Bubbling

JS

Capturing

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Bubbling

The principle of bubbling is simple

Whenever an event occurs on an element, at first place it will run the handler on it, then its parent, then on other ancestors.

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propagate the DOM tree upwards

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HTML

```html
<html>
  <body>

    <div id="grandParent">
      <div id="parent">
        <div id="child"></div>
      </div>
    </div>

  </body>
</html>
```

CSS

```css
div{
    padding:30px;
    border:5px solid red;
}
```

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JS

```
document.querySelector("#grandParent")
.addEventListener("click",()=>{
  console.log("Grand Parent")
})

document.querySelector("#parent")
.addEventListener("click",()=>{
  console.log("Parent")
})

document.querySelector("#child")
.addEventListener("click",()=>{
  console.log("Child")
})
```

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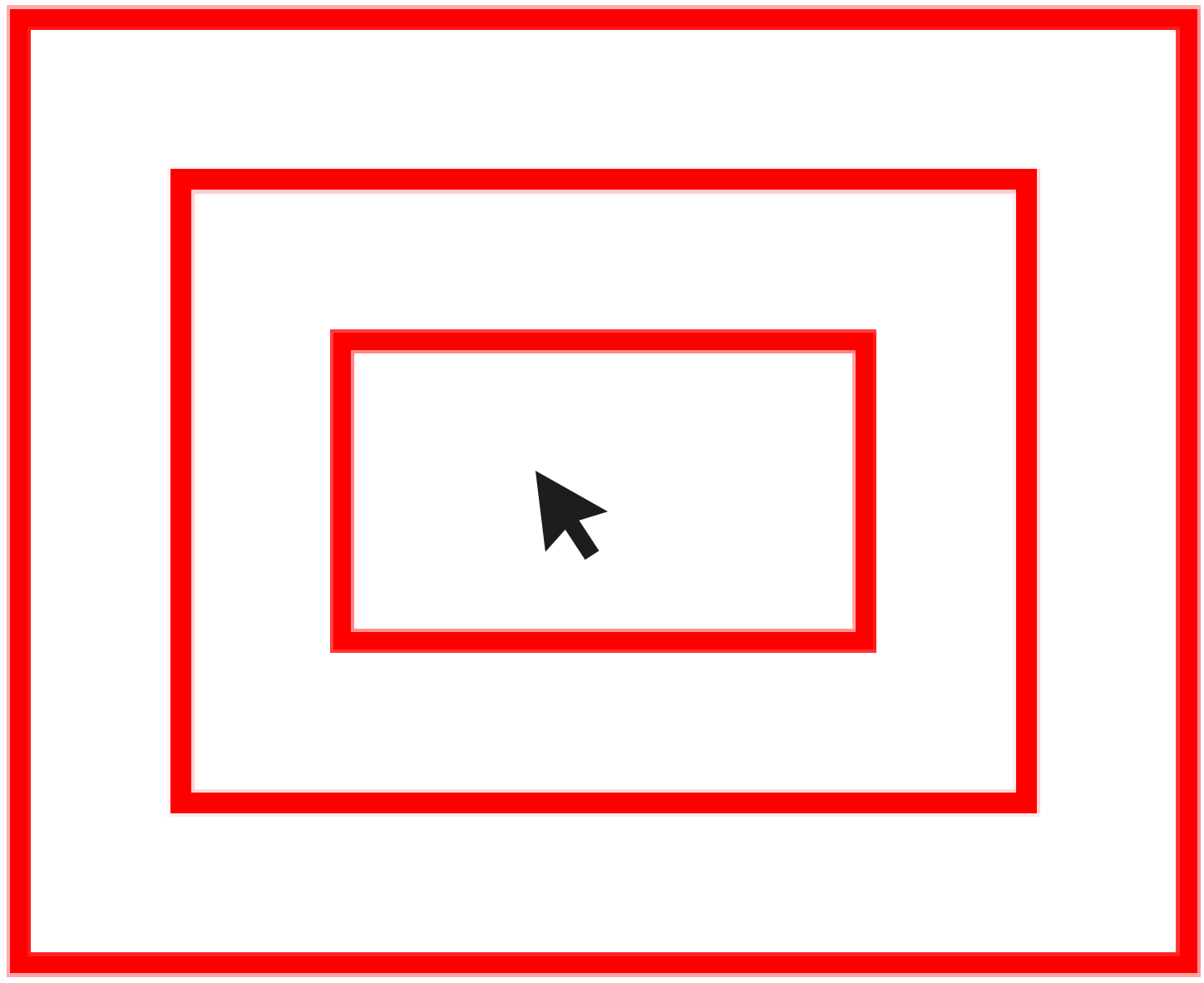

