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# 11

Events

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## Events

- 1 • 4 ways of writing in javascript
- 2 • What is Event Object
- 3 • MouseEvent in javascript.
- 4 • Keyboard Event in javascript
- 5 • Input Event in javascript.

### Events in javascript

- HTML events are "things" that happen to HTML.
- When javascript is used in HTML page, javascript can "react" on these event.

### HTML

In HTML event something the browser does, or something user does.

ex - • HTML page complete loading

- Input field changes.
- HTML button click.
- When event happen, you want something
- When event are detected then execute code
- javascript.
- HTML allows event handler attributes, with javascript code, to added to HTML elements

## 1) 4 Ways writing in javascript

Button

- i) using inline event `alert();`
- ii) By calling a function (we already seen & most common way writing)
- iii) Using Inline event (HTML `onclick=""` property and `element.onclick`)
- iv) Using Event listeners (`addEventListener` and `IE's attachEvent`)  
    ↓  
    Advance

1) `onclick = "alert ('I am awesome, But no one uses me!')"`

② `onclick = "calling Function ()"`

```
const callingFunction = () => {
```

```
  alert ('most common way writing');
```

```
}
```

③ `id = "Third Way"`

reference

```
const thirdWay = () => { document.getElementById By  
  Id ('thirdWay');
```

```
  thirdWay.onclick = function () {
```

```
    alert ('most common way writing again');
```

```
}
```



callback - one function to another function call.

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④<sup>th</sup> id = "four Way"

const fourthWay = document.querySelector('#fourWay');

fourthWay.addEventListener('click', <sup>callback</sup> () => {

alert('I love this way of writing')  
})

2> What is Event object?

Event object is the parent object of the event object.

example - MouseEvent, focusEvent, KeyboardEvent etc.

④<sup>th</sup> Way

const fourthWay = document.addEventListener('click', checkEvent);

3> What is MouseEvent?

Those element which are related mouse.

- HTML document belongs to MouseEvent object.

onmousedown = "mouseDown()"

onmouseup = "mouseUp()"

callback - one function to another function call.

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```
function mouseDown () {
    document.getElementById ("myP"). style.color
    = "#F8B627";
}
```

```
function mouseUp () {
    document.getElementById ("myP"). style.color
    = '#fff';
}
```

#### 4) Keyboard Event

When user press key on the keyboard, belong to the KeyboardEvent object.

reference W3School

```
<input type = "text" class = "effect-1" onKeyPress = "keyPress()"
onKeyDown = "keyDown()"
onKeyUp = "keyUp()"
```

```
<id = "keys">
```

```
const keyPress = () => {
```

```
    document.getElementById ('keys'). innerHTML
```

```
    = 'You press $ {event.key} and it's code
```

```
    $ {event.code}';
```

\*\*\*

## 5) Input Events

When the value event element has been changed.

For Radio button and checkboxes, the onchange event occurs when the checked state has been changed.

id = ice

```
const ice selectElement = () => {  
  const inputChange = document.getElementById('ice');  
  const iceCreams = document.getElementById('IceCreams');  
  console.log(`$inputChange and $iceCreams`);  
}
```

qntarvin

\*  $\Rightarrow$  Difference between onclick and Event Listener():

- addEventListener does not overwrite existing event handlers. Whereas onclick overrides and existing onclick = fn event handlers.
- The other significant difference, of course, is that onclick will always work, whereas addEventListener does not work in Internet Explorer before version 9.