

```

1 /***** 08_EVENT_LISTENERS *****/
2
3 /**
4  * Event:
5  * --> JavaScript's interaction with HTML is handled through events that
6  * --> When the page loads, it is called an event. When the user clicks a
7  * --> Developers can use these events to execute JavaScript coded responses,
8  * --> Events are a part of the Document Object Model (DOM) Level 3 and every
9  */
10
11 /**
12  * Event Listeners:
13  * --> Mouse Events
14  * --> Keyboard Events
15  * --> Other Input Devices Events
16  */
17
18 document.querySelector('.clear-tasks').addEventListener('click', function(e) {
19     e.preventDefault();
20     /**
21      * preventDefault() skip the default behaviour of elements such as links,
22      */
23     console.log('Click');
24     console.log(e);
25     console.log(e.target);
26     /**
27      * @GOTCHA
28      * --> e.target gives the element on which this event is attached;
29      */
30     console.log(e.target.className);
31     console.log(e.type);
32     console.log(e.timeStamp);
33     console.log(e.clientY);
34     console.log(e.clientX);
35     /**
36      * @GOTCHA
37      * --> clientY, clientX returns co-ordinates relative to the window.
38      */
39     console.log(e.offsetY);
40     console.log(e.offsetX);
41     /**
42      * @GOTCHA
43      * --> clientY, clientX returns co-ordinates relative to the element.
44      */
45 });

```