



level

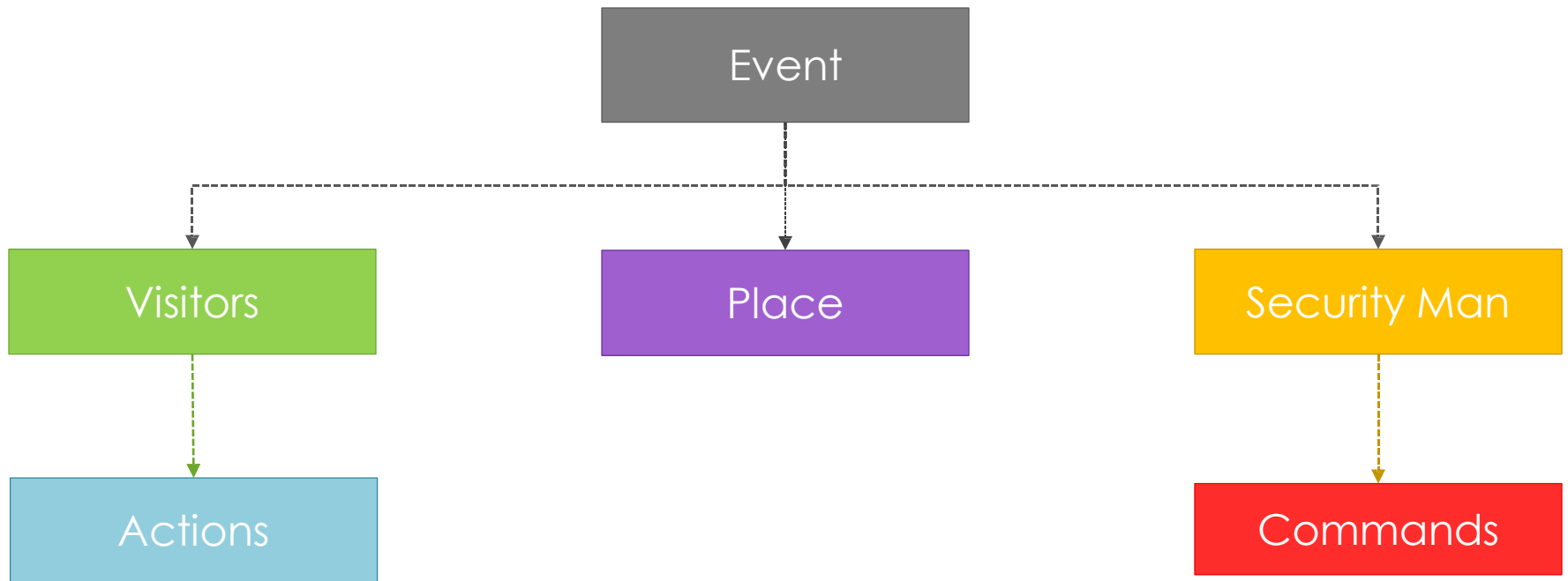
Events & Animations

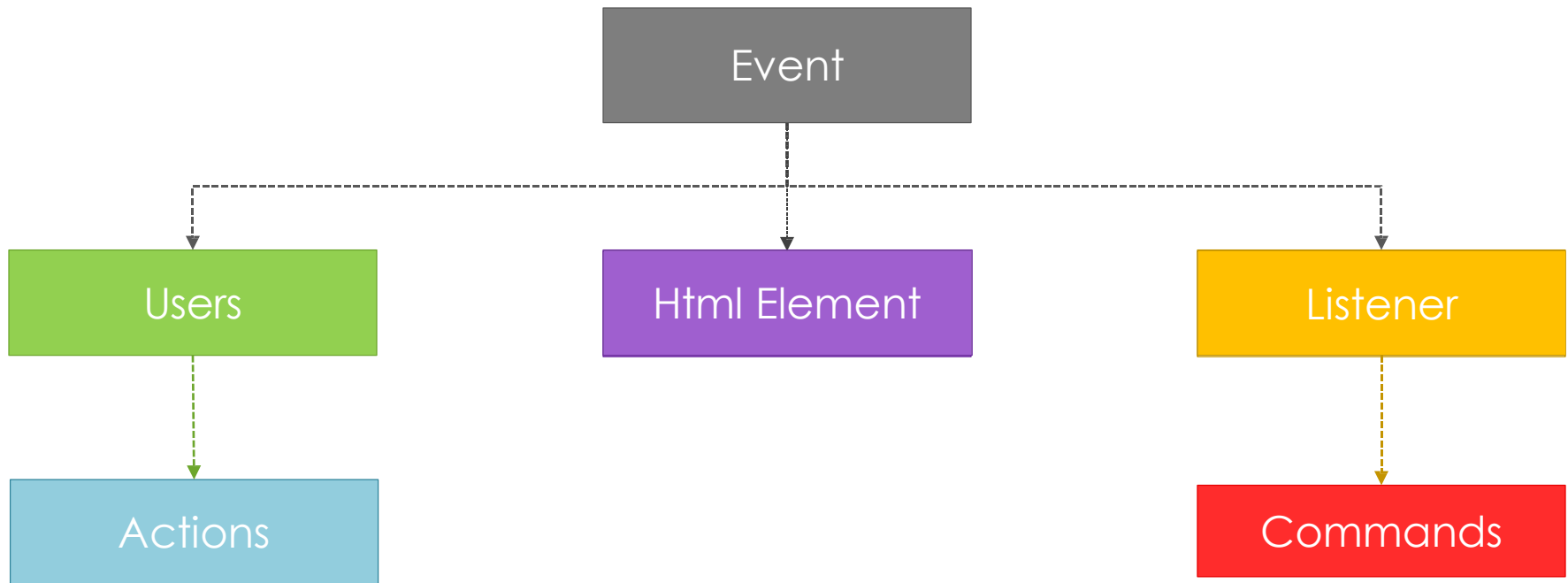
## Fact #3

“

In Stack overflow, There are 1,280,400 Questions tagged By JavaScript, 799,453 Questions tagged by jQuery, 212,184 Questions tagged by Angular, 151,868 Questions tagged by Node.js.

”





1

## Inline Method

```
<button id="myBtn" onclick="alert('hello world')">click me!</button>
```

2

## By AddEventListener Method

It will be covered later

### Syntax:

```
addEventListener(event, function,[use capture])
```

### Example:

```
var btn = document.getElementById('myBtn');  
btn.addEventListener('click', myFunction);
```



# Illustrative Example

```
<body>  
  <p id="msg">Change My Color </p>  
  <input type="button" id="my-btn" value="Submit">  
</body>
```

Change My Color

Submit

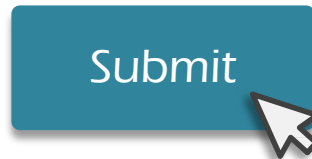
```
var btn = document.getElementById( 'my-btn' );  
  
function clkFn() {  
    document.getElementById( "msg" ).style.color="green";  
}  
  
btn.addEventListener( 'click', clkFn );
```



# Illustrative Example

```
<body>  
  <p id="msg">Change My Color </p>  
  <input type="button" id="my-btn" value="Submit">  
</body>
```

Change My Color



```
var btn = document.getElementById( 'my-btn' );  
  
function clkFn() {  
    document.getElementById( "msg" ).style.color="green";  
}  
  
btn.addEventListener( 'click', clkFn );
```



**removeEventListener**(*event*, *function*, *[use capture]*)

### Example

---

```
var btn = document.getElementById('myBtn');  
  
btn.addEventListener('click', myFunction1);  
  
btn.addEventListener('click', myFunction2);  
  
btn.removeEventListener('click', myFunction2);
```





# MOUSE EVENTS

click

dblclick

contextmenu

mouseenter

mouseleave

mousemove



focus

☐

Change Me

Submit



