

# Chapter 1

## Code Sample

```
// Introduced in DOM Level 2:
interface MouseEvent : UIEvent {
    readonly attribute long        screenX;
    readonly attribute long        screenY;
    readonly attribute long        clientX;
    readonly attribute long        clientY;
    readonly attribute boolean     ctrlKey;
    readonly attribute boolean     shiftKey;
    readonly attribute boolean     altKey;
    readonly attribute boolean     metaKey;
    readonly attribute unsigned short button;
    readonly attribute EventTarget relatedTarget;
    void        initMouseEvent2(...);
    void        initMouseEvent(in DOMString typeArg,
                              in boolean canBubbleArg,
                              in boolean cancelableArg,
                              in views::AbstractView viewArg,
                              in long detailArg,
                              in long screenXArg,
                              in long screenYArg,
                              in long clientXArg,
                              in long clientYArg,
                              in boolean ctrlKeyArg,
                              in boolean altKeyArg,
                              in boolean shiftKeyArg,
                              in boolean metaKeyArg,
                              in unsigned short buttonArg,
                              in EventTarget relatedTargetArg);
};
```

# **Bibliography**