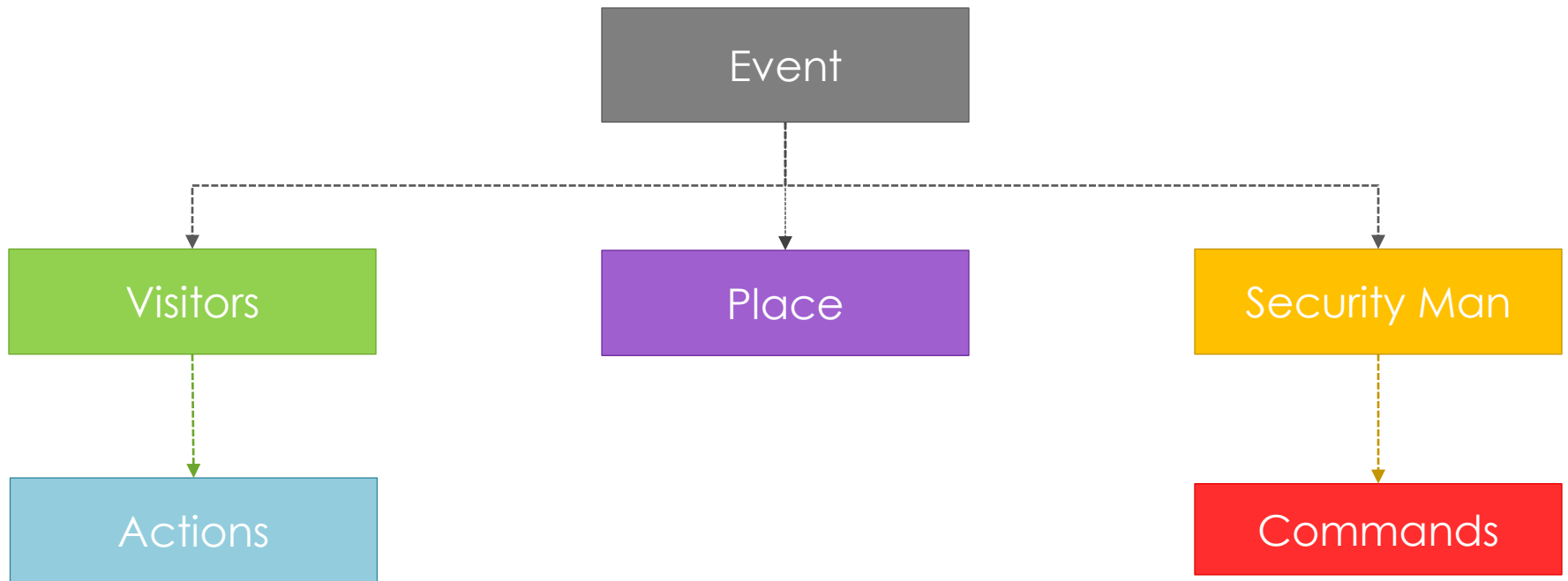# Fact #3

" In Stack overflow, There are 1,280,400 Questions tagged By JavaScript, 799,453 Questions tagged by jQuery, 212,184 Questions tagged by Angular, 151,868 Questions tagged by Node.js. "
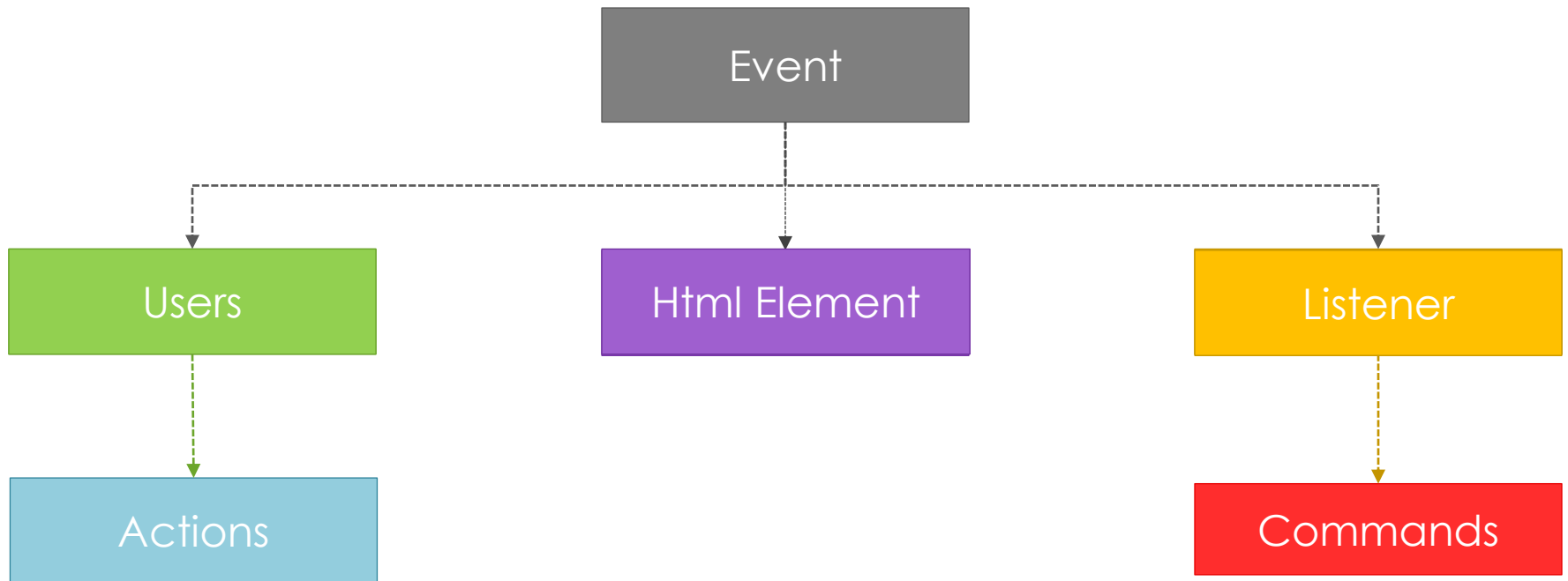
JS

