

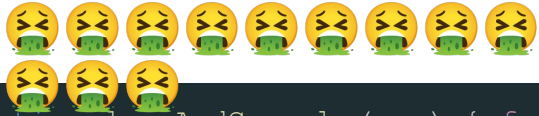
DOM II

Handling Events

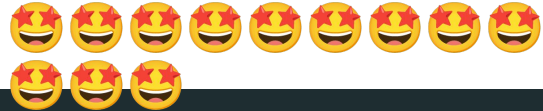
Quick Aside about Tools: Prettier



Prettier makes your code look...prettier!
Automatically. <https://prettier.io/> 🙄



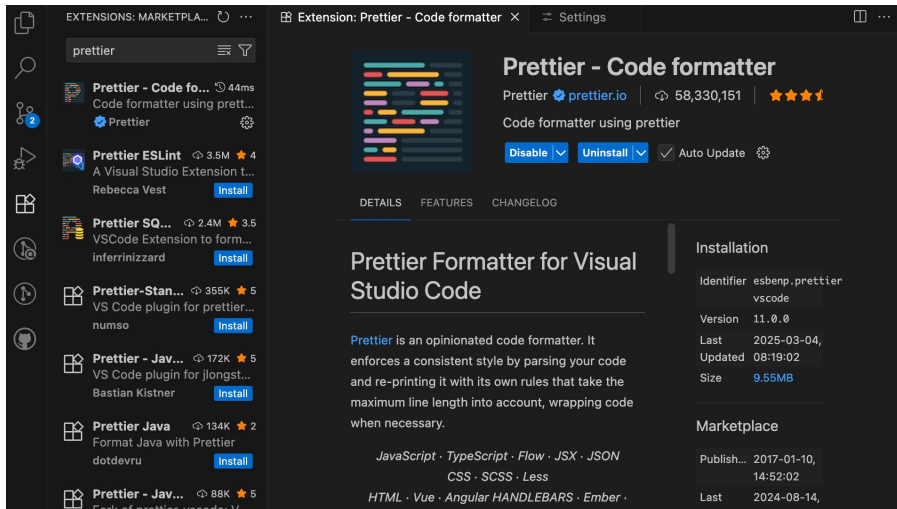
```
function loopAndConsole (arr) { for (let  
i  
= 0;i<    arr.length;i++)  
{  
    console.log(arr[i]); } }
```



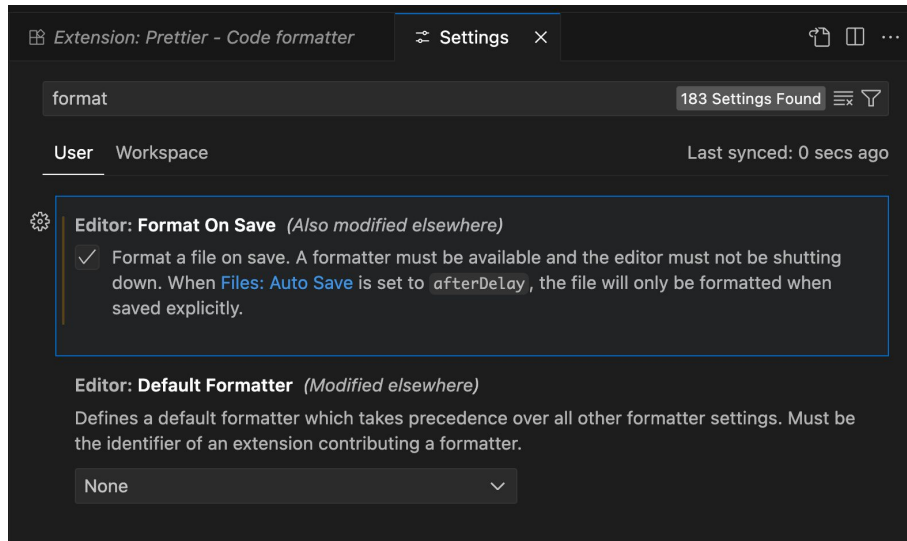
```
function loopAndConsole (arr) {  
    for (let i = 0; i < arr.length; i++) {  
        console.log(arr[i]);  
    }  
}
```

Quick Aside about Tools: Prettier

Install VSCode Extension



Enable Format On Save



Events & You

An event is fired when anything “interesting” happens that you may want to respond to.

- click
- mouseover
- submit (a form)
- change (an input)
- scroll
- ...and many more!



