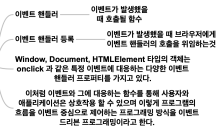


## 40.1 이벤트 드리븐 프로그래밍

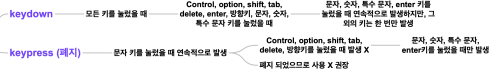


이벤트 타입은 200여가지

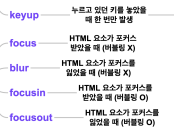
### 40.2.1 마우스 이벤트



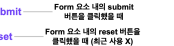
### 40.2.2 키보드 이벤트



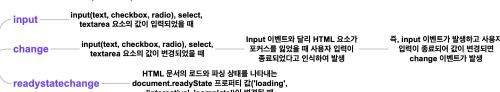
### 40.2.3 포커스 이벤트



#### 40.2.4 폼 이벤트



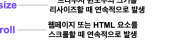
#### 40.2.5 값 변경 이벤트



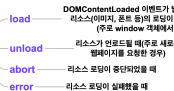
#### 40.2.6 DOM 뮤테이션



#### 40.2.7 뷰 이벤트

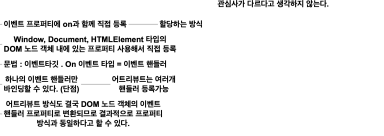
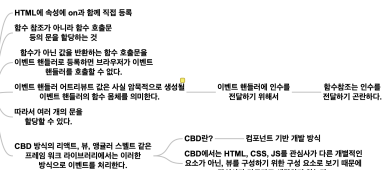


#### 40.2.8 리소스 이벤트

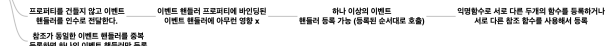
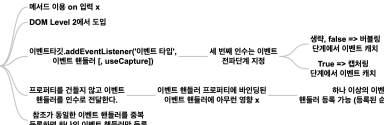


이벤트 후원처 4곳에는 아프리카, 프루덴티, 메서드 이 3

### 40.3.1 이벤트 핸들러 어트리뷰트 방식

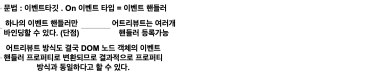


### 40.3.3 addEventListener 메서드 방식

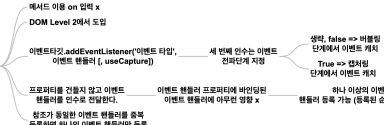


### 40.3 이벤트 핸들러 등록

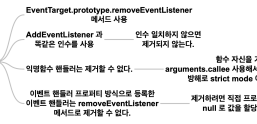
### 40.3.2 이벤트 핸들러 프로퍼티 방식



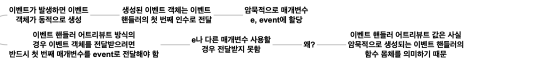
### 40.3.3 addEventListener 메서드 방식



#### 40.4 이벤트 핸들러 제거

의명할수 흔들리는 제거할 수 없다. ——— arguments.   
반대쪽

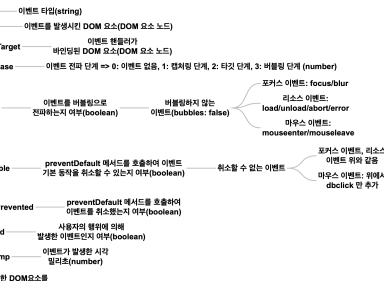
#### 40.5.0 머릿말



### 40.5.1 이벤트



#### 40.5.2 이벤트 객체의 구분



### 40.5.3 마우스 정보 취



#### 40.5.4 키보드 정보 출력

