```
1 /*********** 08 EVENT LISTENERS *****/
 2
 3 /**
 4 * Event:
 5 * --> JavaScript's interaction with HTML is handled through events that
  occur when the user or the browser manipulates a page.
 6 * --> When the page loads, it is called an event. When the user clicks a
  button, that click too is an event. Other examples include events like
  pressing any key, closing a window, resizing a window, etc.
       --> Developers can use these events to execute JavaScript coded responses,
  which cause buttons to close windows, messages to be displayed to users, data
  to be validated, and virtually any other type of response imaginable.
 8 * --> Events are a part of the Document Object Model (DOM) Level 3 and every
  HTML element contains a set of events which can trigger JavaScript Code.
 9 */
10
   /**
11
    * Event Listeners:
12
13
          --> Mouse Events
14
          --> Keyboard Events
15
          --> Other Input Devices Events
16
17
18 document.querySelector('.clear-tasks').addEventListener('click', function(e) {
       e.preventDefault();
19
20
       * preventDefault() skip the default behaviour of elements such as links,
21
   forms etc.
22
23
       console.log('Click');
24
       console.log(e);
25
       console.log(e.target);
      /**
26
       * @GOTCHA
27
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
       * --> clientY, clientX returns co-ordinates relative to the element.
43
44
45 });
```