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<!DOCTYPE html>
<html>
<head>
  <title>Group Events Demo</title>
  <style>
    .shinx {
      width: 150px;
      height: 150px;
    }
    .div-border {
      width: 200px;
      height: 200px;
      border: 1px solid #aaaaaa;
      position: relative;
    }
    @keyframes mover {
      from {left: 0px;}
      to {left: 300px;}
    }
  </style>
  <script>
    function allowDrop(ev) {
      ev.preventDefault();
    }

    function drag(ev) {
      ev.dataTransfer.setData("text", ev.target.id);
    }

    function drop(ev) {
      ev.preventDefault();
      var data = ev.dataTransfer.getData("text");
      ev.target.appendChild(document.getElementById(data));
    }
    function displayMessage() {
      document.getElementById("inputBar").style.backgroundColor = "blue"
    }
    function makePink() {
      document.getElementById("mouseDiv").style.backgroundColor = "pink"
    }
    function makeBlue() {
      document.getElementById("mouseDiv").style.backgroundColor = "lightblue"
    }
    function downMsg() {
      document.getElementById("mouseDiv").innerHTML = "mouse is down!"
    }
    function upMsg() {
      document.getElementById("mouseDiv").innerHTML = "mouse is up!"
    }
    function boldFont() {
      document.getElementById("focusBar").style.fontWeight = "bold"
    }
    function unboldFont() {

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        document.getElementById("focusBar").style.fontWeight = "normal"
    }
</script>
</head>
<body>
    <h1>Group Events Demo</h1>
    <h2>Animation Events</h2>
    <p>Click on the box below to start an animation!</p>
    <div id="animated" class="div-border" onclick="moveRight()"></div>
    <script>
        function moveRight() {
            document.getElementById("animated").style.animation = "mover 3s 2"
            console.log("clicked")
        }
        document.getElementById("animated").addEventListener("animationstart", startAnim)
        document.getElementById("animated").addEventListener("animationiteration", repeatAnim)
        document.getElementById("animated").addEventListener("animationend", endAnim)
        function startAnim() {
            this.style.background = "yellow"
        }
        function repeatAnim() {
            this.style.background = "red"
        }
        function endAnim() {
            this.style.background = "gray"
        }
    </script>
    <h2>Drag Events</h2>
    <div>
        <p>Drag this image into the div below it!</p>
        
        <div id="div1" class="div-border" ondrop="drop(event)" ondragover="allowDrop(event)"></div>
    </div>
    <h2>Input Events</h2>
    <div>
        <p>Enter some text into this input box:</p>
        <input oninput="displayMessage()" id="inputBar">
        <p>[the input bar should turn blue when you start typing!]</p>
    </div>
    <h2>Mouse Events</h2>
    <div>
        <p>Move your mouse over this box, and click on it!</p>
        <div id="mouseDiv" class="div-border"
onmouseenter="makePink()"
onmouseleave="makeBlue()"
onmousedown="downMsg()"
onmouseup="upMsg()"></div>
    </div>
    <h2>Focus Events</h2>
    <div>
        <p>Focus on this input field by clicking on it, and unfocus by leaving it.</p>
        <input id="focusBar" onfocus="boldFont()" onblur="unboldFont()">

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</div>  
</body>  
</html>
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