

Eventor.js

Eventor is a library for firing and handling events.

Useful links :

1. [event-listener](#)
2. [classes in javascript](#)

Now implement following methods for Eventor class:

Create a new instance of Eventor

```
let eventor = new Eventor();
```

Add a listener(function) for an event's name

- **multiple** listeners can be added to a single event's name and will be called as a chain

```
eventor.addListener('event-name', cb)
```

get an event's name and parameters to fire new event

```
eventor.fire('event-name', ...args)
```

count listeners of a single event

```
eventor.countListeners('event-name')
```

turn off an event - event's listeners will not work from now

```
eventor.off('event-name')
```

turn on an event - event's listeners will work from now

```
eventor.on('event-name')
```

remove an event

```
eventor.removeEvent('event-name')
```

remove a listener from an event

```
eventor.removeListener('event-name', listener)
```

count listeners

```
eventor.countListeners('event-name')
```

get all listeners

```
eventor.listeners('event-name')
```