

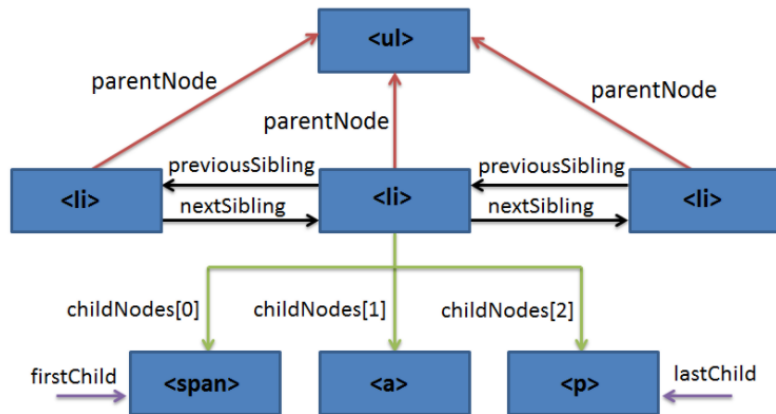
Inserting elements into the DOM

- insertAdjacentElement
 - beforeBegin
 - afterBegin
 - beforeEnd
 - afterEnd

Traversing the DOM

```
<ul>  
<li>node</li>  
<li><span>node</span><a href="#">node</a><p>node</p></li>  
<li>node</li>  
</ul>
```

- previousSibling
- nextSibling
- childNodes
- firstChild
- lastChild
- parentNode

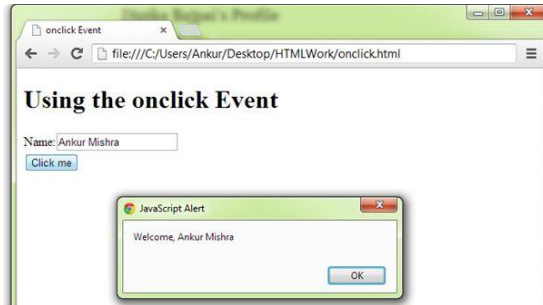


Selecting children with children and childNodes

- children
 - Returns an HTML collection, which you can turn into array
 - Returns elements that are children
 - Only contains HTML elements
 - Not text that might be in element
- childNodes
 - Returns a NodeList object that contains all nodes inside element (can also turn into array)
 - Returns nodes that are children of element
 - Includes text and comments that are in DOM

parentNode and adjacent elements

- parentNode
 - Returns parent of element
- Adjacent elements
 - nextElementSibling
 - previousElementSibling



Module 3-8

Event Handling

Objectives

- Selecting DOM objects
- `addEventListener()` function
- Event delegation
- Event bubbling
- Default browser behavior
- Event types and elements
- Adding listeners to new DOM elements
- `removeEventListener()`

Events

- Events are changes that can occur within HTML DOM elements.
- Examples of events:
 - A user hovering over a piece of text with the mouse cursor.
 - A user clicking on a link or button.
 - A HTML page loading for the first time.
 - A user double clicking somewhere on the page.
- We use JS to help define the actions that should take place if these events occur.

Event Listening


Reacting to events requires three things:

1. A DOM element that we want to listen to events on

```
<button id="newBtn">Try it</button>
```

2. A specific event that we want to listen to

```
<script>  
document.getElementById("newBtn").addEventListener("click", newBtnFunction);
```



3. A function that holds the logic that we want to execute

```
function newBtnFunction()  
{  
  document.getElementById("demo").innerHTML = "Hello World";  
};
```

Common Events

Event	Description
click	user clicks once
mouseover	when the mouse cursor is over an element
dblclick	user clicks twice in rapid succession
change	user changes the value on a form (if it's an input box, user needs to click somewhere else to complete the event)
focus	When an element is the currently active one, think again about a form, the field you are currently on is the one that's focused.
blur	Opposite of focus, element has lost focus, something else is focused.

