

Events & Event Listeners

So far you can create a website which has some elements and maybe after the page has loaded you change something on it. This sounds cool, but still not enough. The user might want to interact with your webpage. Do actions like clicking on a button, save some data during sign up or simply like/share some content.

This is where we will need the events. Events are actions made by the user and we want to respond to them somehow. Fortunately jQuery can help us in this. It is pretty easy to listen to events with jQuery:

```
$(selector).on(eventType, function);
```

Above, you have to use a valid css *selector* and one of jQuery's predefined *eventTypes*. The most common *events* are `click` and `submit`. The last parameter is the action you want to perform upon the user interacted with your page.

But in jQuery for the very common `click` event, you can use a more simple form:

```
$('#p').on('click', () => {  
  // do something  
});  
  
$('#p').click(() => {  
  // it's the same as before  
})
```

Exercise 1

- Create a webpage
- Add a button to the body
- Insert jQuery
- Add a script at the end of the body
- Add an event listener to the button
- Log 'Yeah, you clicked me' to the console when the user clicks on the button

Exercise 2

- Add another button to the webpage
- When the user clicks on the second button change the first button's text to "Clicked"

- when the user clicks on the second button change the first button's text

Exercise 3

- Add a third button to the webpage
- When the user clicks on the last button, change the `background-color` of each button

Send in your solution's codepen or GitHub repository link:

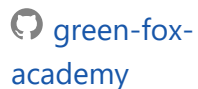
Solution

Your current solution: -

Send in your solution:

Green Fox Academy MyFirstApp Coding Camp

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Exercise syllabus for the MyFirstApp
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