Activity

I need 3 Volunteers

1 Inline Method

```
<button id="myBtn" onclick="alert('hello world')">click me!</button>
```

2 By AddEventListener Method

> It will be covered later

Syntax:

addEventListener(event, function,[use capture])

Example:

```
var btn = document.getElementById('myBtn');
btn.addEventListener('click',myFunction);
```

Illustrative Example

```html
<body>

    <p id="msg">Change My Color </p>

    <input type="button" id="my-btn" value="Submit">

</body>
```

Change My Color

Submit

```javascript
var btn = document.getElementById('my-btn');

function clkFn(){

        document.getElementById("msg").style.color="green";

}
btn.addEventListener('click',clkFn);
```

JS

Illustrative Example

```html
<body>

    <p id="msg">Change My Color </p>

    <input type="button" id="my-btn" value="Submit">

</body>
```
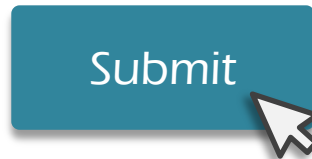
Change My Color

[Submit]

```javascript
var btn = document.getElementById('my-btn');

function clkFn(){

        document.getElementById("msg").style.color="green";

}
btn.addEventListener('click',clkFn);
```

JS

removeEventListener(*event, function,*[*use capture*])

------------------------------- Example -------------------------------

```
var btn = document.getElementById('myBtn');

btn.addEventListener('click',myFunction1);

btn.addEventListener('click',myFunction2);

btn.removeEventListener('click',myFunction2);
```

click

dblclick

contextmenu

mouseenter

mouseleave

mousemove

JS

focus

Change Me

Submit

blur

Change Me

Submit

JS

☑ Change Me

change

Submit

√ Change Me

Submit **submit**

EVENT Object

Event Object is the object that contain all the data about the event occurred.

Event Object will be sent implicitly to Listener Function

open Source

```javascript
var input = document.getElementById('my-inp');

function blurFn(event){

        var val = event.target.value;

        console.log(val)

}
input.addEventListener('blur',blurFn);
```

EVENT Object

Event Object is the object that contain all the data about the event occurred.

Event Object will be sent **implicitly** to Listener Function

```
open Source
```

```javascript
var input = document.getElementById('my-inp');

function blurFn(event){

        var val = event.target.value;

        console.log(val)

}
input.addEventListener('blur',blurFn);
```

```
Open Source
```

```
eventObj.preventDefault();
```

---- Example ----

```
var form = document.getElmentById("my-form")

var cb = function(e){

      e.preventDefault();

}

form.addEventListener("submit", cb);

//When submit the form it will not submit the form values to the
action url
```

JS

KEY EVENTS

keydown

Triggered When User press the Key.
It detects all keys

keyup

Triggered When User release the Key.
It detects all keys

Keypress

Triggered When User press the Key.
It detects printed Characters only

JS

eventObj.**keyCode**;

Example

```
var form = document.getElmentById("my-form")

var cb = function(e){

        console.log(e.keyCode)

        console.log(e.which)

}

form.addEventListener("keyup", cb);

// Return the ASSCII Code of the Character printed on the Key
```

Report

What is **load** event?

What is **beforeunload** event?

What is **DOMContentLoaded** event?

What is difference Between **load** and **DOMContentLoaded** ?

Note:
Support Your Answer by Examples.

