**addEventListener**

The addEventListener() method attaches an event handler to the specified element.

Events examples : click, double click, hover : dont use on along with click ,double click

Note : related to onclicklistener in android

Note ; addEventListener() method must be defined after declaring element. In order to addEventListener to work, Elements(button) must be loaded first

**Example :**

<!DOCTYPE html>

<html>

<head>

<title>Add event listener</title>

</head>

<body>

<button id="myBtn">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

document.getElementById("myBtn").addEventListener("click", function(){

alert("hello");

document.getElementById("demo").innerHTML = "Hello World";

});

</script>

</body>

</html>

Note : single component can have multiple addEventListener

var x = document.getElementById("myBtn");

x.addEventListener("click", myFunction);

x.addEventListener("click", someOtherFunction);

function myFunction() {

alert ("Hello World!")

}

function someOtherFunction() {

alert ("This function was also executed!")

}

In the above example , myFunction will execute first and someOtherFunction will execute later.

**Example 3 : passing parameters**

When passing parameter values, use an **"anonymous function"** that calls the specified function with the parameters:

Anonymous function : function without name

<!DOCTYPE html>

<html>

<head>

<title>Add event listener</title>

</head>

<body>

<p>click the button to perform addition of 5 and 7</p>

<button id="myBtn">Try it</button>

<p id="demo"></p>

<script type="text/javascript">

document.getElementById("myBtn").addEventListener("click", function(){

addTwoNumbers(5,7);

});

var addTwoNumbers = function(a,b){

alert(a + b);

}

</script>

</body>

</html>

Note:

/\*first parameter for addEventListener can be either click, dblclick or mousehover\*/