

# WHAT ARE EVENTS?

HTML **events** are "things" that happen to HTML elements. When **JavaScript** is used in HTML pages, **JavaScript** can "react" on these **events**.

For example,

- The user selects, clicks, or hovers the cursor over a certain element.
- The user chooses a key on the keyboard.
- The user resizes or closes the browser window.
- A web page finishes loading.
- A form is submitted.
- A video is played, paused, or finishes.
- An error occurs.

Some text here



# COMMON HTML EVENTS

## 01. onclick

The user clicks an HTML element

## 02. onchange

A change happened to an HTML element

## 03. onmouseover

The user moves away from an HTML element

## 04. onkeydown

The user presses a keyboard key

## 05. onload

The browser has finished loading the page

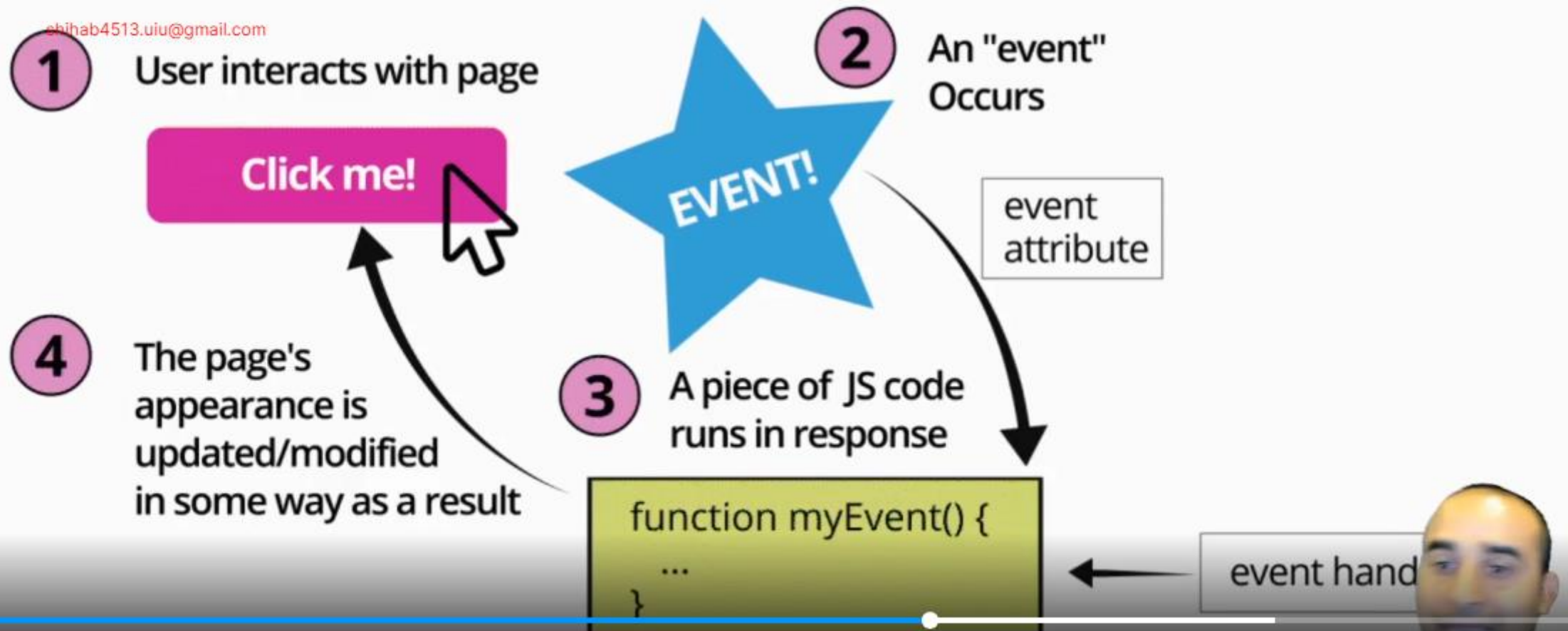
## 06. onblur

When an object loses focus



# EVENT HANDLER

An **event handler** is a routine that deals with the event, allowing a programmer to write code that is executed when the event occurs with the help of **event attributes**.



