

Lesson 24 – JavaScript Events

Goals of the lesson:

Become familiar with:

```
<element event='eventHandlerFunction(params)'\>
```

- JS **events** assigned to various HTML elements,
 - creation of event **handlers** using JS functions that can
 - perform various **actions** and change
 - the Document Object Model (**DOM**) of a webpage.
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JavaScript events and their handlers:

- read and try: https://www.w3schools.com/js/js_events.asp
- complete exercises: [\[1\]](#), [\[2\]](#), [\[3\]](#)

Document Object Model (DOM):

- DOM introduction: https://www.w3schools.com/js/js_htmlDOM.asp
 - Document methods: https://www.w3schools.com/js/js_htmlDOM_document.asp
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Example:

Instructions:

1. Download the archive **event_examples.zip** from NAS.
 2. Unpack the archive.
 3. Open the **note-to-cokie** example, both in your **browser** and inside **text editor**.
 4. What is the purpose of this application? How does it work?
 5. Which events are used in the example?
 6. Which functions are used to handle these events?
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Task 1:

Instructions:

1. Open the **pexeso** example, both in your **browser** and inside **text editor**.
 2. What is the purpose of this application? How does it work?
 3. Try to **edit** the script so that it will automatically **flip back the last two opened cards if they differ**.
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Task 2:

Instructions:

1. Open the **tic-tac-toe** example, both in your **browser** and inside **text editor**.
 2. What is the purpose of this application? How does it work?
 3. Try **complete** the **check()** function so it performs the winner check for both diagonals, all rows and collumns.
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