* - This headlamp has hidden features.
* In addition to just turning it on and off with the button, I can also change the brightness of the light by turning it on and then holding down the button.
* I can also change the type of light emitted if I rapid click the button.
* And when I click the button, it indicates how much battery is left on it.
* This is all possible thanks to event handling.
* ***Anytime a defined event happens, like the button being pressed and released, the program inside the flashlight detects that event, identifies what type of event it was and fires the corresponding program.***
* So pressing and releasing the button is one event.
* It turns the light on and off.
* Another event is pressing and holding the button.
* It triggers the brightness level to change.
* Yet another event is pressing and releasing rapidly.
* It triggers mode changes.
* When we interact with computer software, we are literally firing events that are then detected and captured and handled by the software.
* Click on your mouse, and the click event is detected.
* Press a button on a keyboard and an event identifying what key was pressed and for how long it was pressed is captured.
* Each of these events and others like it can have their own custom functions attached to them specifying exactly what happens when the event is captured.
* This process is called event handling, and it is key to JavaScript interactivity.

Text

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* In this chapter, we'll look at event handling in JavaScript with a special focus on DOM events.