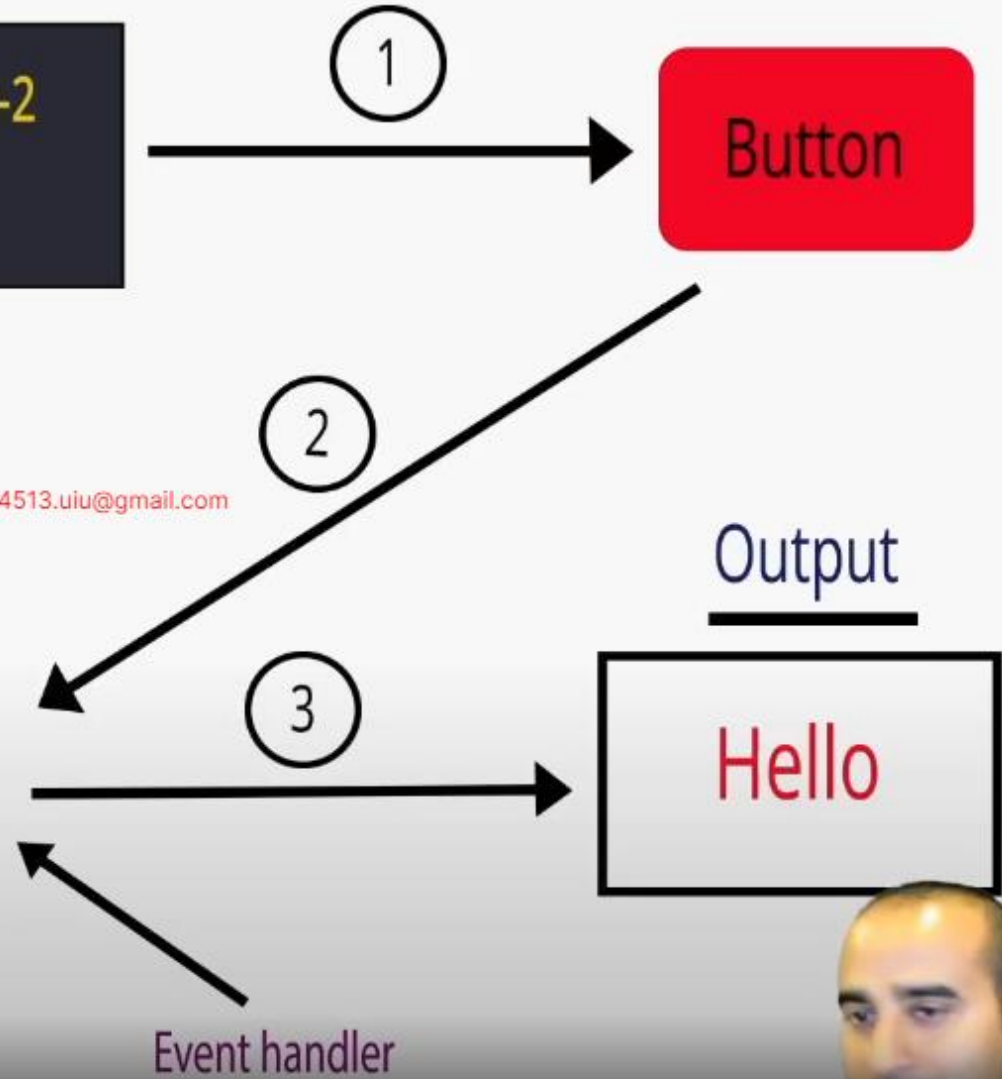
# How event handler works?

```
<button onclick="message()" class="bg-red-500 px-3 py-2 rounded">Button</button>
```

