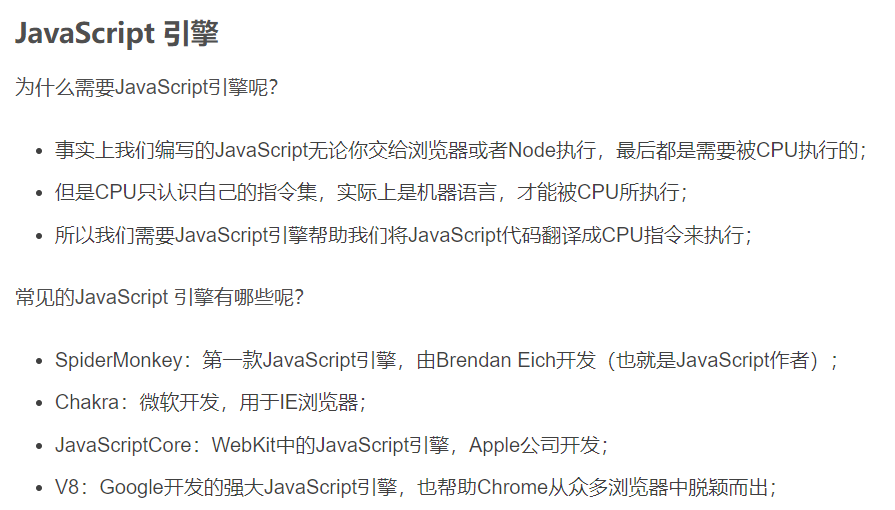
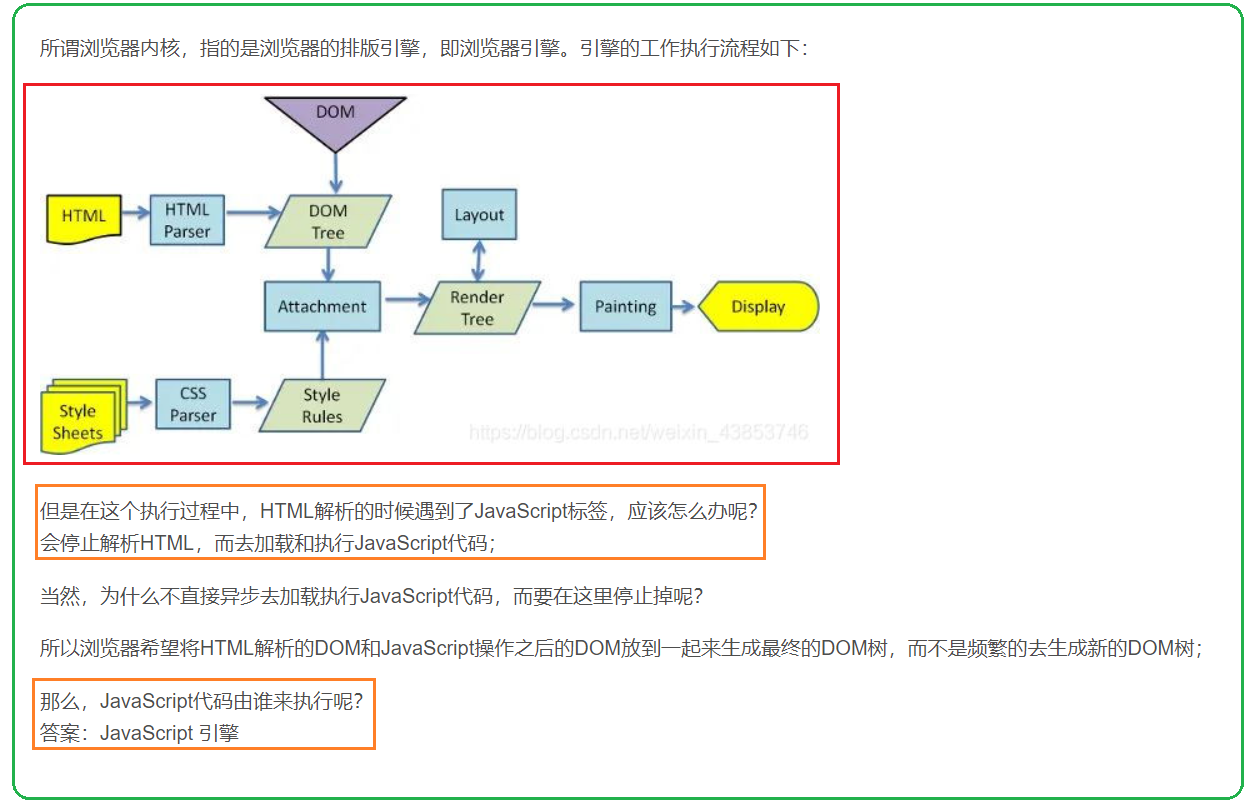
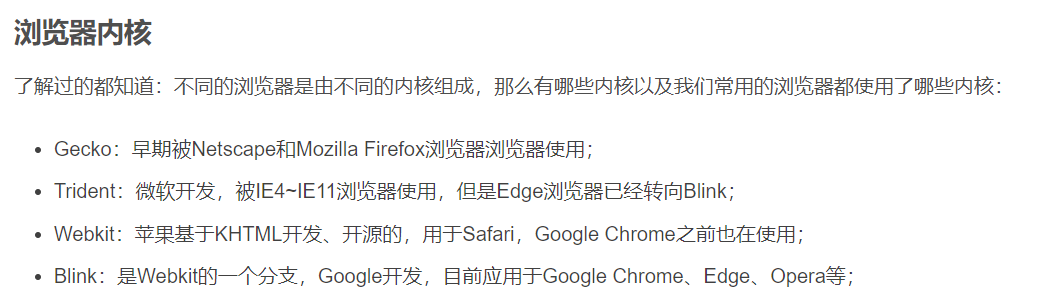
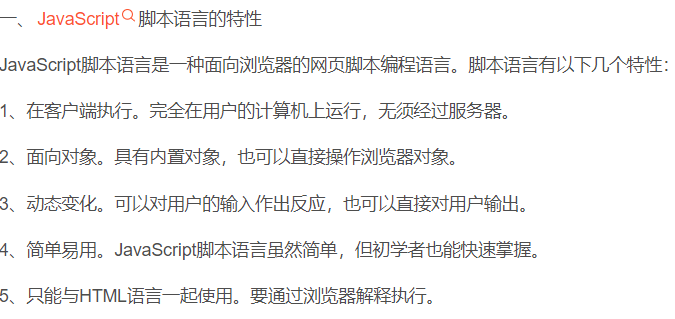
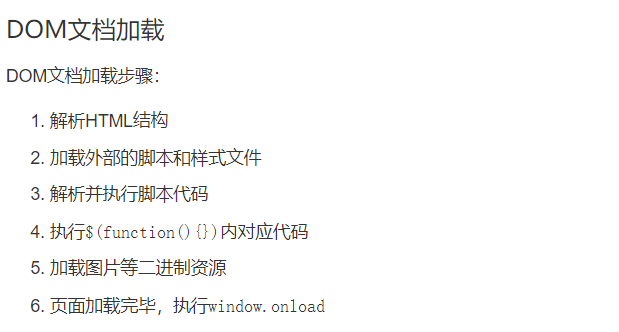
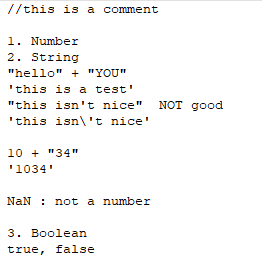
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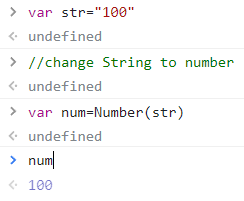


