

Events in JS

→ clicking a button, hovering over an element, submitting a form

The change in the state of an object is known as an Event

Events are fired to notify code of "interesting changes" that may affect code execution.

- Mouse events (click, double click etc.)
- Keyboard events (keypress, keyup, keydown)
- Form events (submit etc.)
- Print event & many more

Event Handling in JS

```
node.event = ( ) => {  
  //handle here  
}
```

example

```
btn.onclick = ( ) => {  
  console.log("btn was clicked");  
}
```

Event Object

It is a special object that has details about the event.

All event handlers have access to the Event Object's properties and methods.

```
node.event = (e) => {  
  //handle here  
}
```

e.target, e.type, e.clientX, e.clientY

Event Listeners

node.addEventListener(event, callback)

function, handler

node.removeEventListener(event, callback)

***Note :** the callback reference should be same to remove

same event pe multiple kam karva sakte hai which is not possible in 2)

1) inline handling .

2) JS: node.event = ()=>{

3) event listeners

Drawbacks:

html code becomes bulky

ek baar mein ek hi function ko likkhe event ko handle kar sakte

So better way rather than above two is Event listeners.

Let's Practice

✓ Qs. Create a toggle button that changes the screen to dark-mode when clicked & light-mode when clicked again.

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