Lesson 24 – JavaScript Events

**Goals of the lesson:**

Become familiar with:

* 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.

**JavaScript events and their handlers:**

* read and try: <https://www.w3schools.com/js/js_events.asp>
* complete exercises: [[1]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_events1), [[2]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_events2), [[3]](https://www.w3schools.com/js/exercise_js.asp?filename=exercise_js_events3)

**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>

**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?

**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**.

**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.