

Events

Some interesting changes in JS

- ① keyboard event → keypress, ↑, ↓, ←, →
- ② mouse event → click, doubleclick, ⌂
- ③ print event → print
- ④ form event → submit
- ⑤ etc

External Event handling

node.Event = () => {
=
}

Event Object

node.Event = (event) => {
}

Event Listener

node.addListener(event, callback)



handler

node.removeListener(event, callback)