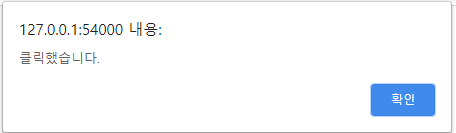
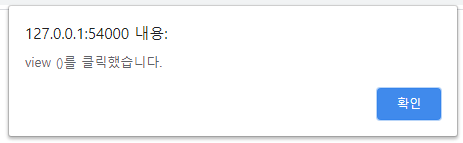
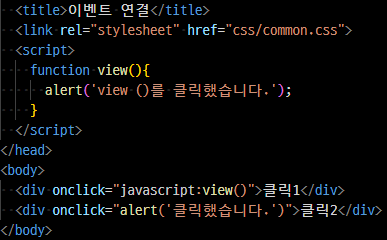
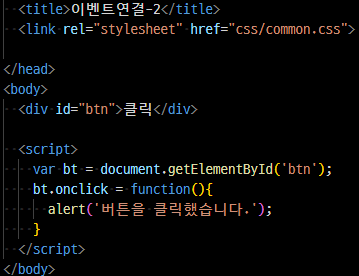
* 이벤트연결1

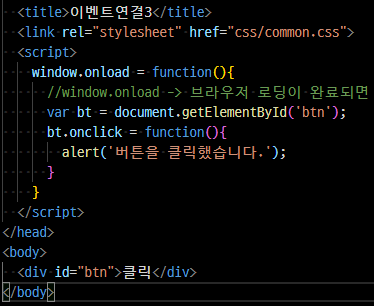


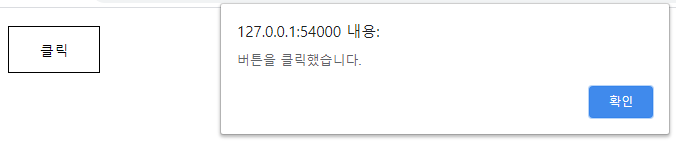
요즘에는 많이 사용하는 추세는 아니다.

