
 GENERAL ASSEMBLY

FRONT-END WEB DEVELOPMENT

Lesson: jQuery Events

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- **EVENTS**

- Mouse Events
 - Keyboard Events
 - Form Events
 - Timers

REVIEW

Any questions on what we have learned with jQuery so far?

Any questions on the Grocery List assignment?

How will you introduce events to students?

What real life example will you use to help with your explanations?

Students have seen prompts, this may be a good way to start the conversation.

WHAT IS AN EVENT?

- In JavaScript we can use events so that our code can react to the user and browsers changes.
- We've already dabbled with Click events.
- Events are powerful because we can now react when a user presses a key, clicks a link or hovers over an item.

TYPES OF EVENTS

- A full list of available events can be found at:
Mozilla Developer Network

There are a lot of events, for this class we will learn:

- Mouse Events
- Keyboard Events
- Timer Events

HANDLERS

What is a handler

- A function to execute when the event is triggered.

MOUSE EVENTS

click

- User has pressed and released the mouse button

mousedown

- Mouse button is pressed over the element

mouseup

- Mouse button is released over the element

mousemove

- user has moved the mouse over the element.

LAB TIME

coa_MouseEvents

MOUSE EVENTS SYNTAX

```
$("#selector").mouseEvent(handler);
```

MOUSE EVENTS SYNTAX

```
$("#img").click(function() {  
    //do something when images are clicked  
});
```

MOUSE POSITION

All mouse events can return the position of the mouse where the handler was triggered.

- `event.pageX`
- `event.pageY`

PREVENTING DEFAULT EVENT BEHAVIOR

```
$( "body" ).click(function(event) {  
    event.preventDefault();  
});
```

.ON LET'S YOU DO MULTIPLE AT ONCE

```
$("#body").on("mousedown mouseup", function(event) {  
    var x = event.pageX;  
    var y = event.pageY;  
    console.log("Mouse at", x, y);  
});
```

FORM EVENTS

submit

- Form has been submitted (user clicked “submit” / pressed return)

change

- The user changed something in the element

select

- User has selected a new choice in an element

focus

- User has placed his cursor on an element or the element is selected

blur

- The element has lost focus (eg. user has clicked somewhere else).

GETTING INFO FROM THE FORM

This isn't an event, but useful a jQuery method when dealing with forms.

- `$(selector).val();`

KEYBOARD EVENTS

keydown

- Key has been pressed

keyup

- Key has been released

keypress

- Key has been “pressed” (up and down)

event.which

- let's us know what key is being pressed
- <http://asquare.net/javascript/tests/KeyCode.html>

LAB TIME

coa__KeyboardEvents

KEYBOARD EVENTS

What is a keycode?

What am I supposed to do with it?

http://jsbin.com/uyorip/2/quiet#k_104

PREVENTING DEFAULT EVENT BEHAVIOR

```
$("#form").submit(function(event) {  
    event.preventDefault();  
    // form will now not POST / redirect  
    // so you can use the data!  
});
```


TIMER EVENTS

SETTING TIMERS

Timers let us execute code after a period of time, or over and over again at a set interval.

```
setTimeout(function, delay);
```

- Execute a function after a delay

```
setInterval(function, delay);
```

- Execute a function continuously after a delay

TIMERS – TIMEOUT EXAMPLE

```
function timetest() {  
    console.log("1 second has passed!");  
}  
  
var timerId = setTimeout(timetest, 1000);
```

STOPPING TIMERS

When a timer is set, a timer id is returned. We can use this to stop the timer.

```
clearTimeout(id);  
clearInterval(id);
```

TIMERS – INTERVAL EXAMPLE

```
function timetest() {  
    console.log("1 second has passed!");  
}  
  
var timerId = setInterval(timetest, 1000);  
  
// Will print forever! We can stop it with:  
clearInterval(timerId);
```

LAB TIME

code along Timer

THIS IS WHAT WE ARE GOING TO BUILD

[https://googledrive.com/host/
0B7yK_e1LsbdVMjZGeG5ST1BMNWM/index.html](https://googledrive.com/host/0B7yK_e1LsbdVMjZGeG5ST1BMNWM/index.html)

