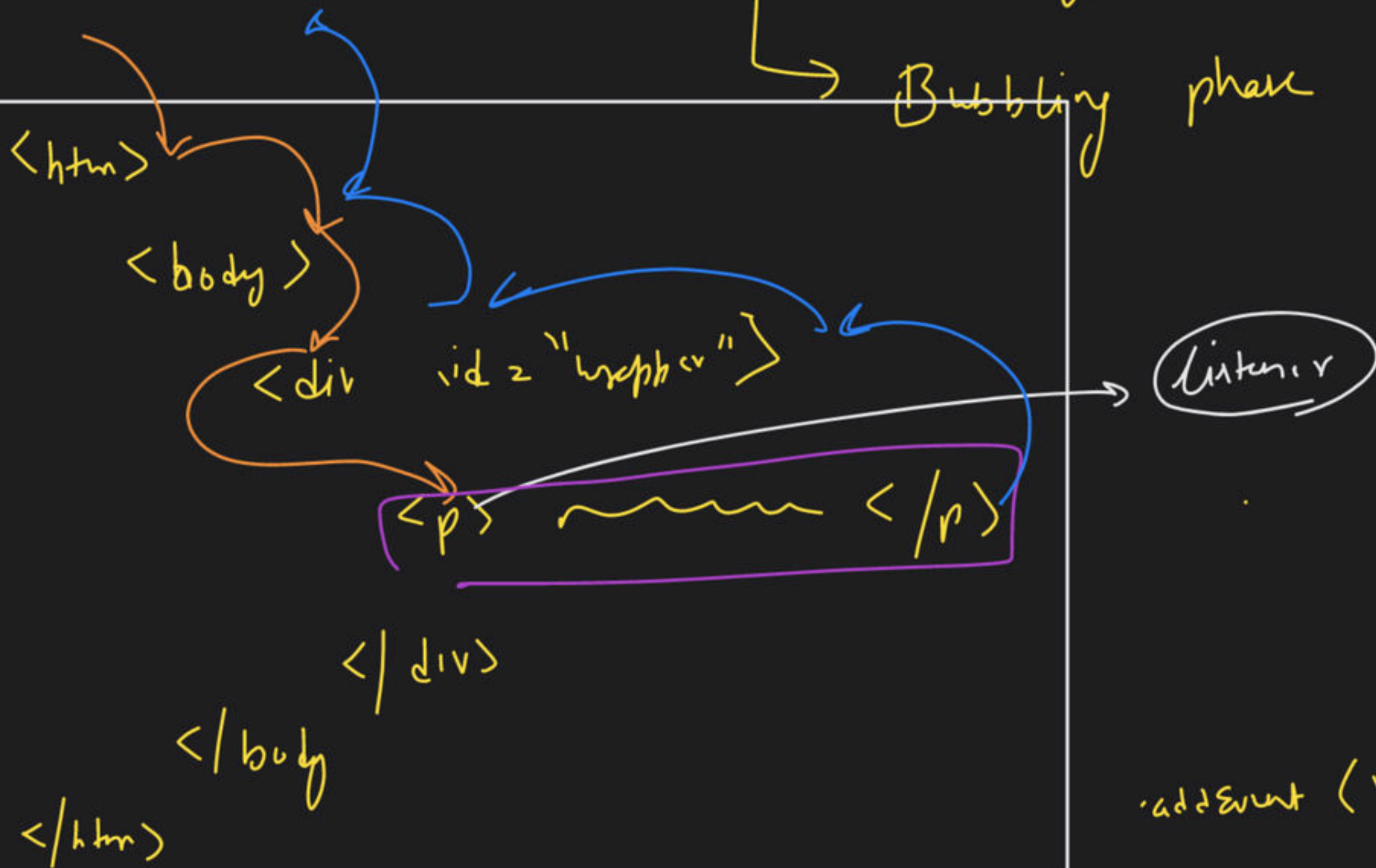