Adding Events

Events are added using the `addEventListener` method, it is a method of a DOM element, consider the following example:

HTML

```
<button type="button"
id='superBtn'>You are
awesome.</button>
```

JS

```
let button = document.getElementById('superBtn');
button.addEventListener('click', action);

function action() {
  window.alert('No.... you are awesome!');
}
```

This method is straightforward, the first parameter is the event we are trying to catch. The second parameter is the action it will take, most likely codified in a function.

Adding Events using Anonymous Functions

Instead of calling a named function, we can write it anonymously (no name):

HTML

```
<button type="button"
id='superBtn'>You are
awesome.</button>
```

JS

```
let button = document.getElementById('superBtn');
button.addEventListener('click', () => {
    window.alert('No.... you are awesome!');
});
```

Best practice is to first write named function, then call named function in the event listener.

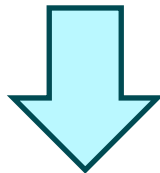
JS

```
function awesomeFunction() {
    window.alert('No.... you are awesome!');
};

document.getElementById("superBtn").addEventListener("click", () => {
    awesomeFunction();
});
```

Event Object

```
function awesomeFunction() {  
  window.alert('No... you are awesome!');  
};  
  
document.getElementById("superBtn").addEventListener("click", (event) => {  
  awesomeFunction();  
});
```



The event object holds some important properties that we can use. Example, if we want to know which mouse button was pressed in a mousedown event, where a mouse event happened (x, y, or page), if the mouse was moved, etc.

Let's code an example

Event delegation and bubbling

- Event delegation – listening to events where you delegate a parent element as the listener for all of the events that happen inside it.
- Event bubbling – an event starts at the element that triggered it, then moves up the DOM tree until each reaches the html element. Also known as propagation.
 - If you have a listener on a child, and also one on the parent, both will be triggered when the child event occurs

Event Delegation

- Technique for listening to events where you delegate a parent element as the listener for all the events that happen inside it.
- Examples of events:
 - Listening to all clicks in the document
 - Listening to all clicks inside a form
- Events will bubble up from the specific element that triggered it, until it reaches the top parent. Each parent element that has a listener will get triggered.

Let's check it out

The “DOMContentLoaded” Event

There is a special event that is particularly helpful as it is one that runs every time a HTML page is loaded, the event for when all DOM Elements have been loaded.

We can use this event to write JS code that “preps” anything on the page before a user goes in and starts clicking on things. Some examples:

- Set some DOM elements (i.e. page titles, lists)
- Add event handlers for elements on the page

DOMContentLoaded Example

Consider the following code:

```
<html><body>
  <div id='content'>
    <input id='theButton' type='button' value='Surprise!'/>
  </div>
```

HTML

```
<script src="thisScript.js"></script>
</body></html>
```

```
document.addEventListener('DOMContentLoaded', doAfterDOMLoads);
```

1

```
function doAfterDOMLoads() {
```

2

```
  let btn = document.getElementById('theButton');
  btn.addEventListener('click', buttonAction);
```

3

```
}

function buttonAction() {
  window.alert('surprise!');
```

4

JS

1. First thing that happens, an event listener is defined that will be triggered by DOMContentLoaded to run the method **doAfterDOMLoads**.
2. Once the DOMContentLoaded event fires, the method **doAfterDOMLoads** is executed.
3. Note that in turn, this method defines another event handler for the button. If the button is clicked, the method **buttonAction** will execute.
4. If someone clicks the button, this method executes.

DOMContentLoaded Example

You can structure the previous block of JS code with anonymous functions if you want. Note that these two blocks of code are identical:

```
document.addEventListener('DOMContentLoaded', doAfterDOMLoads);
```

```
function doAfterDOMLoads() {
```

JS

```
    let btn = document.getElementById('theButton');
```

```
    btn.addEventListener('click', buttonAction);
```

```
}
```

```
function buttonAction() {
```

```
    window.alert('surprise!');
```

```
}
```

```
document.addEventListener('DOMContentLoaded',
```

```
() => {
```