blur

☐

Change Me

Submit

```
<input type="text" id="fname">
```

```
<script>
```

```
document.getElementById("fname").addEventListener("blur",myFunction);
```

```
function myFunction() {
```

```
  alert("Input field lost focus.");
```

```
}
```

when you lose focus in this text input this called blur event and you can write anything





Change Me

change

Submit





Change Me

Submit

submit



# EVENT Object

**Event Object** is the object that contain all the data about the event occurred.

**Event Object** will be sent **implicitly** to Listener Function

open Source

```
var input = document.getElementById( 'my-inp' );  
  
function blurFn(event) {  
    var val = event.target.value;  
    console.log(val)  
}  
  
input.addEventListener( 'blur', blurFn );
```

Open Source



```
eventObj.preventDefault();
```

## Example

```
var form = document.getElementById("my-form")
var cb = function(e) {
    e.preventDefault();
}
form.addEventListener("submit", cb);
//When submit the form it will not submit the form values to the
action url
```



# KEY EVENTS



keydown

Triggered When User press the Key.  
It detects all **keys**



keyup

Triggered When User release the Key.  
It detects all **keys**



Keypress

Triggered When User press the Key.  
It detects **printed Characters** only





*eventObj*.keyCode;

## Example

```
var form = document.getElementById("my-form")
var cb = function(e) {
    console.log(e.keyCode)
    console.log(e.which)
}
form.addEventListener("keyup", cb);
// Return the ASSCII Code of the Character printed on the Key
```



## Report



What is **load** event?

What is **beforeunload** event?

What is **DOMContentLoaded** event?

What is difference Between **load** and **DOMContentLoaded** ?

**Note:**

Support Your Answer by Examples.