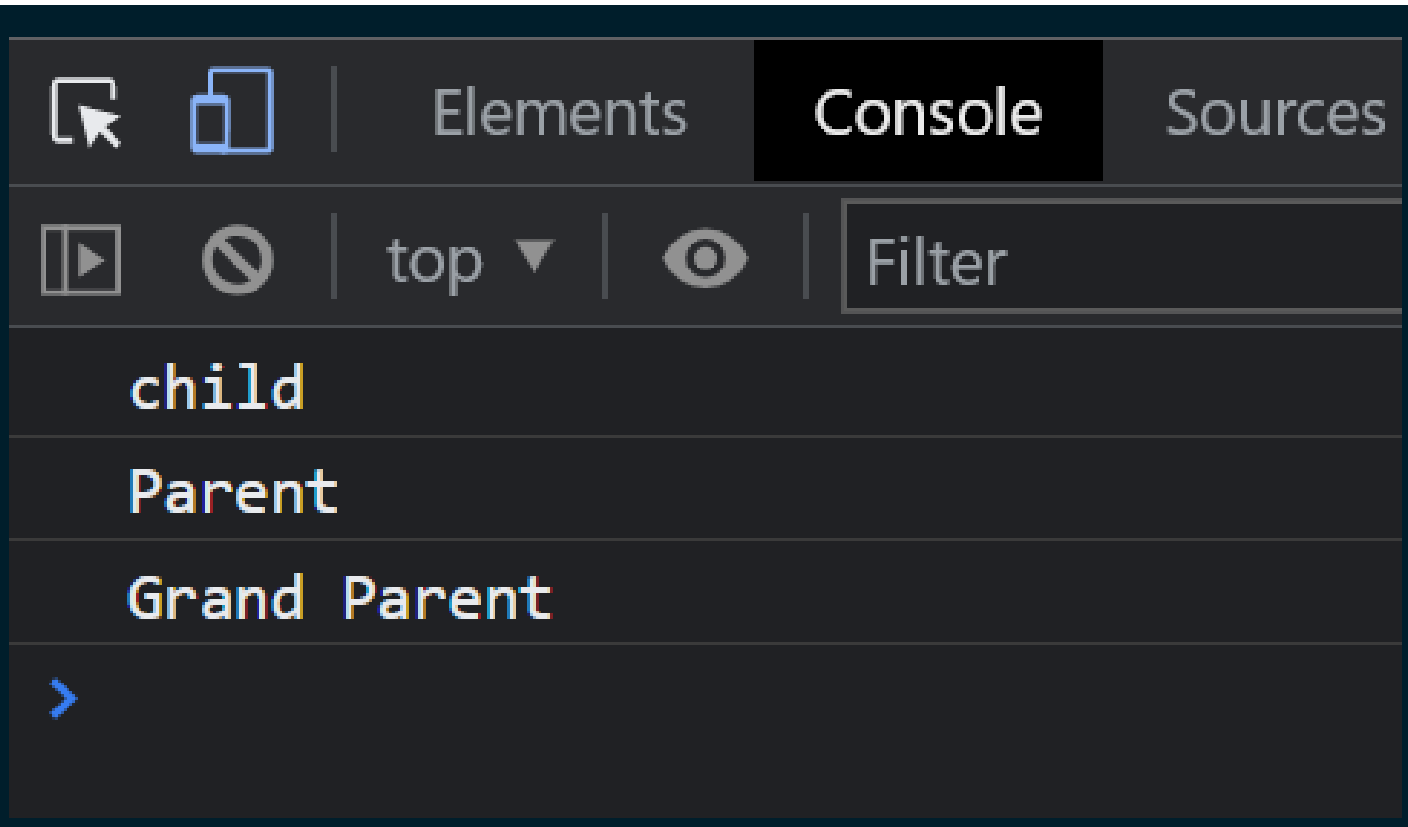

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Capturing

The principle of Capturing is simple

Event Capturing is a process of executing event handlers from the outermost element all the way down to the target.

