# Javascript Events

## Exercise 1

Create a button that changes it's color to red when clicked.

#### Solution

<button id="myButton'">  
 Click Me!  
 </button>   
 <script>   
 document.getElementById("myButton").onclick=(e)=>{  
 e.target.style.color='red  
}  
</script>

## Exercise 2

Add a click event handler to all divs in the DOM.

#### Solution

Array.from(document.getElementsByTagName("div")).forEach(i=>i.addEventHandler("click", ()=>console.log("click!"))

## Exercise 3

Write an event handler for an input element that is fired only when the input changes (when the user clicks enter or clicks outside the element).

#### Hints

Make sure you understand the difference between change and input events.

#### Solution

<input id="myInput">  
 <script>   
 document.getElementById("myInput").onchange=(e)=>{  
 alert(`I have changed to ${e.target.value}`)  
}  
</script>

## Exercise 4

Create a button inside a div. When the button is clicked, alert "button clicked". When the div is clicked, alert "div is clicked".

#### Hints

Controlling the propagation of events is important when you have several elements that handle the same event.

#### Solution

<div id="myDiv">Click Div  
  
 <button id="myButton">Click Button</button>  
  
</div>  
  
<script>  
  
 document.getElementById("myButton").onclick=(e)=>{  
  
 alert("button clicked")  
  
 e.stopPropagation()  
  
 }  
  
 document.getElementById("myDiv").onclick=(e)=>{  
  
 alert("div clicked")  
  
 }  
  
</script>