# Animations

```
setInterval(callback fn, duration [, param1,param2,...]);
```

## Example

```
var cb = function() {  
    alert("Hi, I'm DIV");  
}  
setInterval(cb, 3000);  
var cb2 = function(name) {  
    alert("Hi, I'm "+name);  
}  
setInterval(cb2, 3000, "Ahmed");
```



```
clearInterval(interval ID);
```

## Example

```
var cb = function() {  
    alert("Hi, I'm DIV");  
}  
  
var interval = setInterval(cb, 3000);  
  
//interval is the Interval ID  
  
clearInterval(interval);
```



```
setTimeout(callback fn, duration [, param1,param2,...]);
```

## Example

```
var cb = function() {  
    alert("Hi, I'm DIV");  
}  
  
setTimeout(cb, 3000);  
  
var cb2 = function(name) {  
    alert("Hi, I'm "+name);  
}  
  
setTimeout(cb2, 3000, "Ahmed");
```



```
clearTimeout(Timeout ID);
```

## Example

```
var cb = function() {  
    alert("Hi, I'm DIV");  
}  
  
var timeout = setTimeout(cb, 3000);  
  
//timeout is the Timeout ID
```

```
clearTimeout(interval);
```



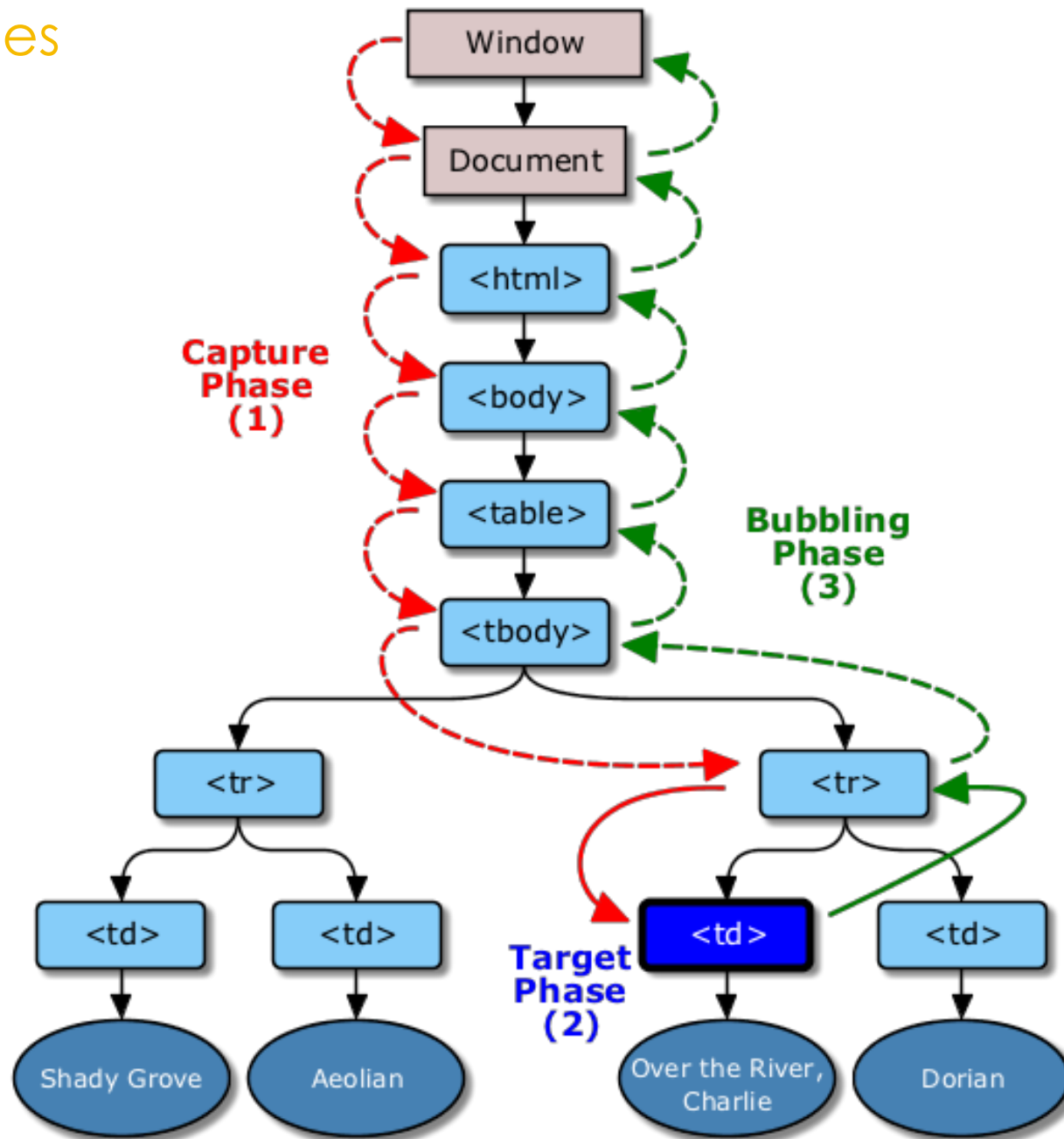
JS

Bubbling

Capturing



# Event Phases



```
eventObj.stopPropagation();
```

It will stop event propagation to the parent of the target element in Bubbling Phase only.