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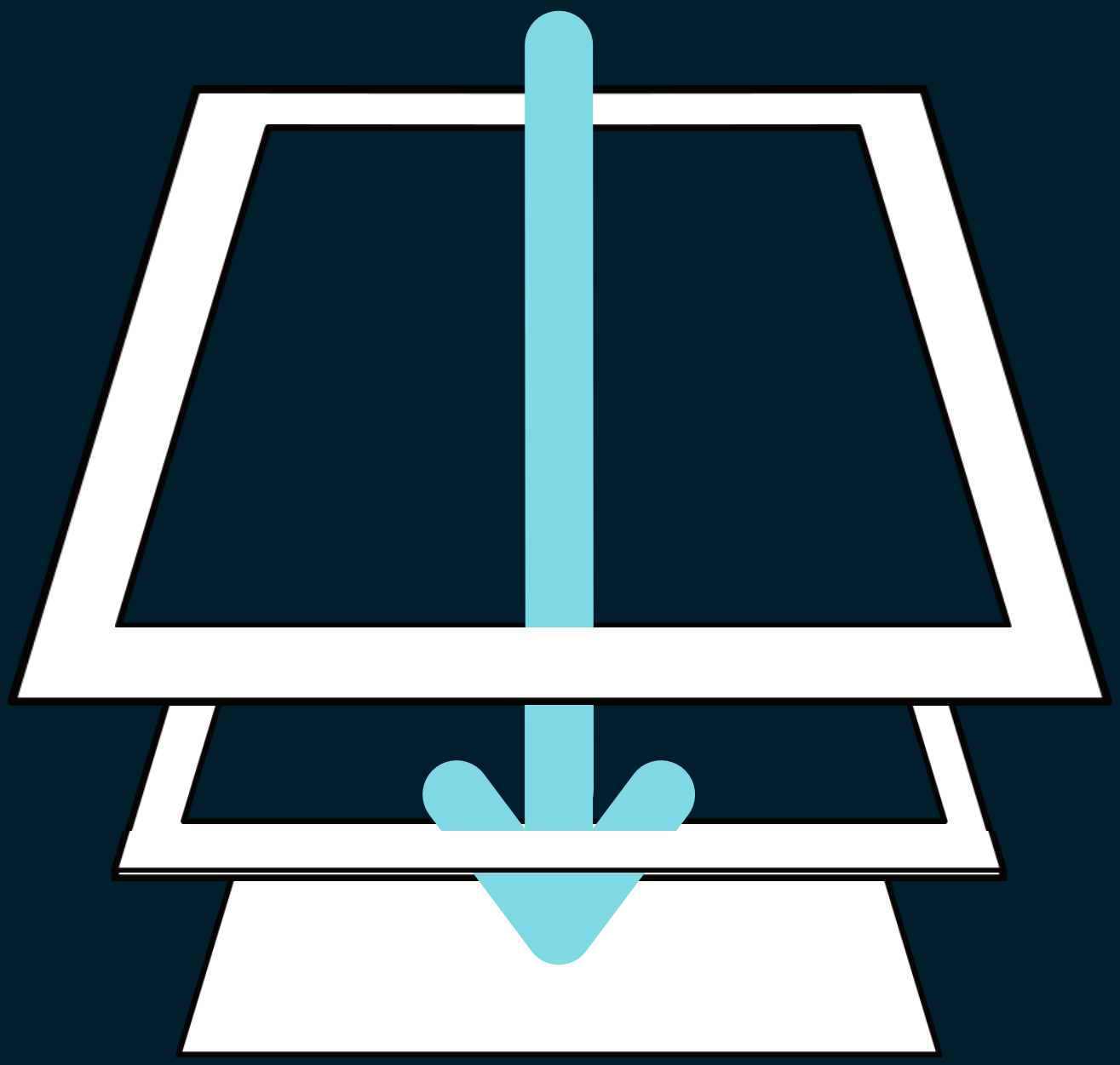

propagate the DOM tree upwards

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HTML

```html
<html>
  <body>

    <div id="grandParent">
      <div id="parent">
        <div id="child"></div>
      </div>
    </div>

  </body>
</html>
```