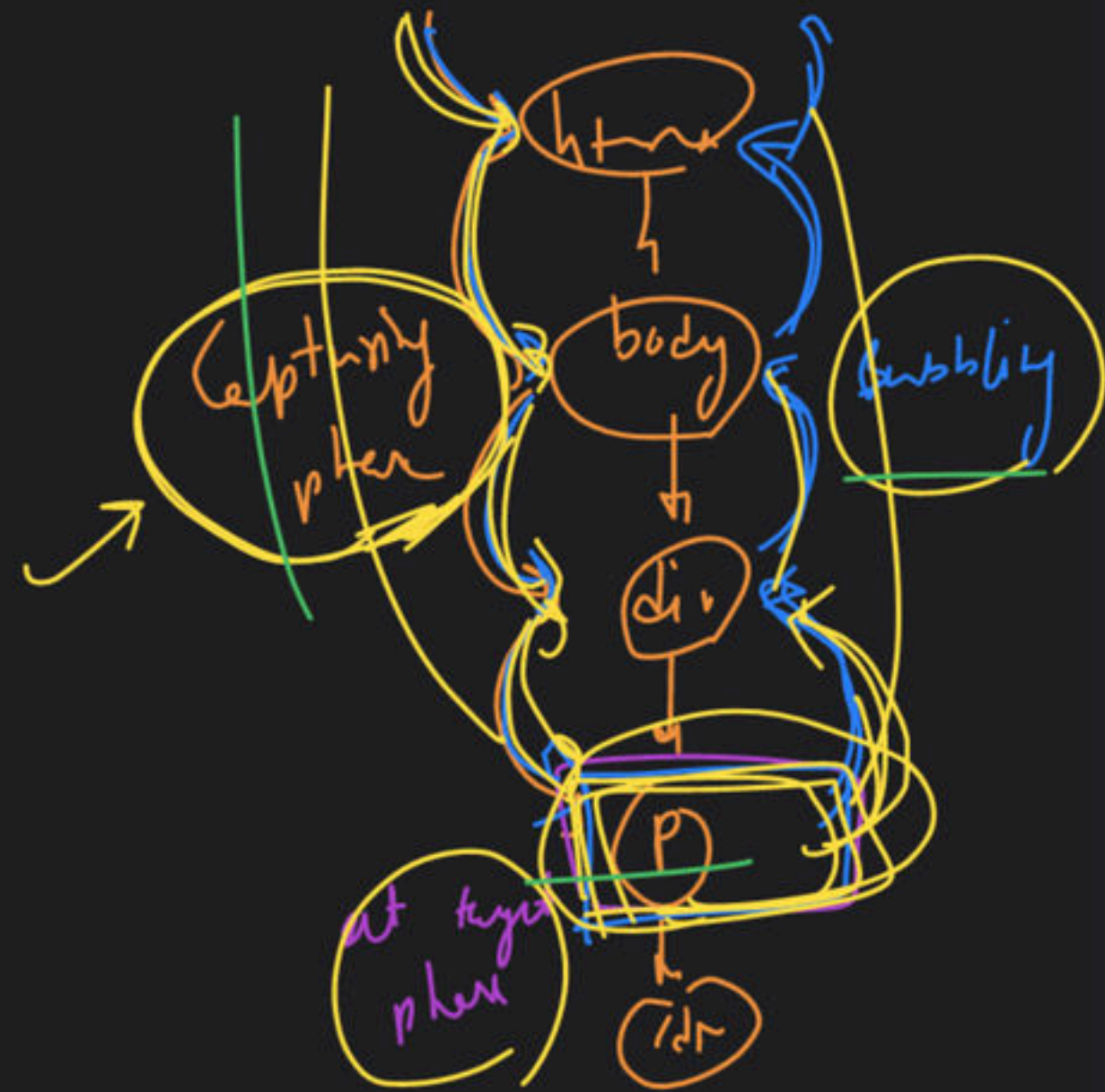
removeEventListener()

