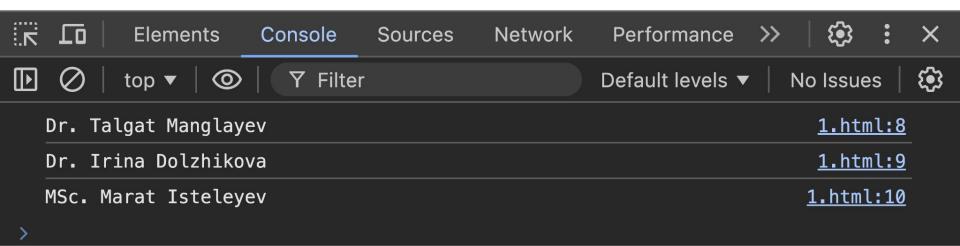


#### **CSCI-111 Web Programming and Problem Solving**

Part II Introduction to Programming using JavaScript

week-11-lecture JavaScript Events



#### Content

- •Introduction
- •Inline Events
- •Event Listeners
- •Event Object

#### Introduction

When browsing a website, the user can interact with the website by:

- Selecting, clicking, hovering over the elements on the page;
- Filling the forms and pressing the keys;
- Resizing or closing the browser window;
- Playing or pausing the video or audio track, and so on ...

All of these actions are called events and can be handled by the website

### Inline events

Each time a user interacts with the web page, the browser triggers one of the predefined events such as:

- Mouse events
- Keyboard events
- Form events
- Window events

To handle the event, we can **directly** write event handler in the HTML element's opening tag

#### Inline events

Each type of events has a predefined name to handle that event. For example for the mouse events:

- mouseover
- mouseenter
- mouseout
- etc.

# this

this

keyword can be used to access the element where the event has been fired.

```
<h2 id="title" onclick="this.style.color='red'">Inline events</h2>
color='red'">Inline events</h2>
```

#### Event listeners

Inline event handling has some drawbacks:

- Difficult to manage the code (debugging, flexibility)
- Cannot have different handler of the same event
- Mixes HTML and JavaScript in one document

To overcome these problems, we can use **event listeners**, which are more flexible and interactive.

# Event listeners. Syntax.

element.addEventListener(event, function, useCapture);

```
let h = document.getElementById("title")
h.addEventListener(
"click", ←
                               Event type
                               Event handler, Note the event argument of the function – event object
function (event) ←
    this.style.color="red";
});
```

The removeEventListener() method removes event handlers that have been attached with the addEventListener()

## Event object

In some cases it is important not only know what type of event happened, but also know the context of the event such as:

- what combination of the keys was pressed?
- what are the coordinates of the mouse when clicked?
- when the event happened?

These context information is called **event object** and the can be accessed in the event listeners.

# Style manipulation

clientY: 220

composed: true

ctrlKey: false

The **event object** can be used to provide better user experience, add some features to the page, or something else.

```
▼ MouseEvent {isTrusted: true, screenX: 223, screenY: 322, clientX: 223, clientY: 220, ...} 1
   isTrusted: true
   altKey: false
   bubbles: true
   button: 0
   buttons: 0
   cancelBubble: false
   cancelable: true
   clientX: 223
```

h.addEventListener(

console.log(event.clientX,

function (event)

event.clientY)

"click",

#### Useful links

- https://www.w3schools.com/js/js\_events.asp
- https://www.w3schools.com/js/js\_htmldom\_events.asp
- https://www.w3schools.com/js/js\_htmldom\_eventlistener.asp
- https://www.w3schools.com/js/js\_events\_examples.asp
- https://www.w3schools.com/js/js\_this.asp

### Summary

- JavaScript can be used to handle events caused by user interaction with the web page: mouse, keyboard, browser, form, window events
- There are **two ways** to handle the events on the webpage:
  - Inline events
  - Event listeners
- **this** keyword can be used to access the element where event happened
- To get more information about the event, we can use **event object** provided by the event listeners