# Tutorial 6: Working with the Event Model

## **Textbook Corrections**

#### 1. Page JVS 312

At the bottom of the page, on the last line, the sentence should read "For example, to run the mouseGrab() function..." rather than "For example, to run the mousePiece() function..."

### 2. Page JVS 313

At the top of the page, in the first line of coding, the textbook should have:

```
document.addEventListener("mousedown", mouseGrab, false);
```

#### 3. Page JVS 331

The following statement that's shown in blue was mistakenly omitted from the second for loop:

```
var randomIntegers = randomArray(pieces.length);
for(var i=0; i < pieces.length; i++) {
   pieces[i].style.backgroundImage = "url(piece" +
        randomIntegers[i] + ".jpg)";
   pieces[i].style.top = getStyle(pieces[i], "top");
   pieces[i].style.left = getStyle(pieces[i], "left");
   pieces[i].style.width = getStyle(pieces[i], "width");
   pieces[i].style.height = getStyle(pieces[i], "height");
   pieces[i].style.cursor = "pointer";
   addEvent(pieces[i], "mousedown", mouseGrab, false);
}</pre>
```