min break



Phases of an Event

- Capturing phase
- At target phase
- Bubbling phase



By default
addEvent listener
↳
addEvent ('click', print, true)
↳
Capturing phase on
Bubbling phase

(event.target).addEventListener

when → new born
teenager
adult
Build the man

type

click

dblclick

scroll etc

listener

function()

what should

happen after

event

trigger

true

we capture

Capturing phase

at target ?

By default →

Bubbling

⌚

→ The Event Object:-

When an event occurs,

addEventListener() function

event object

lot of information
about event

→ The Default Action.

Anchor tag → link open window

event.preventDefault()

default behavior

Anchor tag → click → link / bookmark

thirdlink.addEventListener('click', function

event.preventDefault();

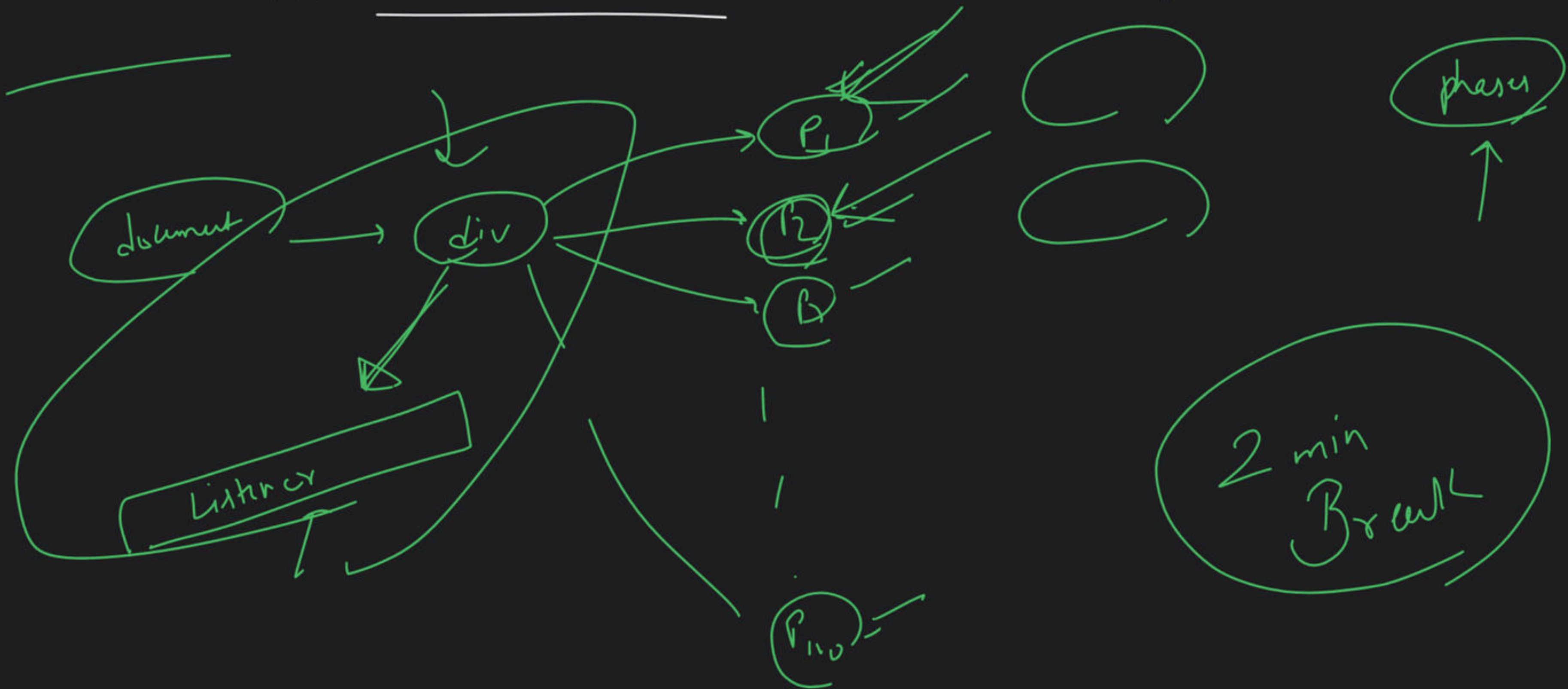
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$\langle a \rangle$

