

The original way of dealing with events in the browser was to use inline attributes that were added directly into the markup. Here's an example that adds an onclick event handler to a paragraph element:

```
<p onclick="console.log('You Clicked Me!')">Click Me</p>
```

Another method is to use the event handler properties that all node objects have. These can be assigned to a function that would be invoked when the event occurred. The following example would cause a message to be logged to the console when the page is clicked:

```
document.onclick = function () { console.log('You clicked on the page!'); }
```

The `addEventListener()` method is called on a node object, the node to which the event listener is being applied. For example, this code will attach an event listener to the document's body:

```
document.body.addEventListener('click',doSomething);
```

In the next example, we are adding a click event listener to the whole page (because the `addEventListener` method is called without a node reference preceding it), and using an anonymous function as the callback:

```
addEventListener('click', () => alert('You Clicked!'));
```

```
function doSomething() {
```

```
  alert('You Clicked!');
```

```
}
```

```
addEventListener('click',doSomething);
```

Read through the assignments but it does not seem to help me understand I need to practice coding and experimenting maybe if I just go through the Udemy course from beginning to end I will get a better grasp on JavaScript. I love to edit the teacher solutions to see what works, but coding from a blank page does not work for me or teach me anything and reading the chapters does not seem to help me.

End of Test