Ch. 9 Written Assignment

1. What is a target?

the target refers to DOM element on which the event originally occurred

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

Creates an “array” like objet pulling info from html into the JS

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?

event.timeStamp

1. Are events handled synchronously or asynchronously? Why?

Events are handled synchronously by default, but event handlers might contain asynchronous operations

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

to define the functionality or behavior that should occur in response to a specific event being triggered on an element

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

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

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

Older versions of Internet Explorer utilized attachEvent method to bind events with prefixed names, and lacked support for multiple event handlers

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 = function(event) {

event.target.src = event.target.id + ".jpg";

};

images[i].onmouseout = function(event) {

event.target.src = event.target.id + "blur.jpg";

};

}

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

setInterval(ticker, 5000);