# 01_03 ANALYZING EVENT PROPERTIES

- Once you register and capture an event you receive an event object back from the browser. The object might look different depending on the browser you are using.

- The data you receive will depend a lot on the type of event requested. But there is also a lot of info that is common to all events.

- Lets look at some of the info we get back from the event object.In the code below we just output the event object in the console.

```
<!doctype html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>JavaScript Events</title>
  <link rel="stylesheet" href="style.css">
</head>
<body>
  <ul>
    <li><img src="images/ylw.gif" alt="yellow"></li
>
```

```
    <li><img src="images/org.gif" alt="orange"></li
>
    <li><img src="images/ppl.gif" alt="purple"></li
>
    <li><img src="images/blu.gif" alt="blue"></li>
    <li><img src="images/pnk.gif" alt="pink" id = "
pink"></li>
    <li><img src="images/grn.gif" alt="green"></li>
    <li><img src="images/ygr.gif" alt="ygreen"></li
>
    <li><img src="images/gry.gif" alt="gray"></li>
    <li><img src="images/red.gif" alt="red"></li>
  </ul>

  <script>
    document.getElementById("pink").addEventListene
r("click", function(e)
    {
        console.log(e);
    },false);
  </script>
</body>
</html>
```

- Different Info can be seen in the console as soon as the pink image is clicked.

- We discuss some important info as follows :

    1. **Event Info**
        - ***type*** : The type of the event. “click” in this case.
        - ***defaultPrevented*** : Whether or not the default behaviour of the event is prevented. Here the value is false.
        - ***timeStamp*** : Returns the timeStamp when the event was triggered. It returns the number of milliseconds since midnight of January 1, 1970, when the event occured.
    2. **Targeting Info**
        - ***currentTarget*** : The element to which the event was assigned to.
        - ***target*** : The element which the event is currently being applied to. (“img#pink” in this case)
        - ***srcElement*** : The element which actually fired the event.(“img#pink” in this case)
        - ***fromElement*** , ***toElement*** : These properties are related to mouseover and mouseout events.For mouseover and mouseout events, these properties indicate the elements the mouse is leaving from and moving into, respectively.
    3. **Coordinate Info**
        - ***screenX***, ***screenY*** : Returns the coordinates of

the mouse (cursor) relative to the screen when the event fired.

- ***clientX*** , ***clientY*** : Returns the coordinates of the mouse (cursor) relative to the window when the event fired.
- ***offsetX*** , ***offsetY*** : Returns the coordinates of the cursor relative to the element that fired the event. (relative to img#pink in this case).
- ***pageX*** , ***pageY*** : Returns the coordinates of the cursor relative to the HTML document. These are similar to :

  (i) **pageX: window.pageXOffset+e.clientX**

  (ii) **pageY: window.pageYOffset+e.clientY**
- ***layerX*** , ***layerY*** : Returns the mouse coordinates relative to another positioned event and that has do with CSS positioning.This property takes scrolling of the page into account, and returns a value relative to the whole of the document, unless the event occurs inside a positioned element, where the returned value is relative to the top left of the positioned element. Click here for more details.

4. **Key/Mouse Info**
   - ***charCode/keyCode*** : This property is used to detect which character of the keyboard was pressed.Property indicating the Unicode for the key pressed. Use

String.fromCharCode(keyCode) to convert code to string.

- ***altKey*** , ***ctrlKey*** , ***shiftKey*** : Boolean properties that indicate whether the Alt, Ctrl and Shift keys were pressed at time of the event.
- ***button*** : An integer indicating which mouse button was pressed or released, 1 = left, 2 = right, 4 = middle. If multiple buttons are pressed, the value is the sum of both buttons, such as 3 (1+2) for left and right.