

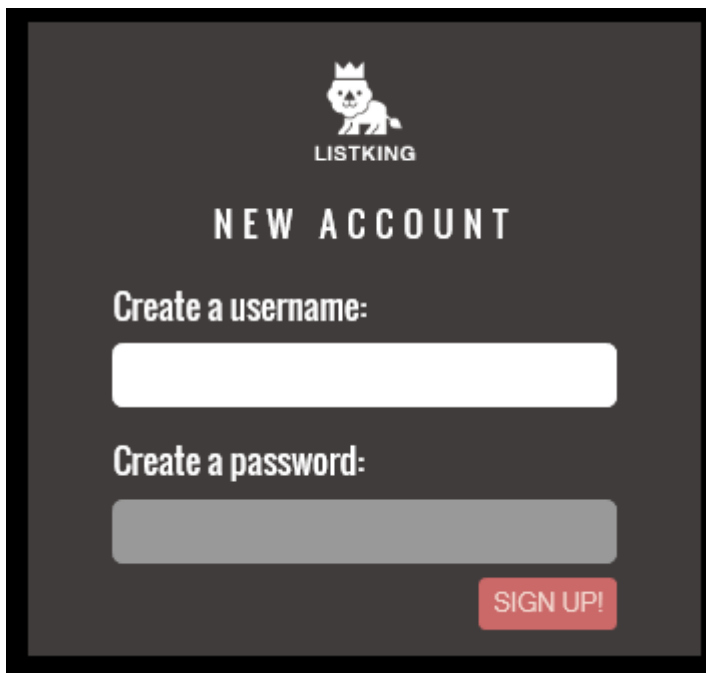
JavaScript Events Lab 1

In this exercise event handlers will be created which will be invoked by a blur/onblur event.

Exercise 1 – Create a HTML Event Handler

The steps outlined below will help you complete the exercise:

1. On moodle download the zip file, event-attributes.zip, and extract the details to a location of your choice on your device.
2. Open the file event-attributes.html in a text editor of your choice.
3. Create a folder in the same folder as event-attributes.html, named js.
4. In the js folder create a file named event-attributes.js.
5. Update event-attributes.html, so it includes a reference to event-attributes.js.
6. Update event-attributes.js so that it includes a function for checkUsername.
7. In this function, ensure a check is in place to ensure the username length is not less than 5 characters. If it is, then target the element with id 'feedback' on the webpage, and write a warning message to it.
8. Save all modifications to event-attributes.html and event-attributes.js.
9. Open event-attributes.html in a web browser of your choice.
10. Run some tests ensuring the event fires as expected.



The image shows a dark-themed web form for creating a new account. At the top, there is a logo of a cat wearing a crown with the word 'LISTKING' underneath. Below the logo, the text 'NEW ACCOUNT' is displayed in a large, white, sans-serif font. Underneath, there are two labels: 'Create a username:' and 'Create a password:'. Each label is followed by a corresponding input field. The username field is a white rectangle, and the password field is a grey rectangle. At the bottom right of the form, there is a red button with the text 'SIGN UP!' in white capital letters.

Exercise 2 – Create a DOM Event Handler

The steps outlined below will help you complete the exercise:

1. On moodle download the zip file, event_handler.zip, and extract the details to a location of your choice on your device.
2. Open the file event-handler.html in a text editor of your choice.
3. Create a folder in the same folder as event-handler.html, named js.
4. In the js folder create a file named event-handler.js.
5. Update event-handler.html, so it includes a reference to event-handler.js.
6. Update event-handler.js so that it includes a function for checkUsername.
7. In this function, ensure a check is in place to ensure the username length is not less than 5 characters. If it is, then target the element with id 'feedback' on the webpage, and write a warning message to it.
8. In event-handler.js, outside of the function, target the element with id 'username' with the onblur event. Assign the checkUsername function to it.

e.g.

```
var el = document.getElementById('username');  
el.onblur = checkUsername();
```

9. Save all modifications to event-handler.html and event-handler.js.
10. Open event-handler.html in a web browser of your choice.
11. Run some tests ensuring the event fires as expected.

Exercise 3 – Create an Event Listener

The steps outlined below will help you complete the exercise:

1. On moodle download the zip file, event_handler.zip, and extract the details to a location of your choice on your device.
2. Open the file event-listener.html in a text editor of your choice.
3. Create a folder in the same folder as event-listener.html, named js.
4. In the js folder create a file named event-listener.js.
5. Update event-listener.html, so it includes a reference to event-listener.js.
6. Update event-listener.js so that it includes a function for checkUsername.
7. In this function, ensure a check is in place to ensure the username length is not less than 5 characters. If it is, then target the element with id 'feedback' on the webpage, and write a warning message to it.
8. In event-listener.js, outside of the function, target the element with id 'username' with the blur event. Assign the checkUsername function to it.

e.g.

```
var el = document.getElementById('username');
```

```
el.addEventListener('blur', checkUsername, false);
```

9. Save all modifications to event-listener.html and event-listener.js.
10. Open event-listener.html in a web browser of your choice.
11. Run some tests ensuring the event fires as expected.