Day-4

EventBinding2=>

Component.html=>

```
eventbinding2 works!
<!-- $event =>
   -it is special avariable given variable
    -It gives current dom element information
   -U can only access a data , u cant change or manipulate a data
<!-- <button (click)="onDollerEvent($event)" value="Doller Event
Occur!!!!">Doller Event</button> -->
<!-- Template ref variable
-u can apply any html tag
- if u want make template reg varibale for that use # symbol
   - u can access full information of dom element
   - u can access or manipulate a data or u can change its behaviour
 <!-- <input type="text" #inputname > <br><br></pr>
 <button (click)="onSend(inputname)">Send</button>
 <input #inputname1 type="text" placeholder="Enter the Name "> <br><br>
 <button (click)="onSend1(inputname1.value)">Send</button> -->
<!-- nbsp=> Blankspace -->
<label for="">Num1:: &nbsp;&nbsp;</label>
<input #inputnum1 type="text" placeholder="Enter the Number1"> <br><br>
<label for="">Num2:: &nbsp;&nbsp;</label>
<input #inputnum2 type="text" placeholder="Enter the Number2"><br><br>
<button (click)="onAddition(inputnum1.value,inputnum2.value)"</pre>
>Addition</button><br><br><br>
<label for="">Result:: &nbsp;&nbsp;</label>
<input type="text" [value]="result" placeholder="Display Result"><br><br>
```

Component.css=>

```
input{
    margin: 10px;
    padding: 5px;
    border: 1px solid green;
    border-radius: 10px;
}

button{
    padding: 5px;
    margin: 8px;
```

```
border: 1px solid coral;
  border-radius: 8px;
}

button:hover{
  background-color: aqua;
  border: px solid fuchsia;
}
/*used for highliting the button if user takes his pointer to button*/
```

Component.ts=>

```
import { Component, OnInit } from '@angular/core';
@Component({
  selector: 'app-eventbinding2',
 templateUrl: './eventbinding2.component.html',
  styleUrls: ['./eventbinding2.component.css']
})
export class Eventbinding2Component implements OnInit {
  result:number=0;
  constructor() { }
  ngOnInit(): void {
  onDollerEvent(myevent:any){
    console.log(myevent);
    console.log("Data is => " + myevent.target.value)
  onSend(myinput:any){
    console.log(myinput);
    console.log("Data is => " + myinput.value);
   myinput.style.background="green";
   myinput.style.color="white";
  onSend1(myvalue:any){
    console.log("Name is => " + myvalue)
  onAddition(num1:any,num2:any){
    let n1=+num1;
   let n2=+num2;
    this.result=n1+n2;
```