

Events in JS

The change in the state of an object is known as an Event

Events are fired to notify code of "interesting changes" that may affect code execution.

- Mouse events (click, double click etc.)
- Keyboard events (keypress, keyup, keydown)
- Form events (submit etc.)
- Print event & many more

Event Handling in JS

```
node.event = ( ) => {  
  //handle here  
}
```

example

```
btn.onclick = ( ) => {  
  console.log("btn was clicked");  
}
```

Event Object

It is a special object that has details about the event.

All event handlers have access to the Event Object's properties and methods.

```
node.event = (e) => {  
  //handle here  
}
```

e.target, e.type, e.clientX, e.clientY

Event Listeners

`node.addEventListener(event, callback)`

`node.removeEventListener(event, callback)`

***Note : the callback reference should be same to remove**

Let's Practice

Qs. Create a toggle button that changes the screen to dark-mode when clicked & light-mode when clicked again.

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