## **Bug 2: Tooltip Displays on Clicking**

In this lesson, we will try to fix the behavior of our tooltip and making sure it doesn't display itself by merely clicking on the text.

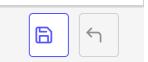
WE'LL COVER THE FOLLOWING ^

Clicking displays the Tooltip

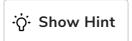
## Clicking displays the Tooltip #

This is an artifact from when we added it to the click event for quick testing purposes. There's an event JavaScript allows to be listened for — onselect. However, the docs show that it only applies to text in textarea or input elements. We're going to have to rely on onmouseup and onmousedown then. How about if the user triggered onmousedown and onmouseup on an article div, and it wasn't the same position. That must imply some text was selected.

Output	
JavaScript	
HTML	
CSS (SCSS)	
we'll begin by scoping the what what	



This works, but play around with it, can you see if it introduces another bug?



Since that doesn't work, we can just check whether there is a selection with every mouseup.

Output	
JavaScript	
HTML	
CSS (SCSS)	
we'll begin by scoping the what what	

I had expected getSelection() to give me null when I clicked on something,
but instead, it just gives a Selection of a different type. Since I only care
about the case where the text is highlighted, I'm filtering for only Range types.

This introduces yet another bug! If we single click on a selected text, the

selection is in range, but the text gets de-highlighted on the browser immediately after, but the tooltip stays.

When you've tried different solutions, and you're feeling stuck, be specific about what you need and go back to search engines and documentation. It seems the only way to capture the case where clicking on selected text dehighlights is if JavaScript lets us – as in if there's any way to listen for selection changes because using click events have shown not to be robust. Earlier, when we had dismissed <code>onselect</code>, I assumed there wasn't API for text selection changes. Digging further into the <code>Selection</code> API docs, however, I found an <code>event</code> called <code>selectionchange</code> that I can listen to. (A side effect of JavaScript iterating so rapidly is the lack of attention to address minor pain points, like this non-intuitive API name clash!)

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We add a bit more text for ease of testing.

The bug this time is much more apparent. Selection changes before you've finalized the selection, so the tooltip shows prematurely. Perhaps even less obvious than the name clash of onselect and selectionchange, there's the

existence of onselectstart event but not onselectend!

When you encounter some API that you feel like *should* exist – some tool that's missing in JavaScript – consider what it would take to implement it yourself. If the implementation is something other people might need, maybe clean it up, package it, and release it as an open-source project! The frontend world relies on open source contributions, and it's a great way to establish your expertise.

Anyway, onselectend to me feels like it *should* exist. Maybe the reason it doesn't is that the developers considered the change to be the terminal stage of selection, but in my interpretation and for the purposes of this component, selection doesn't end until your mouse is released. So selectionchange tells the tooltip what to do, but it doesn't happen until mouseup.

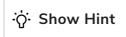
Output
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The way I encode that logic is to use a flag. The tooltip can be in a queued state, which is set by the selectionchange, or not in a queued state, which is

the default and set by onmouseup. Since selectionchange always happens

before onmouseup, tooltips only show up when selectionchange says it should, and the user has "finished selecting".

Can you see why we've commented out line 76?



In the next lesson, we will take a look at our third bug.