Subject : UIClass-August-24-2016 HomeWork 14 <Name>

1) selector.addEventListener(eventType,handlerFunction,captureFlag)

- This is used to select a DOM node to manipulate at a trigger called the event type. The handler function is what the event should trigger and the capture flag represents

2) what is event propagation? - is when there is a conflict of two events of the same kind one in parent and one in the child event handler. The event propagation is of two types. Event bubbling and event capturing.

3) what is event bubbling and capturing?

- in event bubbling child event handler is executed first

in event capturing the reverse occurs, the parent even handler is executed first.

Event bubbling occurs by default. (child event handler is executed first)

This is specified explicitly using the useCapture flag. If its specified as true it is event bubbling. if it is specified as false it is event capturing. the capture flag is specified in the parent event handler.

4) event.stopPropagation?

using this on a child or parent event handler will stop any further propogation

5) event.stopImmediatePropagation?

if there are more than one event handlers of the same type for a single node, it will not allow other events to be invoked.