

面向过程写法

```
<script>
var div = document.getElementById("div1");
var disX = 0;
var disY = 0;
div.onmousedown = function(ev) {
    var ev = ev || window.event;
   disX = ev.clientX - div.offsetLeft;
    disY = ev.clientY - div.offsetTop;
    document.onmousemove = function(ev) {
        var ev = ev | window.event;
        div.style.left = ev.clientX - disX + 'px';
        div.style.top = ev.clientY - disY + 'px';
    document.onmouseup = function() {
        document.onmousemove = null;
        document.onmouseup = null;
    return false;
```

面向对象写法

事件,定时器要特别注意This指向问题

改this指向,由对象来触发事件,事件函数中this即指向对象