index.html

```
function message() {  
  console.log("Hello");  
}
```

index.js





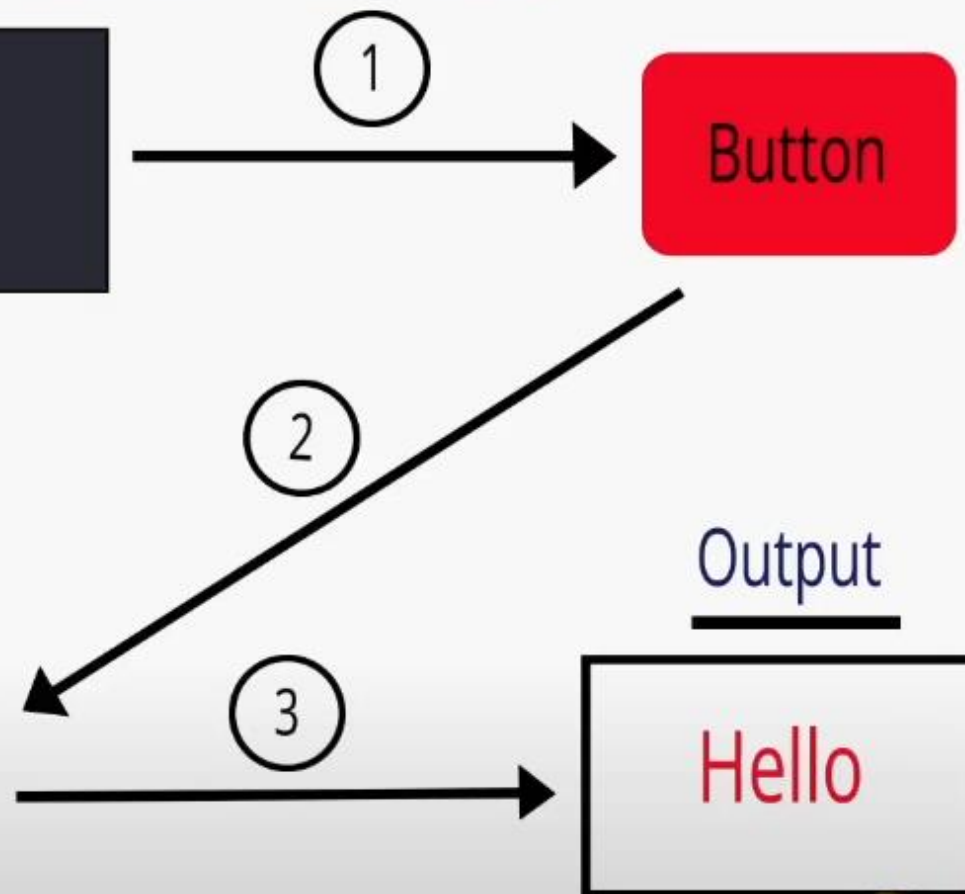
# How addEventListener works?

```
<button id="button-style" class="bg-red-500 px-3 py-2 rounded">Button</button>
```

index.html

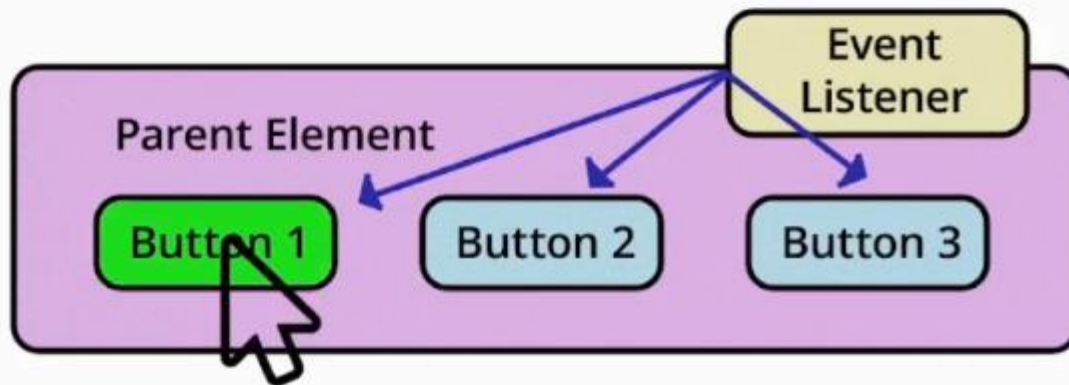
```
const myButton = document.getElementById("button-style");  
myButton.addEventListener("click", function message() {  
  console.log("Hello");  
});
```

index.js



# Event Delegation

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output

Click!

```
<div id="buttons"> <!-- Step 1 -->
  <button class="buttonClass">Click me</button>
  <button class="buttonClass">Click me</button>
  <!-- buttons... -->
  <button class="buttonClass">Click me</button>
</div>

<script>
  document.getElementById('buttons')
    .addEventListener('click', event => { // Step 2
      if (event.target.className === 'buttonClass') { // Step 3
        console.log('Click!');
      }
    });
</script>
```