Events & You

Events are represented as objects with MANY keys. For example:

<code>type</code>	The type of the event, such as “click” or “scroll”
<code>target</code>	The DOM element that triggered the event
<code>timeStamp</code>	The time the event was triggered, in milliseconds since the epoch
<code>defaultPrevented</code>	Indicates whether <code>event.preventDefault()</code> was called to prevent default event behavior
<code>key</code>	The key on the keyboard that was pressed
<code>clientX</code> , <code>clientY</code>	The position of the mouse relative to the viewport

Event Propagation (“Bubbling”)

When an event is fired, it “bubbles up” to it’s parent node

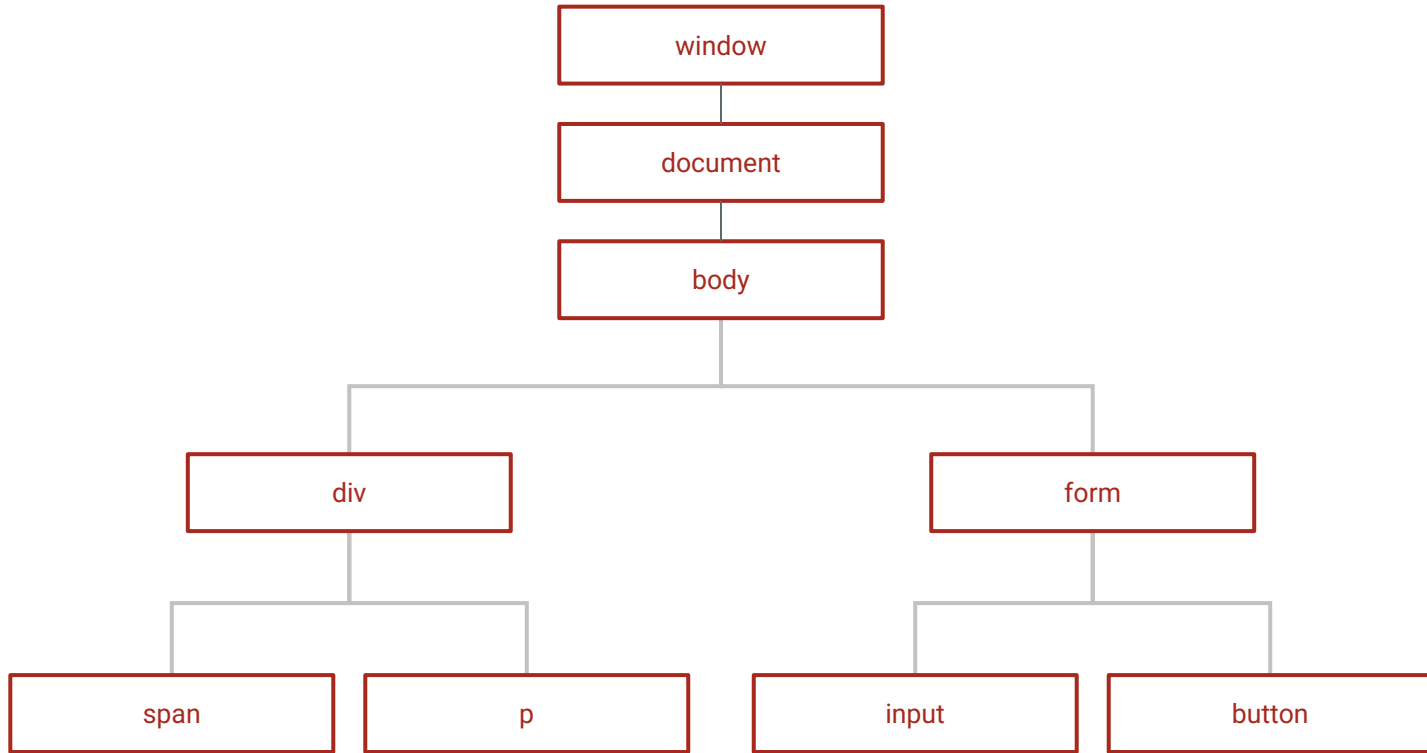
And then to it’s parent’s node’s parent’s node

All the way up to the root of the DOM!

This happens for *every event*!! 🎉

NOTE: You can turn this off by calling `event.stopPropagation()` within an event listener.

