<!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.

//   \*\*\*addEventListene() 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("mousover");

// });

// //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); //unindefined

// a = 5;

// var a;

// a = 5;

// console.log(a); //5

// a = 5;

// console.log(a); //5

// var a;