# Event API：

* Event flow：
  + Event flow mechanism：the propagation of event starts from DOM root to event target。Event target can be obtained by calling ‘target’ property. When an event takes place，the corresponding event object will be created.
* How to add an EventListener
  + <button onclick=”alert (‘hello’)”>. This method should be avoided.
  + Mybutton.onclick = function () {}. Its drawback is that only one handler can be set per element and per event.
  + Target.addEventListener(‘event type’, listener, useCapture). Listener is usually a JavaScript function. For example :
    - myButton.addEventListener (‘click’, modify, false). “modify” is the function name. Attention: with this method, you are not allowed to pass parameters. If you want to pass some parameters, you should apply an anonymous function.
    - myButton.addEventListener (‘click’, function () {…}, false). The function is anonymous.
* Event, event object, event interface, event handler, event listener：
  + event object should implement Event Interface, which contains contextual information about Event Object. The information will be sent to event handler.
  + Event object can be passed to event handler as parameter. An Event handler is attached to an event target. It is important to comprehend event.target so that we can access to its properties.