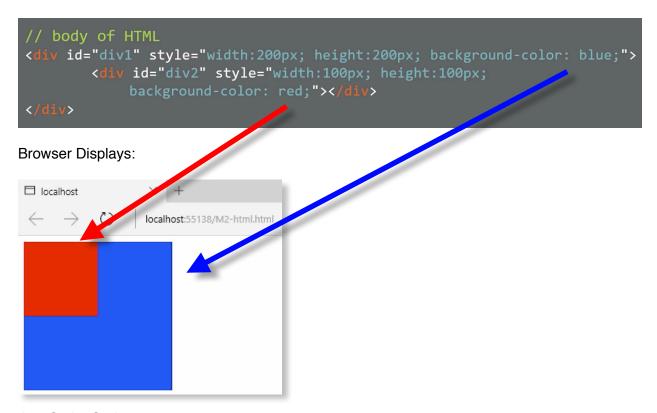
Event Bubbling

Question 1.

HTML code: 'div1' is the blue square. 'div2' is the red square and is the child of div1

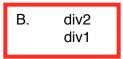


JavaScript Code:

```
// JavaScript file
var div1 = document.getElementById('div1');
var div2 = document.getElementById('div2');
var clickHandler = function divClickHandler(event) {
    console.log(this.id);
};
div1.addEventListener('click', clickHandler, false);
div2.addEventListener('click', clickHandler, false);
```

What shoes in the console when the user clicks on the 'div2' or the red square?

A. div1 div2



C. red square blue square

D. Nothing

Question 2.

HTML code: 'div1' is the blue square. 'div2' is the red square and is the child of div1

JavaScript Code:

```
// JavaScript file
var div1 = document.getElementById('div1');
var div2 = document.getElementById('div2');
var clickHandler = function divClickHandler(event) {
    console.log(this.id);
};
div1.addEventListener('click', clickHandler, true);
div2.addEventListener('click', clickHandler, true);
```

What shoes in the console when the user clicks on the 'div2' or the red square?

- A. div1 div2
- B. div2 div1
- C. blue square red square
- D. Nothing

Question 3.

HTML code: 'div1' is the blue square. 'div2' is the red square and is the child of div1

JavaScript Code:

```
// JavaScript file
var div1 = document.getElementById('div1');
var div2 = document.getElementById('div2');
var clickHandler = function divClickHandler(event) {
    console.log(this.id);
    event.stopPropagation();
};
div1.addEventListener('click', clickHandler, true);
div2.addEventListener('click', clickHandler, true);
```

What shoes in the console when the user clicks on the 'div2' or the red square?

A. div1

B. div2

C. blue square

D. Nothing