AngularJS Events

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AngularJS has its own HTML events directives.

AngularJS Events

You can add AngularJS event listeners to your HTML elements by using one or more of these directives:

* ng-blur
* ng-change
* ng-click
* ng-copy
* ng-cut
* ng-dblclick
* ng-focus
* ng-keydown
* ng-keypress
* ng-keyup
* ng-mousedown
* ng-mouseenter
* ng-mouseleave
* ng-mousemove
* ng-mouseover
* ng-mouseup
* ng-paste

The event directives allows us to run AngularJS functions at certain user events.

An AngularJS event will not overwrite an HTML event, both events will be executed.

Mouse Events

Mouse events occur when the cursor moves over an element, in this order:

1. ng-mouseenter
2. ng-mouseover
3. ng-mousemove
4. ng-mouseleave

Or when a mouse button is clicked on an element, in this order:

1. ng-mousedown
2. ng-mouseup
3. ng-click

You can add mouse events on any HTML element.

Example

Increase the count variable when the mouse moves over the DIV element:

<div ng-app="myApp" ng-controller="myCtrl">  
  
<div ng-mousemove="count = count + 1">Mouse over me!</button>  
  
<h1>{{ count }}</h1>  
  
</div>  
<script>  
var app = angular.module('myApp', []);  
app.controller('myCtrl', function($scope) {  
    $scope.count = 0;  
});  
</script>

[Try it Yourself »](http://www.w3schools.com/angular/tryit.asp?filename=try_ng_events_mousemove)

The ng-click Directive

The ng-click directive defines AngularJS code that will be executed when the element is being clicked.

Example

<div ng-app="myApp" ng-controller="myCtrl">  
  
<button ng-click="count = count + 1">Click me!</button>  
  
<p>{{ count }}</p>  
  
</div>  
<script>  
var app = angular.module('myApp', []);  
app.controller('myCtrl', function($scope) {  
    $scope.count = 0;  
});  
</script>

[Try it Yourself »](http://www.w3schools.com/angular/tryit.asp?filename=try_ng_events_click)

You can also refer to a function:

Example

<div ng-app="myApp" ng-controller="myCtrl">  
  
<button ng-click="myFunction()">Click me!</button>  
  
<p>{{ count }}</p>  
  
</div>  
<script>  
var app = angular.module('myApp', []);  
app.controller('myCtrl', function($scope) {  
    $scope.count = 0;  
    $scope.myFunction = function() {  
        $scope.count++;  
    }  
});  
</script>

[Try it Yourself »](http://www.w3schools.com/angular/tryit.asp?filename=try_ng_events_function)

Toggle, True/False

If you want to show a section of HTML code when a button is clicked, and hide when the button is clicked again, like a dropdown menu, make the button behave like a toggle switch:

Click Me

Example

<div ng-app="myApp" ng-controller="myCtrl">  
  
<button ng-click="myFunc()">Click Me!</button>  
  
<div ng-show="showMe">  
    <h1>Menu:</h1>  
    <div>Pizza</div>  
    <div>Pasta</div>  
    <div>Pesce</div>  
</div>  
  
</div>  
<script>  
var app = angular.module('myApp', []);  
app.controller('myCtrl', function($scope) {  
    $scope.showMe = false;  
    $scope.myFunc = function() {  
        $scope.showMe = !$scope.showMe;  
    }  
});  
</script>

[Try it Yourself »](http://www.w3schools.com/angular/tryit.asp?filename=try_ng_events_toggle)

The showMe variable starts out as the Boolean value false.

The myFunc function sets the showMe variable to the opposite of what it is, by using the ! (not) operator.

$event Object

You can pass the $event object as an argument when calling the function.

The $event object contains the browser's event object:

Example

<div ng-app="myApp" ng-controller="myCtrl">  
  
<h1 ng-mousemove="myFunc($event)">Mouse Over Me!</h1>  
  
<p>Coordinates: {{x + ', ' + y}}</p>  
  
</div>  
<script>  
var app = angular.module('myApp', []);  
app.controller('myCtrl', function($scope) {  
    $scope.myFunc = function(myE) {  
        $scope.x = myE.clientX;  
        $scope.y = myE.clientY;  
    }  
});  
</script>

[Try it Yourself »](http://www.w3schools.com/angular/tryit.asp?filename=try_ng_events_event)

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