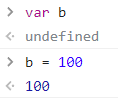
* **动态加载外部.js文件时候**
* **动态加载JS**

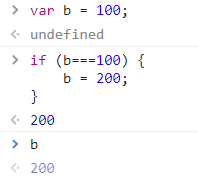
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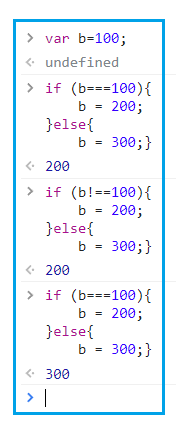


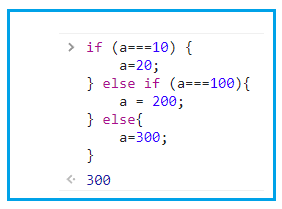


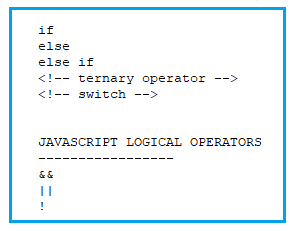






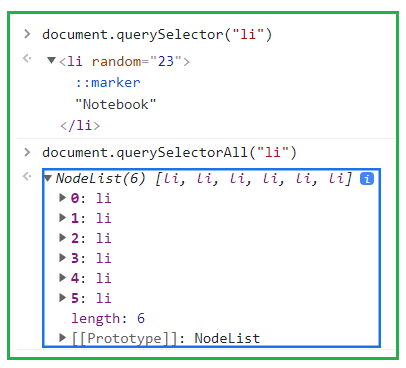
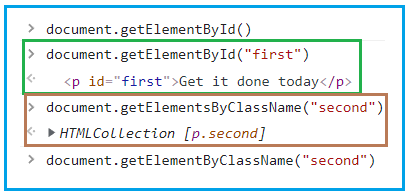


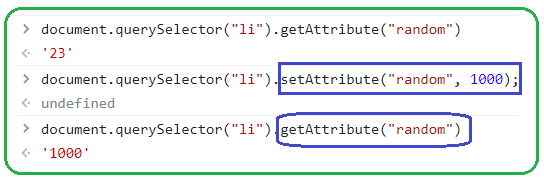


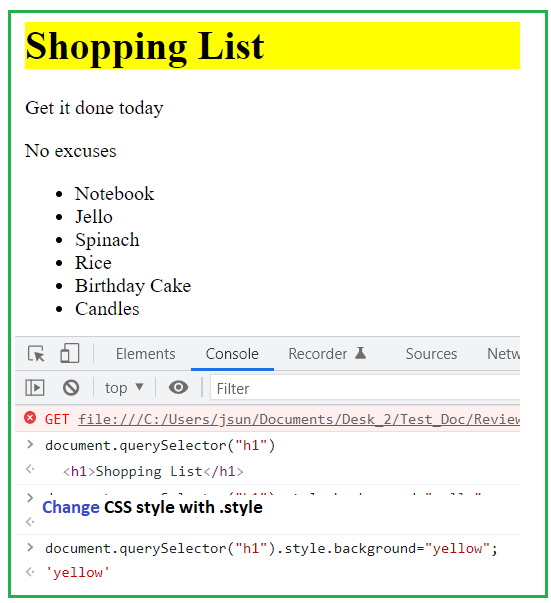


Javascript can

* Change all the **HTML elements** in the page
* Change all the **HTML attributes** in the page
* Change all the css styles in the page.
* **Remove** existing **HTML elements** and **attributes**.
* **Add** new **HTML elements** and **attributes**
* JavaScript can **react** to all existing **HTML events** in the page.
* JavaScript can **create** new **HTML events** in the page.







**Events**:

Keyboard and mouse

<https://developer.mozilla.org/en-US/docs/Web/events>

<https://developer.mozilla.org/en-US/docs/Web/API/Element#mouse_events>

In the previous video you saw something interesting:

**Event listener** syntax :

1. button.**addEventListener**("**click**", addListAfterClick);
2. input.addEventListener("**keypress**", addListAfterKeypress);

You didn't see the function being called like this as you may have expected:

1. button.**addEventListener**("click", **addListAfterClick**());

Once the button is clicked, monitored by the button.addEventListener, addListAfterClick() will be executed

1. input.addEventListener("keypress", addListAfterKeypress(event));

This is something called a **callback function**. When that line of javascript runs, we don't want the addListAfterClick function to run because we are just adding the event listener now to wait for click or keypress.

We want to let it know though that **we want this action to happen when a click happens**. So the function now automatically gets run (gets added the ()) every time the click happens. So we are passing a reference to the function without running it.

