

Event Handling

event - When passed in as parameter on `addEventListener`, has useful properties and methods such as `event.target` (the HTML element), `event.key` (the key used in keyboard events such as the letter or 'Escape' or 'Enter').

event.stopPropagation() - Stops the event from being used by parent elements as well.

event.preventDefault() - Stops whatever the usual behavior is, such as submit button trying to submit the form;

event.target - the HTML element which originally got the event listener.

event.currentTarget - the HTML element which is handling a bubbled up event.

When getting an HTML element (or node) with JavaScript, if you have an id, it is fastest to use **`document.getElementById(id)`**, but when you only have a class or element name, it is best to get to the closest parent if you can and then use **`closestParent.querySelector(selector)`**.

```
// Get the DOM elements you want to handle events for
let button = document.getElementById('save_button');

// Write a function that will handle the event
function saveForm(event) {
    event.preventDefault();

    ...
}

// Add the function to the DOM element by adding it as a listener
button.addEventListener('click', saveForm); // No parentheses on the
function name!
```

Reign


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Video to watch

 [The Weird History of JavaScript](#)