



Rev. 08Aug2019

Exercise 14

EVENT HANDLERS

In **Exercise 13**, we created some checkboxes. In this exercise, we're going to dip our toes into *doing* something when a checkbox is clicked using, of course, JavaScript — but we're going to place the JavaScript, not in a separate `index.js` file, but inside the HTML itself.

First, look at the HTML code for this exercise. We have two options: tea and coffee. Our goal in this exercise is to see the broad pattern of how we can respond to events — the event, in this case, being the clicking on one of the options.

The `onclick` attribute is what's known as an *event handler*. When a "click" event occurs, we want to do something with that event. In our case, since we don't know much JavaScript, we'll do something really simple and have one of those pop-up boxes appear, into which we'll put the value of the checkbox clicked.

Here's the code: `onclick="alert('You chose tea')"`. The `onclick` event handler is something built into the browser. When someone clicks on an element with an `onclick` event handler specified, the code to the right of the equal sign will run. What's to the right of the equal sign? An alert pop-up box.

You can do a lot more than use pop-up boxes, as you might guess, but this is enough for now to give us the general idea about event handlers.

□ Now, you try it. Add options for soda, milk, and water.

Notice that the text that will display in the alert box is in single quotes? When we're specifying text like this, we can use either double or single quotes. Since I already have double quotes for the "alert..." portion, I'll need to use single quotes for the text. You could also go the other way — using single quotes for the "alert..." portion and double quotes for the text