EVENT HANDLING

FOR TODAY'S REACT 11

WHAT ARE EVENTS

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Are things that happen to HTML elements

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Javascript can "react" on these elements

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Are things that happen to HTML elements

Javascript can "react" on these elements

There are a TON of events and event types

IT IS TIME TO DISCLAIM

There are a **LOT** of events under a **LOT** of event types

IT IS TIME TO DISCLAIM

I'm your lecturer, but Google is
your bro

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onClick

onMouseOver

onMouseOut

onLoad

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WHAT IS EVENT HANDLING

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Running code right when an event happens

WHAT IS EVENT HANDLING

Running code right when an event happens

When button.clicked() do print("I've been clicked <3")

When button.clicked() do launchMissiles()

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {

      render () {
ON CLICK EVENT



      }
  }
```

```
class MissileLauncherComponent extends React.Component {




                                           render () {

                                               return (

                                                   <button                                                          >

                                                       Launch Missiles

                                                   </button>

                                               )

                                           }

                                       }
```

ON CLICK EVENT

ON CLICK EVENT

```jsx
class MissileLauncherComponent extends React.Component {

    render () {

        return (

            <button onClick={                                    } >

                Launch Missiles

            </button>

        )

    }

}
```

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {


  launchMissiles() {

    console.log('missiles launched!')

  }


  render () {

    return (

      <button onClick={                                        } >

        Launch Missiles

      </button>

    )

  }

}
```

STOP

STOP Event Handlers Expect Functions

STOPE H E F

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {


    launchMissiles() {

        console.log('missiles launched!')

    }


    render () {

        return (

            <button onClick={                                          } >

                Launch Missiles

            </button>

        )

    }

}
```

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {


  launchMissiles() {

    console.log('missiles launched!')

  }


  render () {

    return (

      <button onClick={  () => { this.launchMissiles() } } >

        Launch Missiles

      </button>

    )

  }

}
```

ON CLICK EVENT

```jsx
class MissileLauncherComponent extends React.Component {

    launchMissiles = () => {

        console.log('missiles launched!')

    }


    render () {

        return (

            <button onClick={ this.launchMissiles } >

                Launch Missiles

            </button>

        )

    }

}
```

PASSING ARGUMENTS TO EVENT HANDLERS

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {


    launchMissiles() {


        console.log('missiles launched!')

    }



    render () {

        return (

            <button onClick={  () => { this.launchMissiles() } } >

                Launch Missiles

            </button>

        )

    }

}
```

ON CLICK EVENT

```jsx
class MissileLauncherComponent extends React.Component {


  launchMissiles(e) {

    console.log(e)

    console.log('missiles launched!')

  }


  render () {

    return (

      <button onClick={ (e) => { this.launchMissiles(e) } } >

        Launch Missiles

      </button>

    )

  }

}
```

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {

  launchMissiles = () => {

    console.log('missiles launched!')
  }

  render () {
    return (
        <button onClick={ this.launchMissiles } >
          Launch Missiles
        </button>
      )
  }
}
```

ON CLICK EVENT

```
class MissileLauncherComponent extends React.Component {

    launchMissiles = (e) => {

        console.log(e)

        console.log('missiles launched!')

    }


    render () {

        return (

            <button onClick={ this.launchMissiles } >

                Launch Missiles

            </button>

        )

    }

}
```

Q.E.D.