* 이벤트 연결2



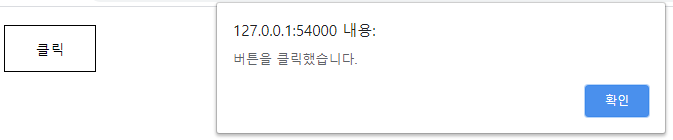
* 이벤트 연결 3



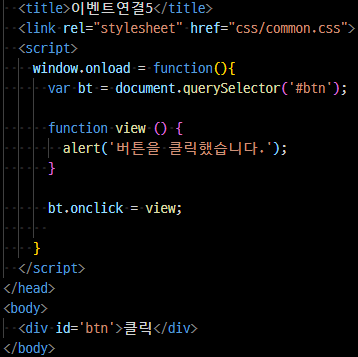


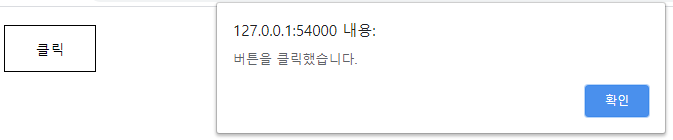
* 이벤트 연결 4



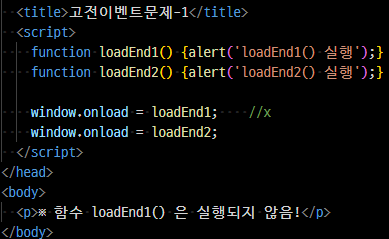


* 이벤트 연결 5

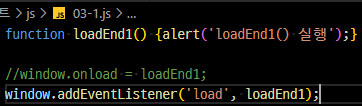


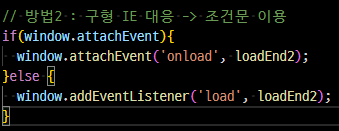


* 고전 이벤트 문제



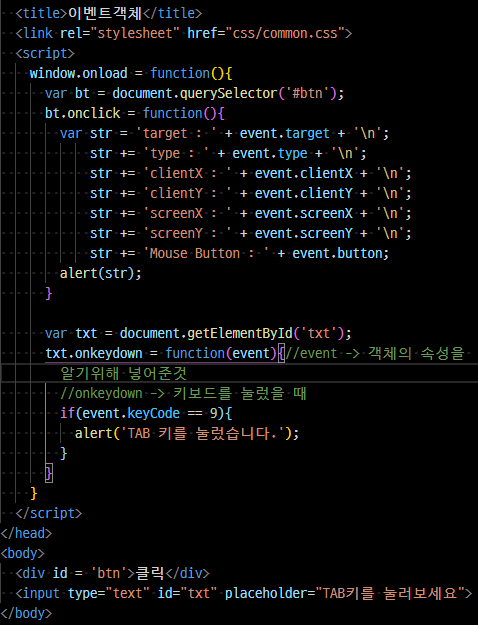
* 이벤트 리스너

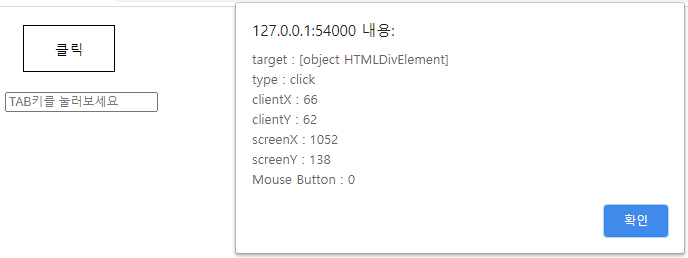
 03-1.js

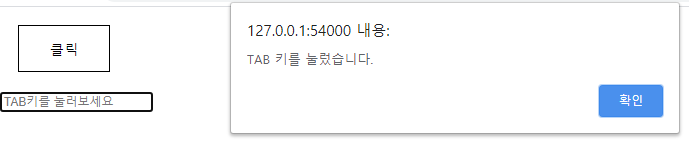
 03-2.js



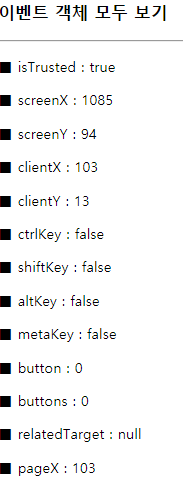
* 이벤트 객체1



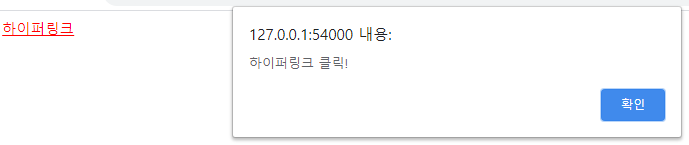




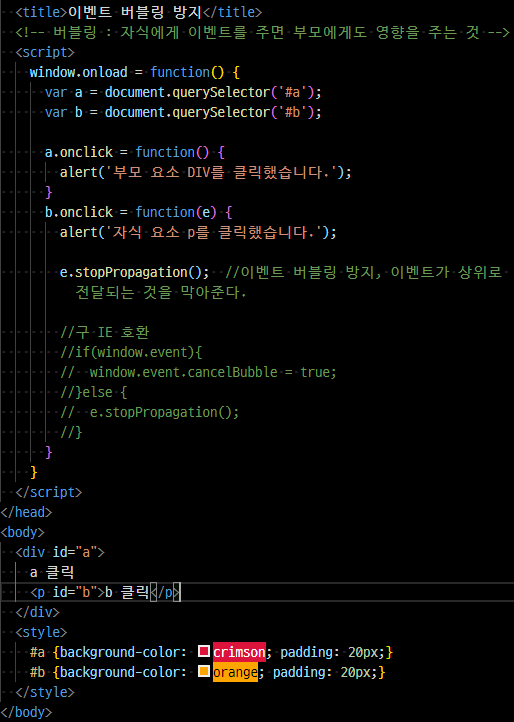
* 이벤트 객체2

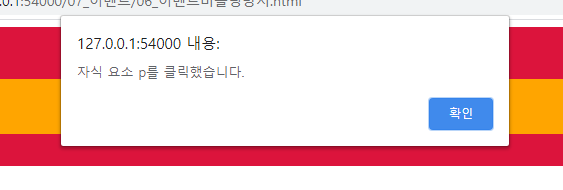


* 이벤트실행방지

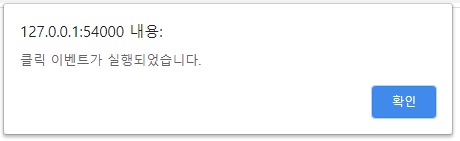
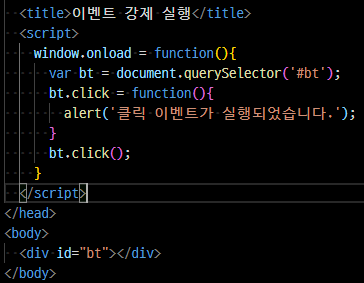


