1. What is a target?

**The element that generated the event. It holds the property that holds a reference to the object that generated the event.**

1. What does this line of code do: getElementsByTagName(“img”); ?

**It returns one or more elements with the tagname “img”**

1. How many threads of control does a browser have?

**One**

1. What is the name of the property of an event object to know when an event happened?

**timeStamp**

1. Are events handled synchronously or asynchronously? Why?

**Asynchronously because only one thread can execute at a time.**

1. What is an event handler’s main purpose?

**It handles events. They know what to do when an event occurs.**

1. List and define all the events discussed in Chapter 9. (Hint: Event Soup)

**Click, resize, play, pause, load, unload, dragstart, drop, mousemove, mouseover, keypress, mouseout, touchstart, touchend**

1. Older versions of Internet Explorer have a different event model from other browsers. Discuss what they are and how they work.

**The attachEvent method worked like the addEventListener method. When an event is triggered, instead of passing the event object to the handler, it would store the event object into the window object.**

1. Consider the code: for (var i = 0; i < images.length; i++) { images[i].onclick = showAnswer; } How would you alter this to set the normal (not blurred) image on mouse over and reblur the image on mouse out? (It’s 2 lines of code)

**images[i].onmouseover = showAnswer;**

**images[i].onmouseout = reblur;**

1. Write a line of JavaScript code that sets the interval of function ticker( ) to 5 seconds.

**setInverval(ticker,5000);**