

```

<!DOCTYPE html>
<html lang="en">

<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-
width, initial-scale=1.0">
    <title>Document</title>
</head>

<body>
    <!-- <h1
onclick="console.log('Hi')">hola9</h1>
    <h2 onclick="clicked()">Pune</h2>
    <p id="p1">This is para1</p>
    <p id="p2">This is para2</p>
    <p id="p3">This is para3</p>
    <p id="p4">This is para4</p>
    <button id="btn1">Click</button>
    <p id="para">Good Evening</p> -->
    <input type="text" name="" id="event">

    <script src="event.js"></script>
</body>

</html>
// /*
//     ***Events***:
//     - Events are actions performed by users on
html elements which can be taken care of by
using event handlers.

```

```
//    *** Event Handlers***:
//    - Event handlers are html attributes with
//    executes a functions when event occurs in the
//    element.

//    ***addEventListener() Method:
//    - Add an event listener that fires when a
//    user click a button.
//    - The addEventListener() method attaches an
//    event handler to the specified element.

//    */
//    function clicked() {
//        console.log("click");
//    }

//    let a = document.getElementById("p1");
//    let b = a.addEventListener("click", function
//    () {
//        a.style.color = "blue";
//    });

//    //double click
//    let a1 = document.getElementById("p2");
//    let b1 = a1.addEventListener("dblclick",
//    function () {
//        a1.style.color = "blue";
//    });

//    //changes on mouseover
```

```
// let a2 = document.getElementById("p3");
// let b2 = a2.addEventListener("mouseover",
function () {
//     a2.style.backgroundColor = "yellow";
//     console.log("mouseover");
// });
// //changes on mouse right click
// let a3 = document.getElementById("p4");
// let b3 = a3.addEventListener("contextmenu",
function () {
//     a3.style.backgroundColor = "red";
//     console.log("right click in mouse");
// });

// //light/dark mode
// let modebtn =
document.getElementById("btn1");
// let currmode = "light";
// let body = document.querySelector("body");
// let para = document.querySelector("#para");
// modebtn.addEventListener("click", function ()
{
//     if (currmode === "light") {
//         currmode = "dark";
//         body.style.backgroundColor = "black";
//         body.style.color = "white";
//     } else {
//         currmode = "light";
//         body.style.backgroundColor = "white";
//         body.style.color = "black";
//     }
}
```

```
// });

let a = document.getElementById("event");
a.addEventListener("click", function (e) {
  console.log(e);
});

//even objects
a.addEventListener("click", function (e) {
  console.log(e.type);
  console.log(e.shiftKey);
  console.log(e.target);
});

a.addEventListener("input", function (e) {
  console.log(e.target.value);
});

a.addEventListener("click", function (e) {
  console.log(e.clientX, e.clientY);
});

// var a = "hello";
// var a = "world";
// console.log(a);

// let a = "hello";
// a = "world";
// console.log(a);

// const a = "hi";
```

```
// const a = "world";
// console.log(a);

// function name() {
//   if (true) {
//     var a = 12;
//   }
//   console.log(a);
// }
// name();

// //let
// function name() {
//   if (true) {
//     let a = 12;
//     console.log(a);
//   }
//   //console.log(a) a is not defined.
// }
// name();

//hoisting
// hello();
// function hello() {
//   console.log("hi");
// }

// var a;
// console.log(a); //undefined
// a = 5;
```

```
// var a;  
// a = 5;  
// console.log(a); //5
```

```
// a = 5;  
// console.log(a); //5  
// var a;
```