

DOM EXERCISE 3

Skills: DOM, event handler, event object

Create a circle that follows the mouse around the page. Whenever the mouse moves, the circle immediately jumps to the new location.

Hint: The event parameter to the event handler provides information on the location of the mouse.

Extended Challenges:

- Create a trail behind the mouse as it moves.
- Instead of the circle immediately jumping to the new mouse location, have it slowly make progress toward the cursor.

