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<!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>

  <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";  
    }  
});
```