Events in JS

The change in the state of an object is known as an Event

Events are fired to notify code of "interesting changes" that may affect code execution.

- Mouse events (click, double click etc.)

- Keyboard events (keypress, keyup, keydown)

- Form events (submit etc.)

- Print event & many more

Event Handling in JS

```
node.event = ( ) => {
    //handle here
}
```

example

```
btn.onclick = ( ) => {
    console.log("btn was clicked");
}
```

Event Object

It is a special object that has details about the event.

All event handlers have access to the Event Object's properties and methods.

```
node.event = (e) => {
    //handle here
}
```

e.target, e.type, e.clientX, e.clientY

Event Listeners

node.**addEventListener**(event, callback)

node.**removeEventListener**(event, callback)

***Note : the callback reference should be same to remove**

Let's Practice

Qs. Create a toggle button that changes the screen to dark-mode when clicked & light-mode when clicked again.