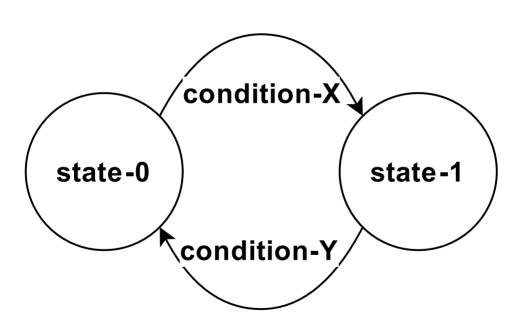
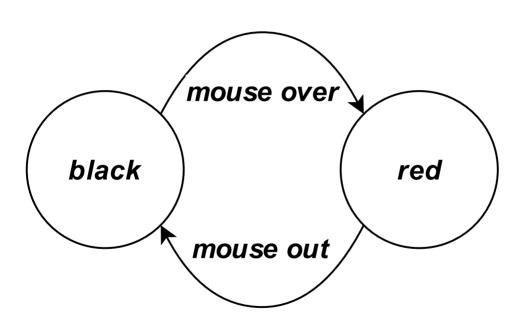
#### **Events**

- a modeling methodology for system behavior
- system states
- state changes

### **State machine**



### Two Events on a State Machine



#### **Events in HTML**

- HTML may react browser events
- Events are attached to tags
- Browser keeps track of events
- A set of event handler HTML attributes exist

#### **Event Handlers**

- Event handler HTML attributes
   aka: inline event handlers
- starts with on and followed by event name no spaces, no capitalization
- event handlers are attributes with a script as their value

# Script

- *script*: defines the state transition
- To do that, it updates the state

## A state update

## Two state updates

### More event handlers

#### One window event

#### Two window events

```
<!DOCTYPE html>
<html>
  <body
    onoffline="document.body.style.backgroundColor='pink'"
    ononline="document.body.style.backgroundColor='white'"
  >
    <h1
      onmousedown="style.color='red'"
      onmouseup="style.color='black'"
      Cranium fibula radius
    </h1>
  </body>
</html>
```

### **Key events**

```
<!DOCTYPE html>
<html>
  <body
    onkeydown="document.body.style.backgroundColor='cyan'"
    onkeyup="document.body.style.backgroundColor='white'"
    <h1
      onmousedown="style.color='red'"
      onmouseup="style.color='black'"
      Sacrum patella carpus
    </h1>
  </body>
</html>
```

### **Drag events**

#### Form events

## **Changing attributes**

## **Changing contents**