

Event handling

- d&d, animations, keyboard shortcuts ..
- browser wars with different event APIs
- W3C event API (props. to handlers still varies between browsers)
- simpler with jQuery than with DOM and W3C APIs
 - unified event object for browser compatibility

Event handling

`.on()` attach an eh 4 one or more events 2 the selected elements

`.off()` remove an eh

Example Events:

mouseover

mouseleave

click

keypress

Event handling

Shorthand **helper** event functions

<https://api.jquery.com/category/events/browser-events/>

<https://api.jquery.com/category/events/form-events/>

<https://api.jquery.com/category/events/keyboard-events/>

<https://api.jquery.com/category/events/mouse-events/>

Event handling

Shorthand **helper** event functions

Example helpers:

hover()

click()

dblclick()

resize()

Event handling : Unified Event Object

- W3C event API
 - how the browsers pass event info to the ehf is still different amongst browsers
- **normalised** jQuery event object
 - ensures consistency among different browsers

<https://api.jquery.com/category/events/event-object/>

jQuery normalizes the following properties for cross-browser consistency:

- target
- relatedTarget
- pageX
- pageY
- which
- metaKey