Event Propagation (“Bubbling”)

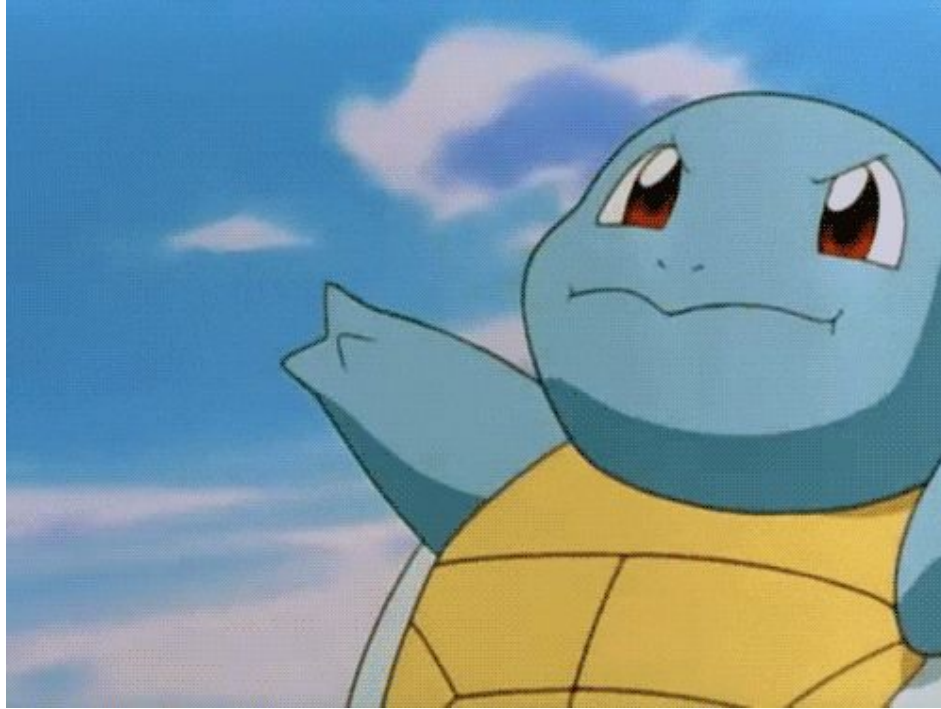


Event Propagation (“Bubbling”)

```
const div = document.getElementsByTagName("div")[0];
div.addEventListener("click", (event) => {
  console.log("div clicked");
});

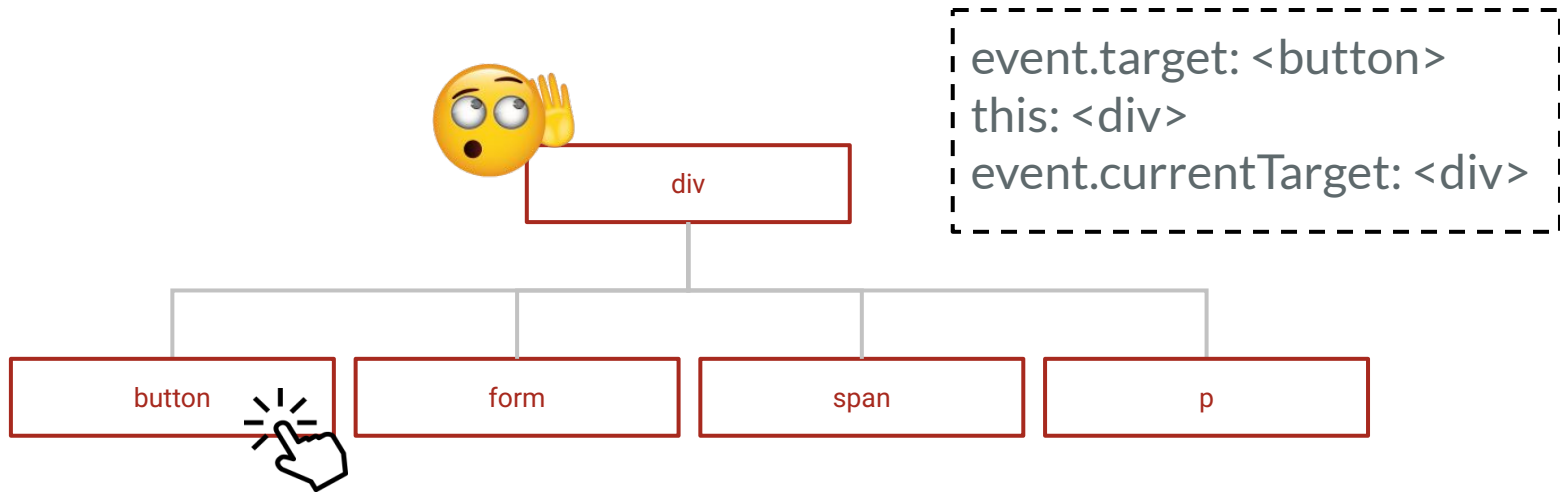
const span = document.getElementsByTagName("span")[0];
span.addEventListener("click", (event) => {
  console.log("span clicked");
});
```


Event Propagation (“Bubbling”)



Event Delegation

Taking advantage of event propagation to handle events at a higher level in the DOM.



Code Demo!