* 이벤트 버블링 방지

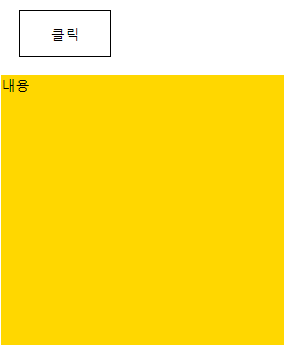
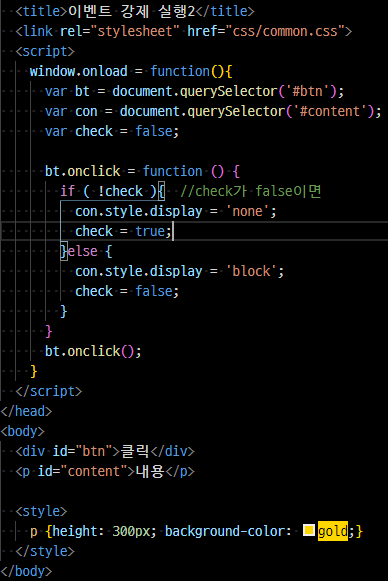




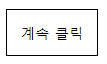
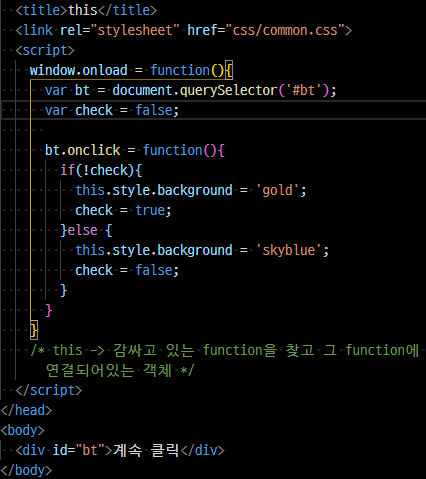
* 이벤트 강제 실행 1



* 이벤트 강제 실행 2



* This

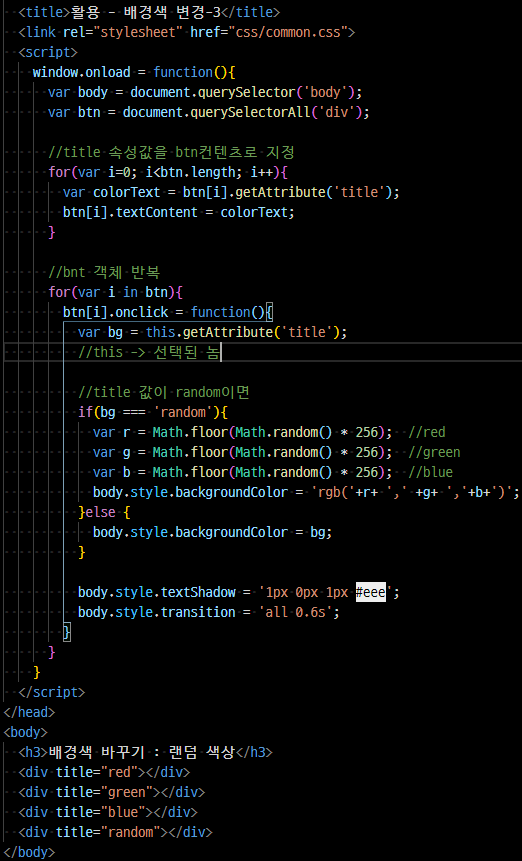


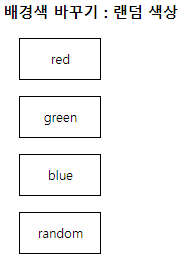
* 활용-1 닫기버튼





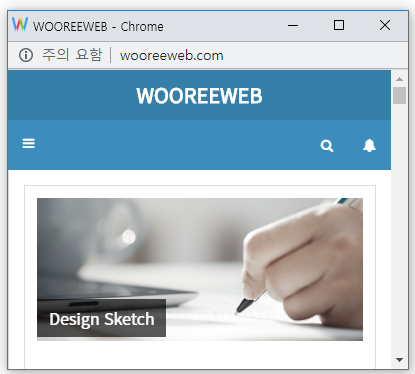
* 활용-2 배경색변경



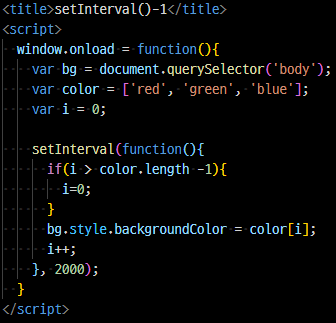


* Browser object model
* Close()

