

Theory: The "addEventListener" method

🕒 10 minutes

0 / 4 problems solved

Skip this topic

Start practicing

1107 users solved this topic. Latest completion was about 2 hours ago.

You have already studied what DOM events are, but how to work with them? Today you will learn how to process them in your browser using the `addEventListener()` method.

§1. addEventListener()

Each browser event has an **event handler**: a code block that occurs after the event operation. When the code block is executed, we can say that we register the event handler. It is thanks to this that you can react to user actions via JavaScript code. You can create events using the `addEventListener()` method.

The `addEventListener()` method registers the event handler for the target object, for which it will be called when the event occurs. The target object can be an HTML element, a `document`, or any other object that supports events. Consider the syntax of this method:

```
1 document.addEventListener("click", function() {
2   console.log("There's been a browser event");
3 });
```

In this example, we use `addEventListener()` to create a `click` event handler for the `document` object. In our case, the output of the `"There's been a browser event"` text string to the console is the event handler.

You can apply `addEventListener()` to HTML tags as follows:

```
1 document.getElementById("myBtn").addEventListener("keypress", function() {
2   // body
3 });
```

Here we work with an HTML element that has the `id` `myBtn`. The same can be done through a variable so that our code does not look so bulky:

```
1 let element = document.getElementById("myBtn");
2
3 element.addEventListener("keypress", function() {
4   // body
5 });
```

§2. Conclusion

There are many more browser events and ways to handle them. We've touched on the simplest one, and later on, we will learn about other useful functions. After all, this is what makes a web-page work and successfully interact with its users.

📄 Report a typo

100 users liked this theory. 🚫 didn't like it. What about you?



Start practicing

Current topic:

The "addEventListener" method ...

Topic depends on:

✗ Functions ...

✗ DOM events ...

✗ DOM methods ...

Topic is required for:

Keyboard events handling ...

Anonymous function ...

Table of contents:

[1 The "addEventListener" method](#)

[§1. addEventListener\(\)](#)

[§2. Conclusion](#)

[Feedback & Comments](#)

[Comments \(0\)](#)

[Hints \(0\)](#)

[Useful links \(0\)](#)

[Show discussion](#)

