DAY 22 OF TRAINING

Events and Event Handling

The core of interactivity lies in **events** and **event handling**. Events are actions or occurrences that happen in the browser, such as a user clicking a button, hovering over an element, typing in an input field, or the page loading.

- **Event Listeners:** We learned to attach event listeners to HTML elements to "listen" for specific events. The primary method for this is:
  - element.addEventListener('eventName', callbackFunction): This method takes two arguments: the type of event to listen for (e.g., 'click', 'mouseover') and a callback function to execute when that event occurs.

- **Callback Functions:** The function passed to addEventListener is a **callback function** that gets executed automatically when the event is triggered. It often receives an event object as its first parameter, providing details about the event.

- **Common Events:** We explored common events like:
  - 'click': When an element is clicked.
  - 'mouseover': When the mouse pointer moves over an element.
  - 'mouseout': When the mouse pointer moves off an element.
  - 'keydown': When a key is pressed down.
  - 'submit': When a form is submitted.