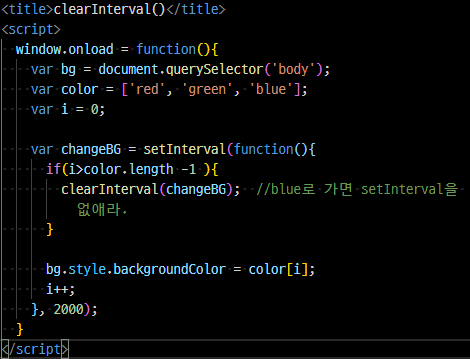




* setInterval()



* clearInterval()

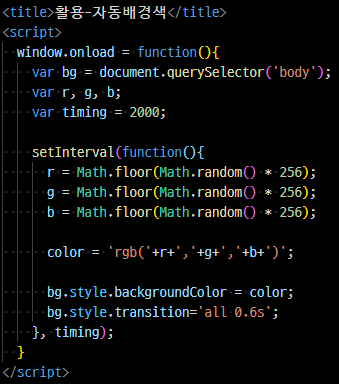


* setTimeout()

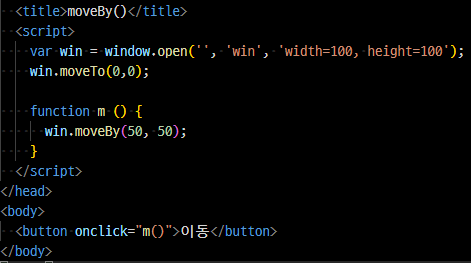


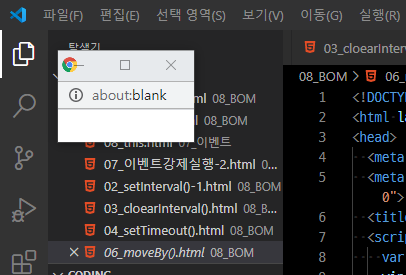
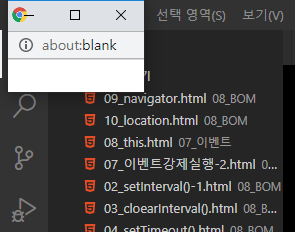
1번 실행한 setTimeout을 clearTimeour을 이용해서 clear 해줘서 다시 사용하게 한다.

* 활용 자동배경색

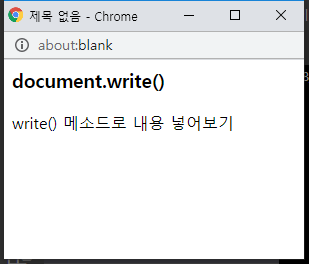
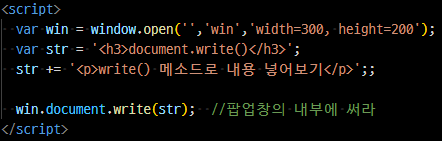


* moveBy()

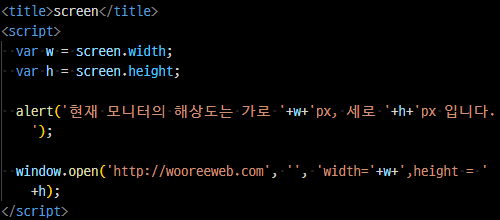




* write()



* screen



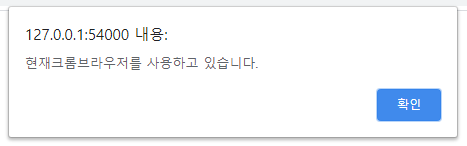


모니터의 크기에 맞춰서 크기를 조절할 때 사용

* navigator

브라우저의 종류를 확인

사용자가 웹사이트를 접속할 때 모바일인지 브라우저인지 확인할 때 사용



* location