$\langle p \rangle$

→ Avoid too many Event:-

Ch 212 - (B-1)



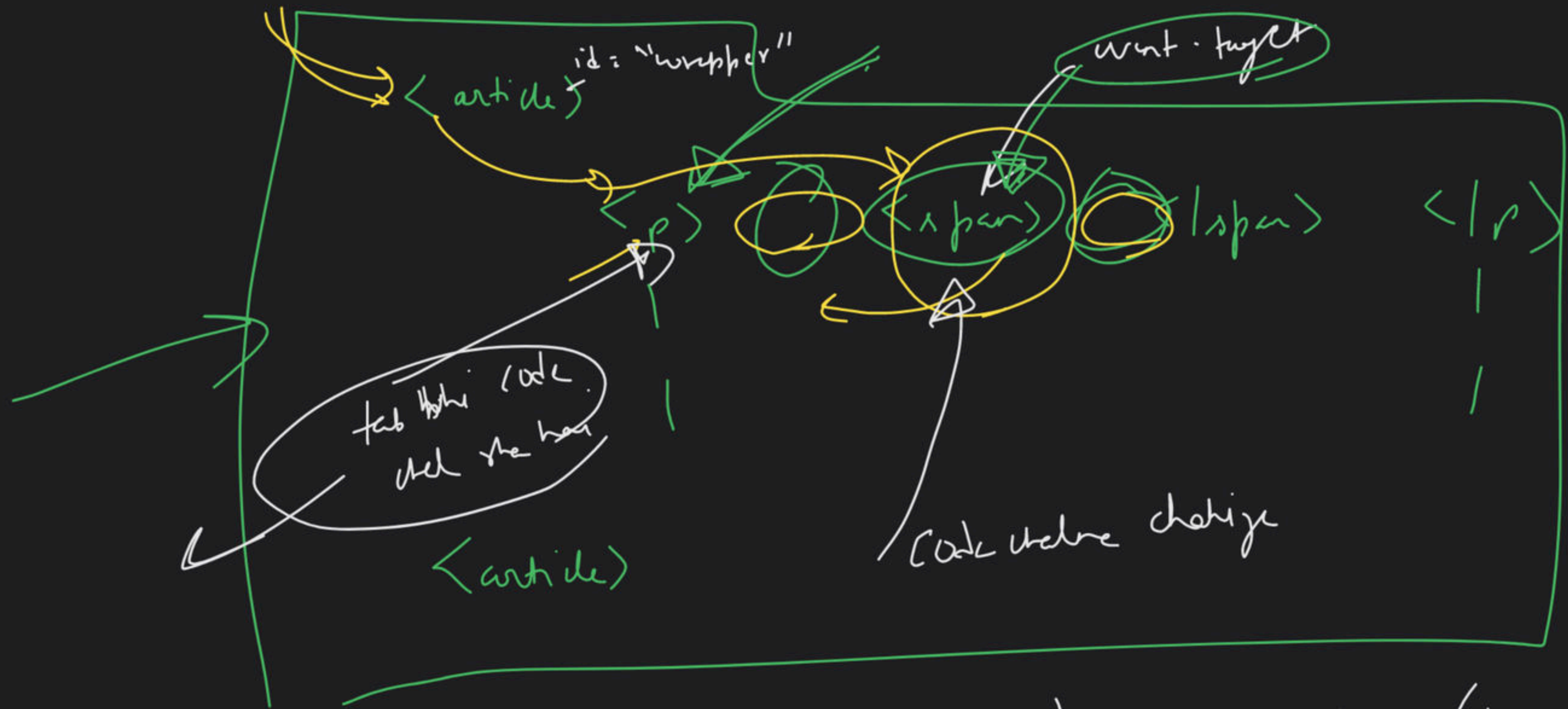
<div>

<p> ————— </p>

<p> ————— </p>

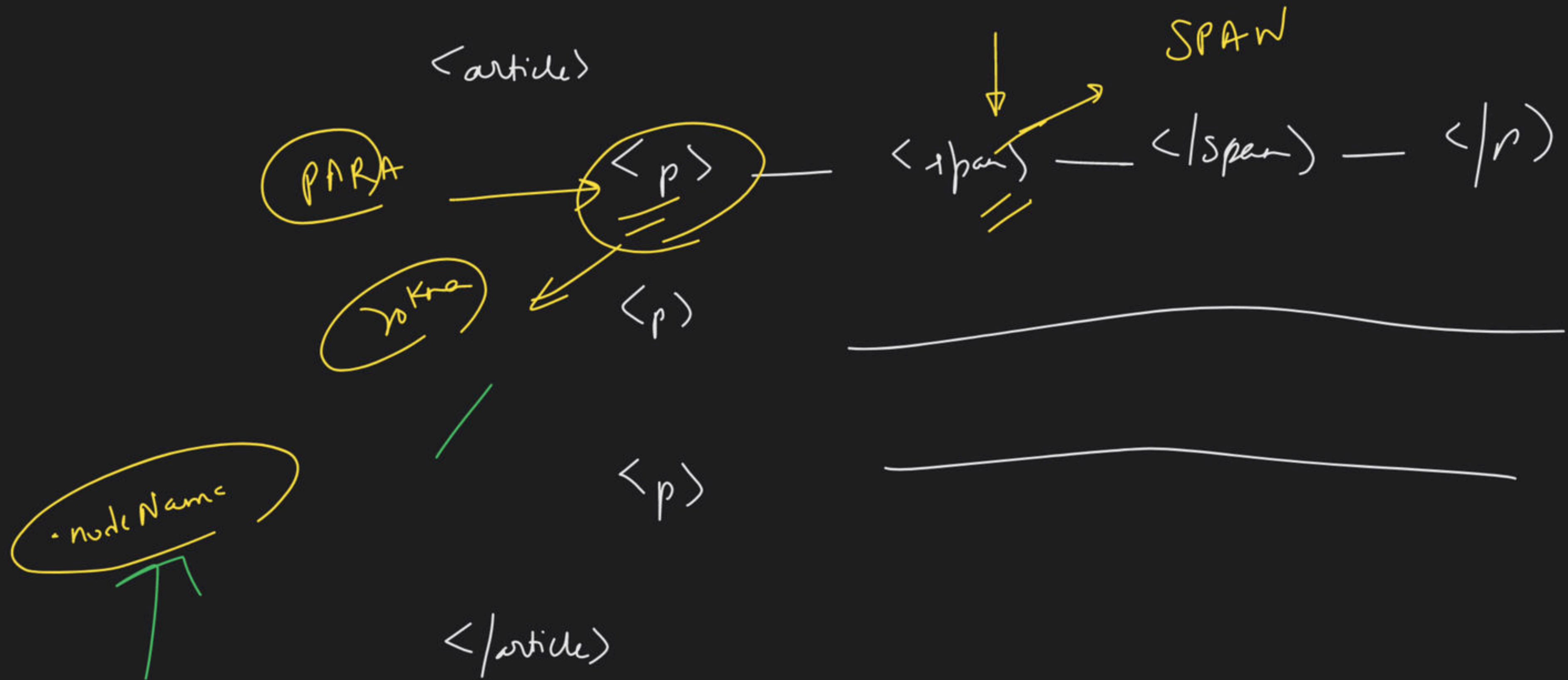
<p> ————— </p>

</div>



```
document.querySelector('#wrapper').addEventListener('click',
function(event) {
```

```
console.log('span' + event.target.textContent);
});
```

Event
↓
DOM Content Loaded

<html>

How do I know?

