Mouse Events in JavaScript

# Click Event

An event will be fired when user click left mouse button on event assigned element is called “click Event”.

Below is an example of “click event”

<h1>Get Your Lucky Animal</h1>

<h1 id = "result" > </h1>

<input id="logbtn" type="submit"

Style="border: 1px solid #48C9B0; border-radius: 5px; height: 40px; width: 230px; margin: 40px; background: #48C9B0; font-family: Century Gothic; font-size: 20px; color: white"

Value ="Press Here"/>

Below is JavaScript code that will create an event at run time and generated event will assigned to a submit button. As soon as the user click on submit he will get his lucky pet name as the output.

**JavaScript code**

var animals =['Lion','Dog','Rabbit','Elephant','Wolf','Leopard','Jaguar','Tiger','Rhino','Hyna'];

var result = document.getElementById('result');

function getRandomInt (max){

return Math.floor (Math.random () \* Math.floor (max));

var val = getRandomInt(9);

function myEvent () {

result.textContent = animals [val];

var bttn = document.getElementById('logbtn');

bttn.addEventListener ('click', myEvent);

# Mouse over Event.

An event will be fired when user move mouse on event assigned element is called “mouseover” Event.

Below is an example of “mouseover event”

<div id= "container" Style="width: 200px; height: 150px; border: 1px solid teal; margin: 50px auto 0px auto"><h2 id="address" Style="color: black; margin-left: 30px"> </h2></div>

**JavaScript code**

Below is JavaScript code that will create an event at run time and generated event will be in action when user moves the mouse on targeted element. As soon as the user moves on targeted element it will start changing the color of div.

We are accessing the coordinates of the mouse also in below code.

function getRandomInt(max){

return Math.floor(Math.random() \* Math.floor(max));

var contain = document.getElementById('container');

var address = document.getElementById('address');

function getMouse(e){

var red =getRandomInt(255);

var green =getRandomInt(255);

var blue =getRandomInt(255);

var opac = Math.random(1);

address.textContent = 'Y : '+e.clientY+' X : '+e.clientX;

console.log (e.clientY+' '+e.clientX);

contain.style.backgroundColor =`rgba(${red},${green},${blue},${opac})`;

contain.addEventListener ('mousemove', getMouse);

# Event delegation

 If we have a lot of elements and we want to apply a similar event on every elements then instead of assigning an event to each of them we apply a single event on their common element.

Below is an example of “click event”

<ul id = "delegate">

<li id="p"><a href="#"> Profile </a></li>

<li id="r"><a href="#"> Registration</a></li>

<li id="s"><a href="#"> Settings</a></li>

<li id="pa"><a href="#"> Payments</a></li>

</ul>

**JavaScript code**

Below is JavaScript code for generating an event on parent element that will be applied on every child element.

var del = document.getElementById('delegate');

function dele(e){

del.style.backgroundColor = 'teal';

console.log (e.target.id.replace ("","") +'div mouse moved');

}

del.addEventListener ('mouseover',dele);

# Bubbling Event

If user interacts with innermost element then the generated events will propagate to its parent automatically which is the outer most element

<div id = "bubb">

<div onclick="alert ('bubble one ')">bubble one

<div onclick="alert ('bubble two ')">bubble two

<div onclick="alert ('bubble three ')">bubble three </div>

</div>

</div>

</div>

Local and Session storage in JavaScript

Local Storage and Session storage are used to store the data as key value pairs locally.

There are few methods available for remove, set or get data.

var name = 'Brendon Eich';

var invented = 1995;

localStorage.setItem (name, invented);

sessionStorage.setItem (name, invented);

localStorage.getItem (name);

localStorage.remove (name);

localStorage.clear ();