<!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.

  \*\*\*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";

  }

});