
 GENERAL ASSEMBLY

FRONT-END WEB DEVELOPMENT

Lesson: jQuery Events

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- **EVENTS**

- Mouse Events
 - Keyboard Events
 - Form Events
 - Timers

Events let us build true interaction:

Take control of what happens when the user clicks and types.

Make forms more awesome

TYPES OF EVENTS

- A full list of available events can be found at:
Mozilla Developer Network

There are a lot of events, for this class we will learn:

- Mouse Events
- Keyboard Events
- Timer Events

HANDLERS

What is a handler

- A function to execute when the event is triggered.

MOUSE EVENTS

click

- User has pressed and released the mouse button

mousedown

- Mouse button is pressed over the element

mouseup

- Mouse button is released over the element

mousemove

- user has moved the mouse over the element.

LAB TIME

coa_MouseEvents

MOUSE EVENTS SYNTAX

```
$("selector").mouseEvent(handler);
```

MOUSE POSITION

All mouse events can return the position of the mouse where the handler was triggered.

- `event.pageX`
- `event.pageY`

PREVENTING DEFAULT EVENT BEHAVIOR

```
$( "body" ).click(function(event) {  
    event.preventDefault();  
});
```

.ON LET'S YOU DO MULTIPLE AT ONCE

```
$("#body").on("mousedown mouseup", function(event) {  
    var x = event.pageX;  
    var y = event.pageY;  
    console.log("Mouse at", x, y);  
});
```

FORM EVENTS

submit

- Form has been submitted (user clicked “submit” / pressed return)

change

- The user changed something in the element

select

- User has selected a new choice in an element

focus

- User has placed his cursor on an element or the element is selected

blur

- The element has lost focus (eg. user has clicked somewhere else).

GETTING INFO FROM THE FORM

This isn't an event, but useful a jQuery method when dealing with forms.

- `$(selector).val();`

KEYBOARD EVENTS

keydown

- Key has been pressed

keyup

- Key has been released

keypress

- Key has been “pressed” (up and down)

event.which

- let's us know what key is being pressed
- <http://asquare.net/javascript/tests/KeyCode.html>

LAB TIME

coa_jQuery_Playground_Keyboard_Events

KEYBOARD EVENTS

What is a keycode?

What am I supposed to do with it?

http://jsbin.com/uyorip/2/quiet#k_104

PREVENTING DEFAULT EVENT BEHAVIOR

```
$("form").submit(function(event) {  
    event.preventDefault();  
    // form will now not POST / redirect  
    // so you can use the data!  
});
```

TIMER EVENTS

SETTING TIMERS

Timers let us execute code after a period of time, or over and over again at a set interval.

```
setTimeout(function, delay);
```

- Execute a function after a delay

```
setInterval(function, delay);
```

- Execute a function continuously after a delay

TIMERS – TIMEOUT EXAMPLE

```
function timetest() {  
    console.log("1 second has passed!");  
}  
  
var timerId = setTimeout(timetest, 1000);
```


STOPPING TIMERS

When a timer is set, a timer id is returned. We can use this to stop the timer.

```
clearTimeout(id);  
clearInterval(id);
```

TIMERS – INTERVAL EXAMPLE

```
function timetest() {  
    console.log("1 second has passed!");  
}  
  
var timerId = setInterval(timetest, 1000);  
  
// Will print forever! We can stop it with:  
clearInterval(timerId);
```

LAB TIME

code along Timer

THIS IS WHAT WE ARE GOING TO BUILD

[https://googledrive.com/host/
0B7yK_e1LsbdVMjZGeG5ST1BMNWM/index.html](https://googledrive.com/host/0B7yK_e1LsbdVMjZGeG5ST1BMNWM/index.html)