Animations

```
setInterval(callback fn, duration [, param1,param2,…]);
```

--------------------------------- Example ---------------------------------

```
var cb = function(){

    alert("Hi, I'm DIV");

}

setInterval(cb,3000);

var cb2 = function(name){

    alert("Hi, I'm "+name);

}

setInterval(cb2, 3000, "Ahmed");
```

```
clearInterval(interval ID);
```

--------------------------------- Example ---------------------------------

```javascript
var cb = function(){

    alert("Hi, I'm DIV");

}

var interval = setInterval(cb,3000);

//interval is the Interval ID


clearInterval(interval);
```

```
setTimeout(callback fn, duration [, param1,param2,…]);
```

--- Example ---

```javascript
var cb = function(){

    alert("Hi, I'm DIV");

}

setTimeout(cb,3000);

var cb2 = function(name){

    alert("Hi, I'm "+name);

}

setTimeout(cb2, 3000, "Ahmed");
```

```
clearTimeout(Timeout ID);
```

Example

```javascript
var cb = function(){

    alert("Hi, I'm DIV");

}

var timeout = setTimeout(cb,3000);

//timeout is the Timeout ID


clearTimeout(interval);
```
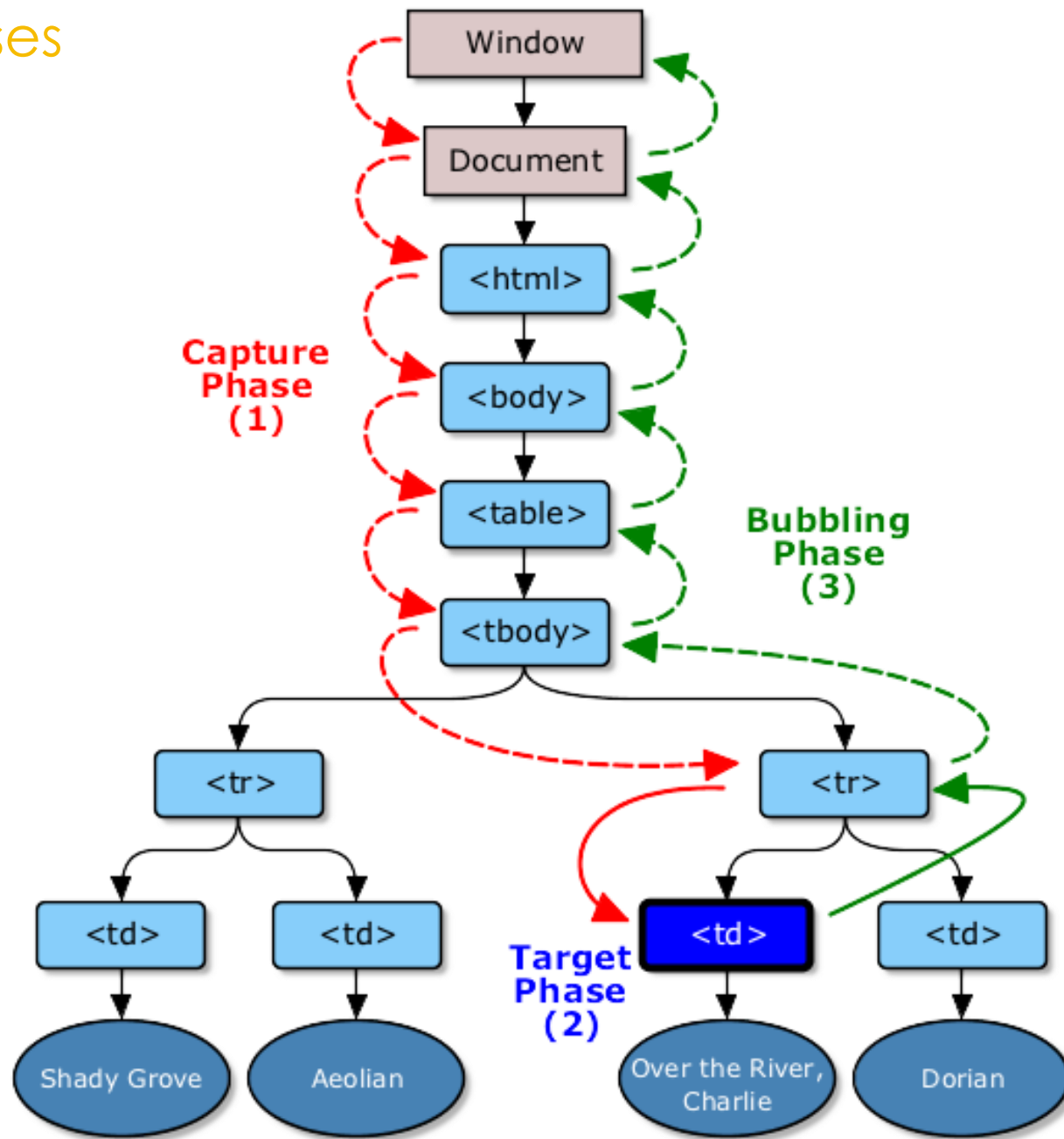
Fight No#3

JS

Bubbling

Capturing

Event Phases

```
eventObj.stopPropagation();
```

It will stop event propagation to the parent of the target element in Bubbling Phase only.

JS THANK YOU

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