CSS

```css
div{
    padding:30px;
    border:5px solid red;
}
```

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JS

```
document.querySelector("#grandParent")
.addEventListener("click",()=>{
    console.log("Grand Parent")
},true)

document.querySelector("#parent")
.addEventListener("click",()=>{
    console.log("Parent")
},true)

document.querySelector("#child")
.addEventListener("click",()=>{
    console.log("child")
},true)
```

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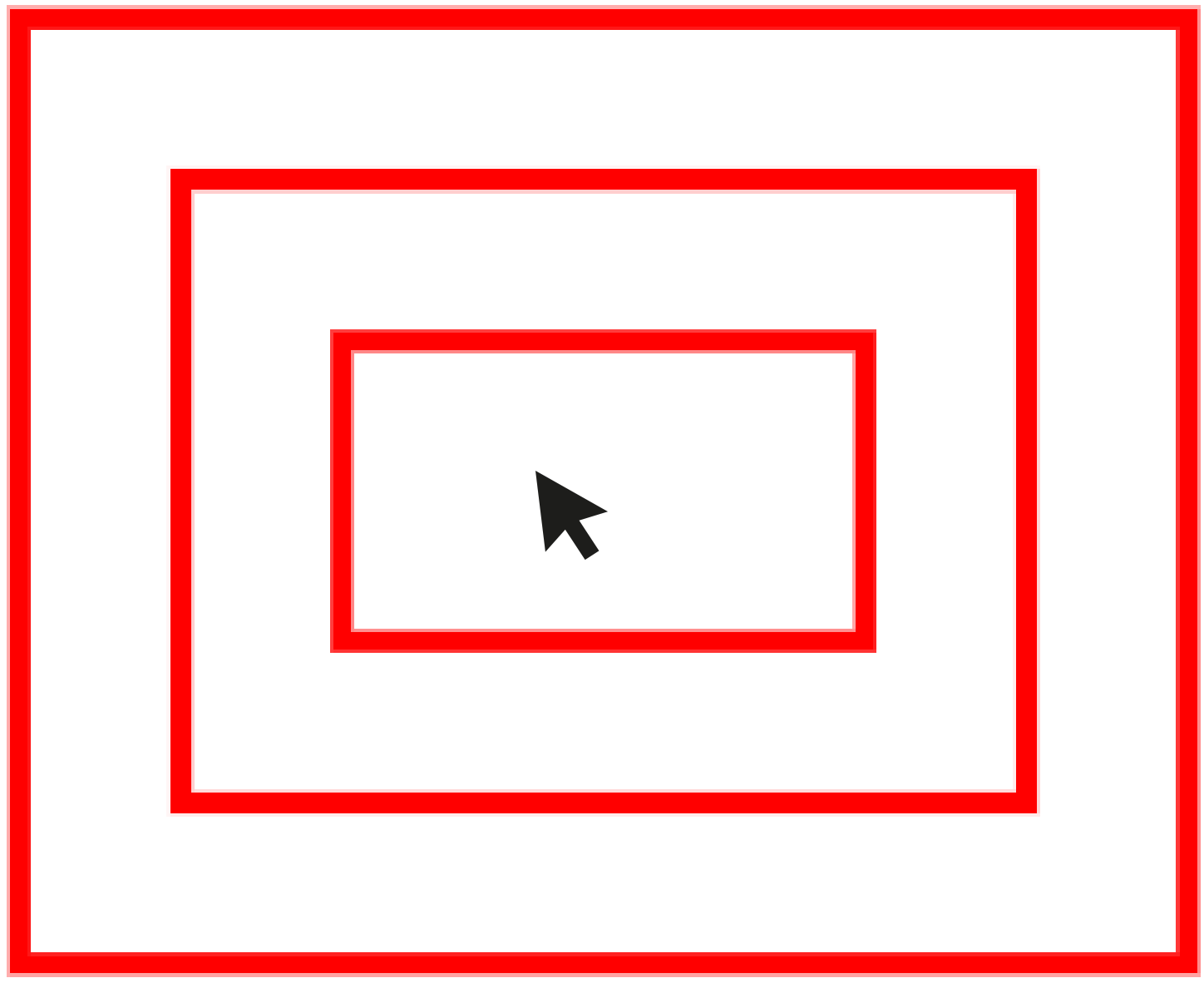

