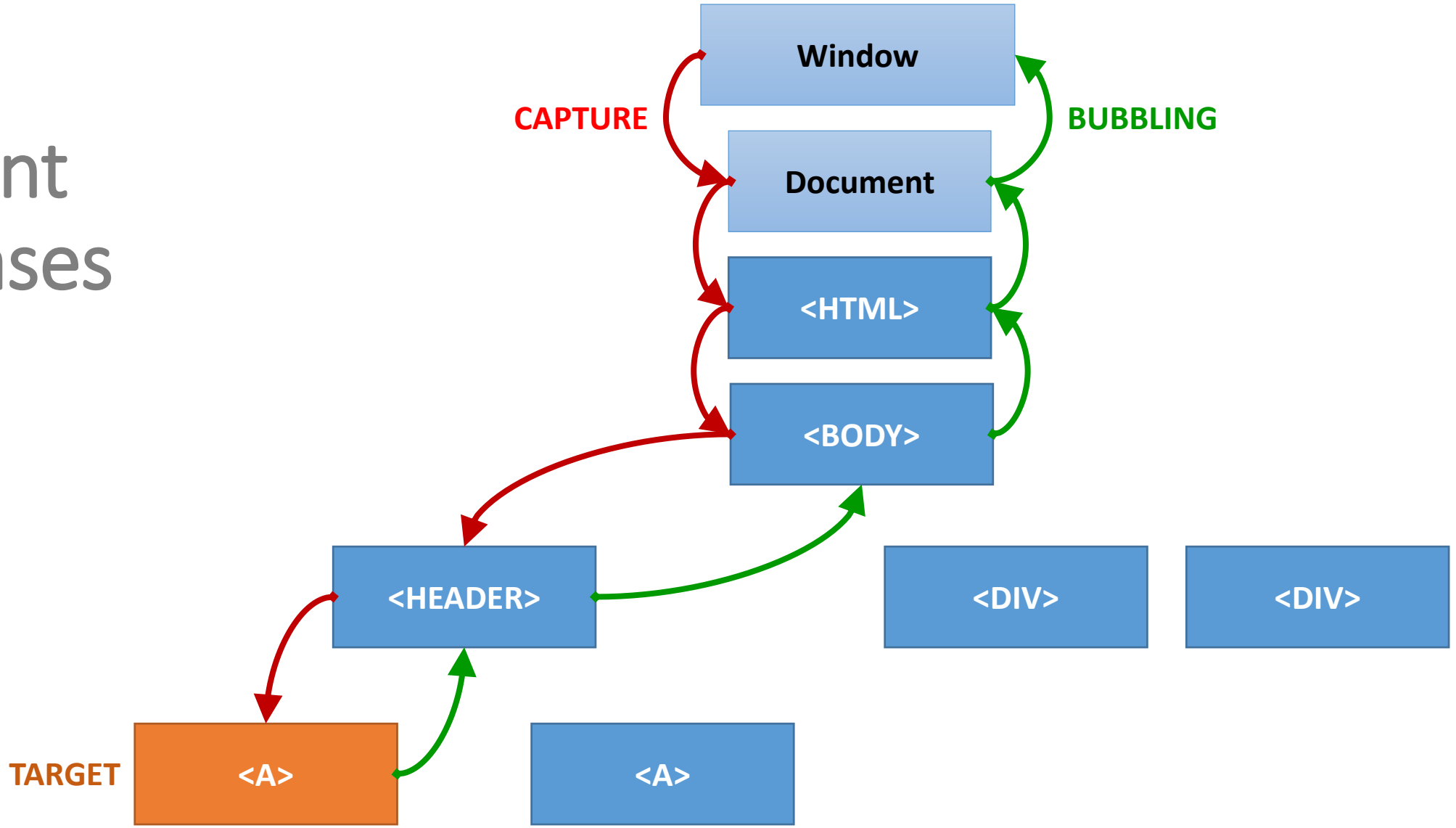
Basics of **JavaScript** events

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?

Thank you!

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