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  DOM [Add Event Listener]

  - addeventListener

  - Use Without On

  - Attach Multiple Events

  - Error Test

  Search

  - Capture & Bubbling JavaScript

  - removeEventListener

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let myP = document.querySelector("p");

// myP.onclick = function () {

//   console.log("Message From OnClick");

// };

// myP.onclick = one;

// myP.onclick = two;

// function one() {

//   console.log("Message From OnClick 1");

// }

// function two() {

//   console.log("Message From OnClick 2");

// }

// window.onload = "Osama";

// myP.addEventListener("click", function () {

//   console.log("Message From OnClick 1 Event");

// });

// myP.addEventListener("click", one);

// myP.addEventListener("click", two);

// myP.addEventListener("click", " "); //Error

myP.onclick = function () {

  let newP = myP.cloneNode(true);

  newP.className = "clone";

  document.body.appendChild(newP);

};

// let cloned = document.querySelector(".clone"); //Error

// cloned.onclick = function () {

//   console.log("Iam Cloned");

// };

document.addEvenetListener("click", function (e) {

  if (e.targer.className === "clone") {

    console.log("Iam Cloned");

  }

});

I didn’t get it that much rewatch the video