JS Code
head
↓
DOMContentLoaded
body

<head>

<script>

</script>

document.querySelector('body').style.backgroundColor = 'red';

</head>

<body>

~~~~~  
~~~~~  
~~~~~

</body>

<html>

But  
practically

<script src="index.js"></script>



<script>

document.addEventListener('DOMContentLoaded',

function () {

});

</script>

Maharathi

Teacher

Students

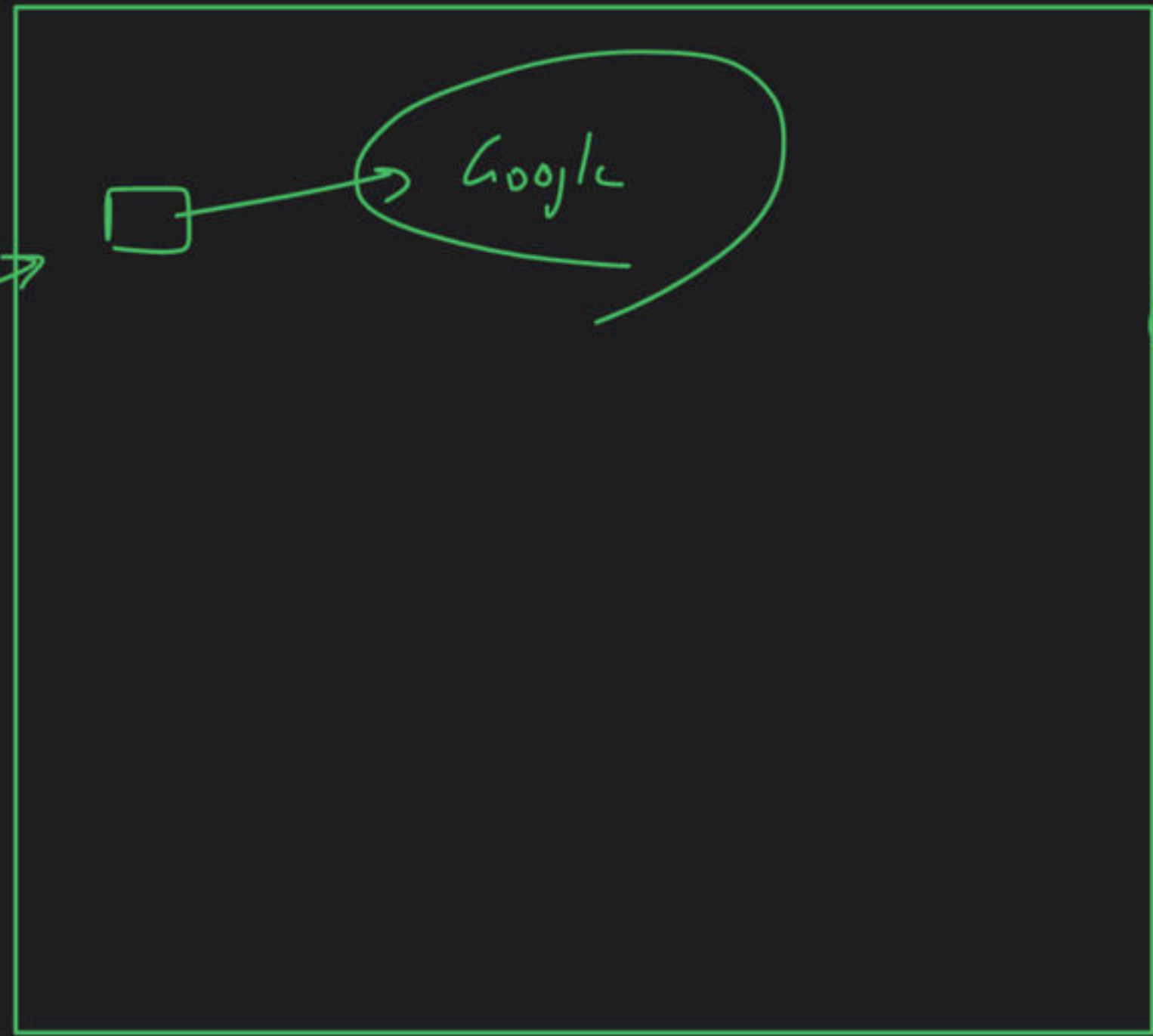
Wm  
Dev

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2:24,  
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google

limits

Kata  
Lyon