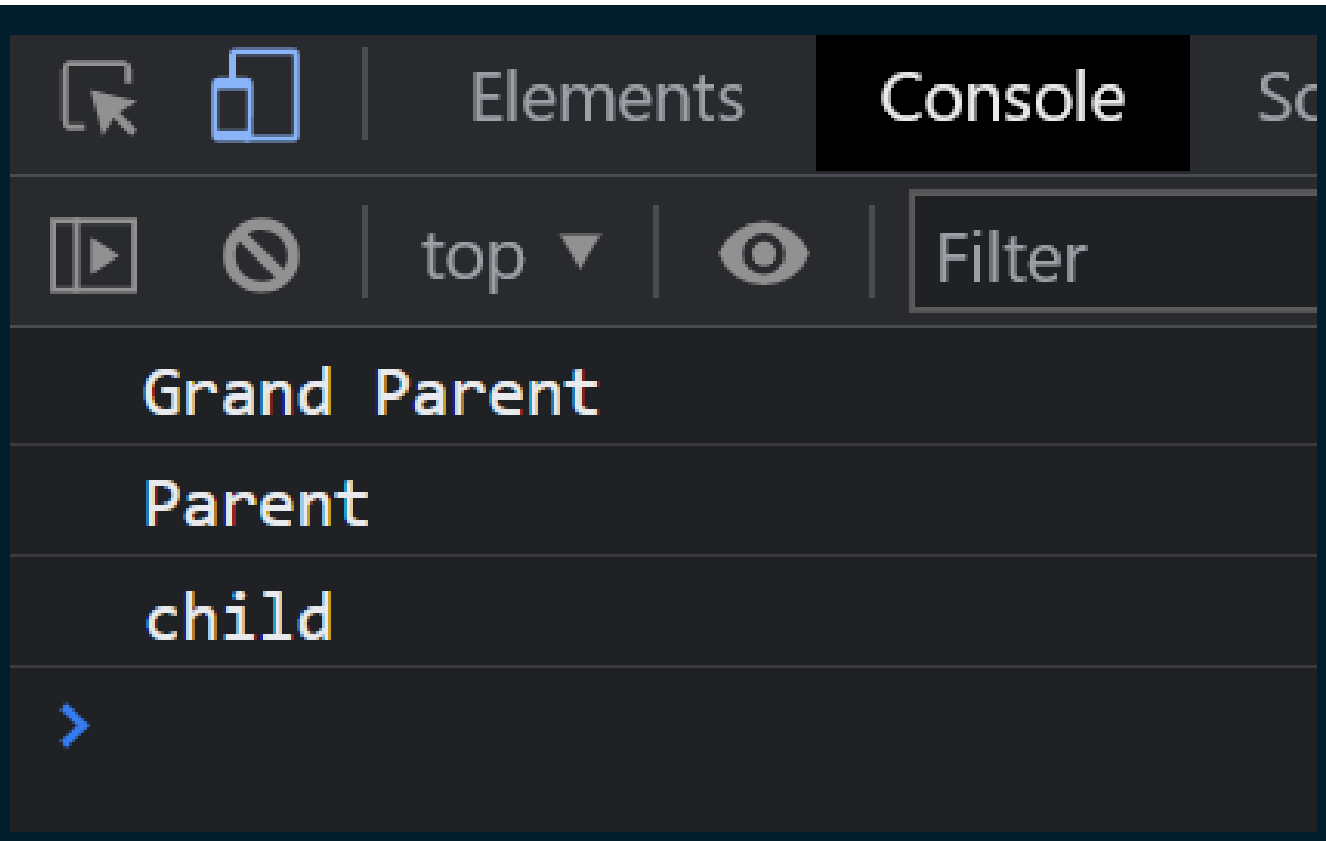

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