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1 /***** 10_KEYBOARD_INPUT_EVENTS *****/
2
3 const form = document.querySelector('form');
4 const taskInput = document.querySelector('#task');
5 const select = document.querySelector('select');
6
7 taskInput.value = '';
8
9 form.addEventListener('submit', runEvent);
10
11 /**
12  * Input Events
13  */
14 taskInput.addEventListener('keydown', function(e) {
15     console.log(e.target.value);
16 });
17
18 taskInput.addEventListener('keyup', function(e) {
19     console.log(e.target.value);
20 });
21
22 taskInput.addEventListener('keypress', function(e) {
23     console.log(e.target.value);
24 });
25
26 taskInput.addEventListener('focus', function(e) {
27     console.log('focus');
28 });
29 /**
30  * @GOTCHA
31  * --> focus event runs when you focus on input.
32  * --> it's opposite is blur event which runs when you focus out from an
    input.
33  */
34 taskInput.addEventListener('blur', function(e) {
35     console.log('blur');
36 });
37
38 taskInput.addEventListener('cut', function(e) {
39     console.log(e.type);
40 });
41
42 taskInput.addEventListener('paste', function(e) {
43     console.log(e.type);
44 });
45
46 taskInput.addEventListener('copy', function(e) {
47     console.log(e.type);
48 });
49
50 taskInput.addEventListener('input', function(e) {
51     console.log(e.type);
52 });
53 /**
54  * @GOTCHA
55  * --> Anything You do with input this input event fires - {such as typing,
    cut, copy, paste etc.}
56  */
57
58 select.addEventListener('change', function(e) {

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59     console.log(e.target.value);
60 });
61
62 function runEvent(e) {
63     /**
64      * @GOTCHA
65      * --> form has default behaviour of processing form and submitting to
the backend. We can stop this default behaviour by e.preventDefault();
66      */
67     e.preventDefault();
68
69     const task = taskInput.value;
70     console.log(task);
71 }
```