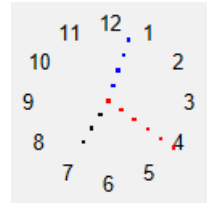


Lesson 25 – JavaScript Events

Goals of the lesson:

Differentiate between and use both:

- user caused events.
- planned or **timed events**.



JavaScript Timed Events:

- `setTimeout(function, milliseconds)`
Executes a function, after waiting a specified number of milliseconds.
- `setInterval(function, milliseconds)`
Same as `setTimeout()`, but repeats the execution of the function continuously.

Read and try:

- JS Window object: https://www.w3schools.com/js/js_window.asp
- Timed events: https://www.w3schools.com/js/js_timing.asp
- Animations: https://www.w3schools.com/js/js_html5_animate.asp

Task 1:

- Open the **animation** program (created on lesson 20).
- Modify the program so that it uses timed events instead of loops.

Task 2:

- Open the **pexeso** example (from the previous lesson), both in your **browser** and inside **text editor**.
 - Add an animation for every card swap
-