

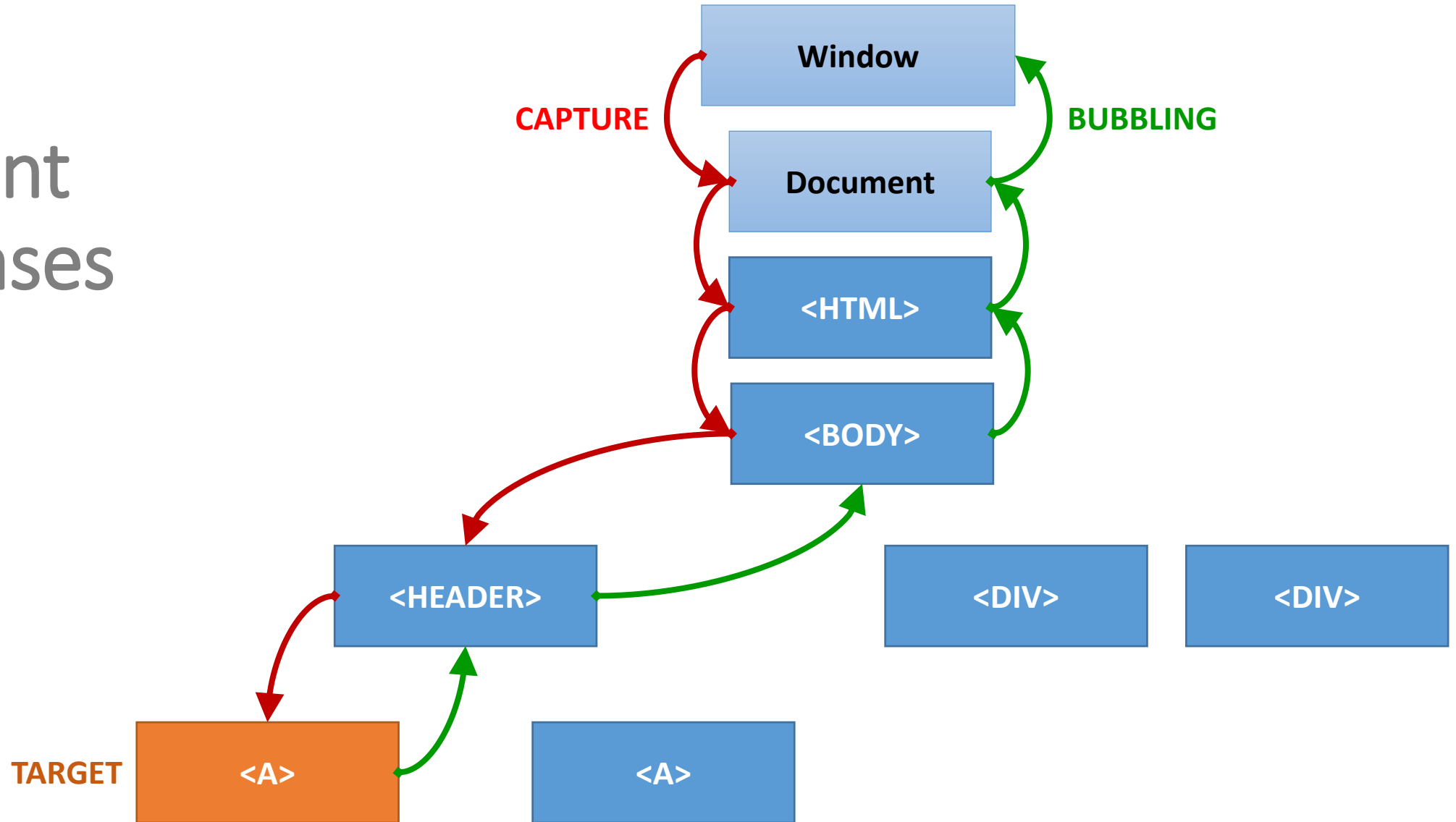


# Basics of JavaScript events

**ONE WAY**



# Event Phases



# Event object

- Properties
  - target
  - timeStamp
  - isTrusted
- Methods
  - preventDefault
  - stopPropagation

# Event Listener

- `addEventListener()`;
- `removeEventListener()`;

*htmlRef*.`addEventListener`( 'click' , *handler* , `false` );

*htmlRef*.`removeEventListener`( 'click' , *handler* );

# Event handler

```
function handler() {
```

*this* => object, html reference

*event* => object, event configuration

```
}
```

# Existing issues

- No html reference
- No reference to other events
- Not testable
- Easy to get it wrogn

# Common mistakes

- Using onEvent handlers
- Attaching/detaching in a loop
- Lambda expression
- Libraries madness
- Easy to get it wrong



# Best practices

- One event listener
- Map events to methods
- Named functions
- Prepare events up front



# UIEvent

- What is that?
- What is it not?

# Features

1. Get all attached events
2. Check for specific event
3. Detach all or specific events
4. Trigger events
5. **Testable**



# Syntax

```
UIEvent({  
    name: 'Event name',  
    htmlRef: htmlRef,  
    handler: function() { alert( 'it works' ); },  
    type: 'click'  
});
```

DEMO

# Resume

- What is JS Event
- Bad/Good practices
- Alternatives

Questions?

ADVICE - \$.50  
GOOD ADVICE - \$2.<sup>00</sup>

and jokes for free



# Thank you!

- <https://goo.gl/RBU1Sm>
- [martin@mchaov.net](mailto:martin@mchaov.net)
- <http://lnkd.in/deXfH5p>

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