JS

```
    let btn = document.getElementById('theButton');
```

```
    btn.addEventListener('click',
```

```
        () => {
```

```
            window.alert('surprise!');
```

```
        }
```

```
    );
```

```
}
```

```
);
```

The “DOMContentLoaded” Event

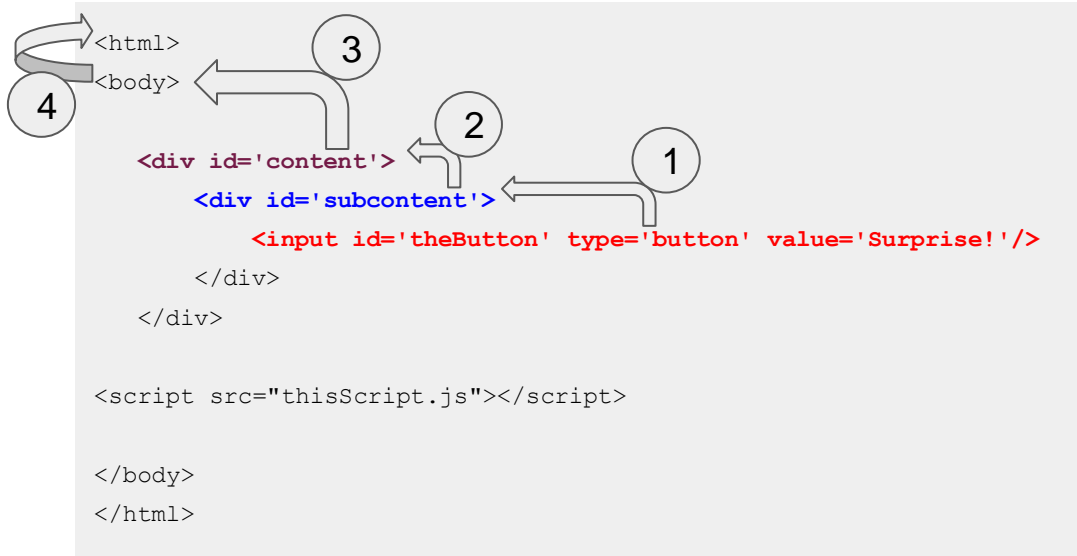
This is the standard way we want to setup event handlers:

1. Add an event listener that responds to the DOMContentLoaded event.
2. To the method attached to step 1, add all other event listeners for other page elements (i.e. buttons, form elements, etc.)

Let's work on a more comprehensive example

Event Bubbling

If your HTML elements have a hierarchy of parent child relationships, an event tied to a child element will propagate up (bubble), possibly activating any events tied to the parent. Consider the following:



Under the hood, an event attached to the button travels upward in the following direction:

1. From the button to its immediate parent (subcontent)
2. From *subcontent* to *content*
3. From *content* to *body*
4. From *body* to *html*

Event Bubbling

If the following JS code were in place, we'd see the popup appear three times:

```
document.addEventListener('DOMContentLoaded', doAfterDOMLoads);

function doAfterDOMLoads() {
  let btn = document.getElementById('theButton');
  let sub = document.getElementById('subcontent');
  let main = document.getElementById('content');
  btn.addEventListener('click', buttonAction1);
  sub.addEventListener('click', buttonAction2);
  main.addEventListener('click', buttonAction2);
}

function buttonAction1() {
  window.alert('surprise!');
}

function buttonAction2() {
  window.alert('surprise again!');
}
```


How to stop event bubbling (propagation)

If the following JS code were in place, we'd see the popup appear three times:

```
document.addEventListener('DOMContentLoaded', doAfterDOMLoads);

function doAfterDOMLoads() {
  let btn = document.getElementById('theButton');
  let sub = document.getElementById('subcontent');
  let main = document.getElementById('content');
  btn.addEventListener('click', buttonAction1);
  sub.addEventListener('click', buttonAction2);
  main.addEventListener('click', buttonAction2);
}

function buttonAction1(event) {
  window.alert('surprise!');
  event.stopPropagation();
}

function buttonAction2() {
  window.alert('surprise again!');
}
```