

addEventListener and removeEventListener
addEventListener is used to assign multiple handlers to an event.

element.addEventListener(event, handler)

element.removeEventListener(event, handler)

↳ handler must be the same function object for this to work

1) ADDEVENTLISTENER

```
<!DOCTYPE html>
<html>
  <head></head>
  <body>
    <button id="btn">CLICK ME</button>
    <script src="addeve.js"></script>
  </body>
</html>
```

```
addeve.js > btn.addEventListener("click") callback
btn.addEventListener("click", function (e) {
  alert("SARANAM AYYAPPA");
});
```

CLICK ME

This page says

SARANAM AYYAPPA

OK

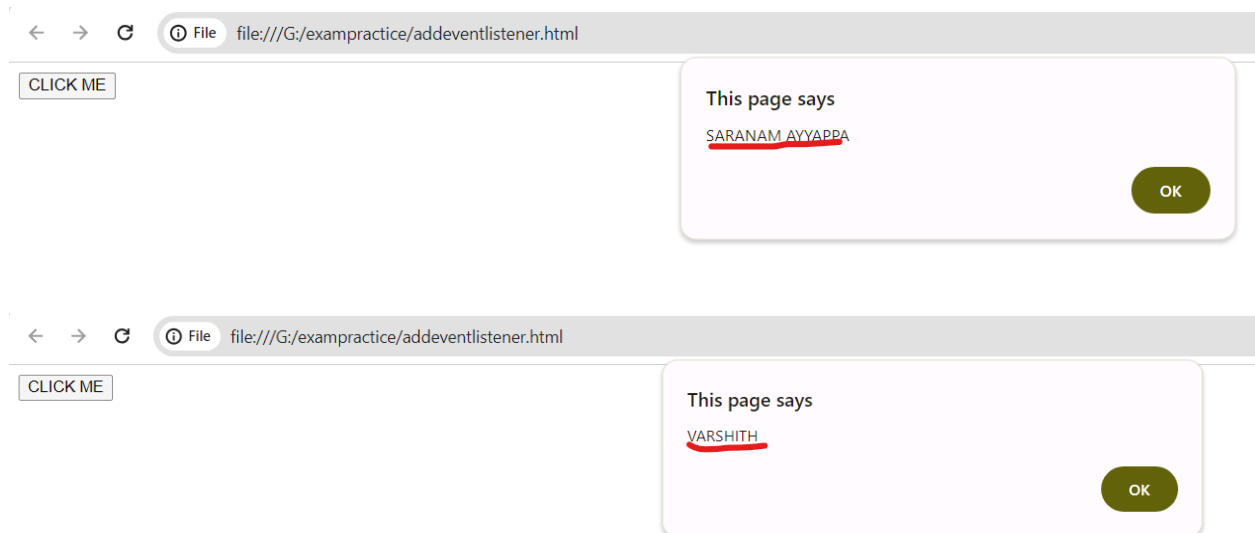
2.ADDEVENT LISTENER

```
addeventlistener.html > html > body > script
<!DOCTYPE html>
<html>
  <head></head>
  <body>
    <button id="btn">CLICK ME</button>
    <script src="addeve.js"></script>
  </body>
</html>
```

```
deve.js > btn.addEventListener("click") callback
btn.addEventListener("click", function (e) {
  alert("SARANAM AYYAPPA");
});

btn.addEventListener("click", function (e) {
  alert("VARSHITH");
});
```

WE WILL GET 2 POP UPS



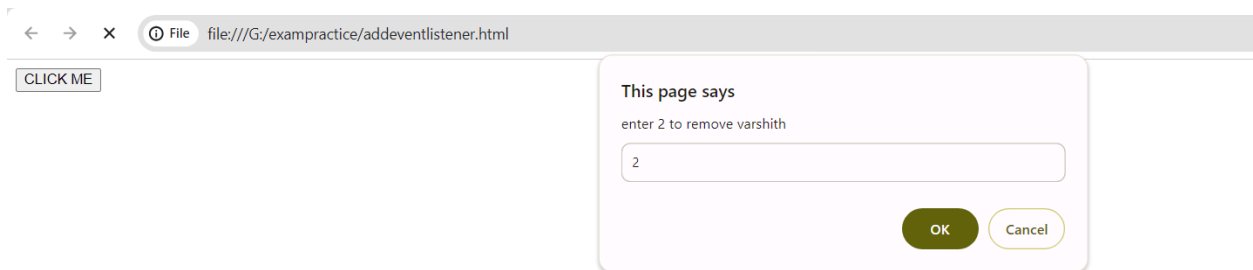
3.REMOVEEVENTLISTENER

```
addeventlistener.html > html > body > script
1 <!DOCTYPE html>
2 <html>
3   <head></head>
4   <body>
5     <button id="btn">CLICK ME</button>
6     <script src="addeve.js"></script>
7   </body>
8 </html>
9
```

```
addeve.js > ...
let x = function (e) {
  alert("HELLO WORLD");
};
let y = function (e) {
  alert("VARSHITH");
};
btn.addEventListener("click", x);

btn.addEventListener("click", y);

let a = prompt("enter 2 to remove varshith");
if (a == "2") {
  btn.removeEventListener("click", y);
}
```



Varshith removed we will only get HELLO WORLD

CLICK ME

This page says

HELLO WORLD

OK