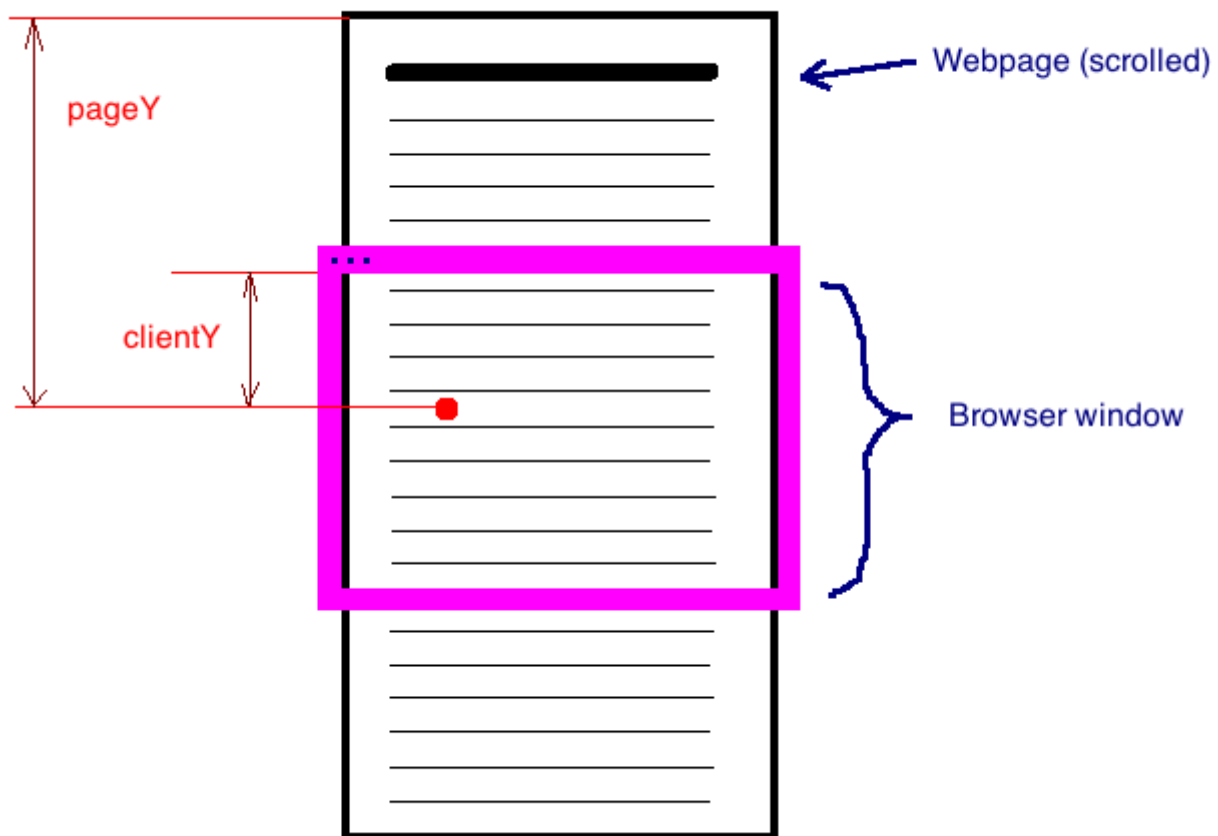


Reacting to Mouse Events

This lesson is about the type of mouse events that are occurred by using a mouse.

Mouse clicks on any DOM element produce a event of the `click` type. Tactile interfaces like smartphones and tablets also have click events associated with buttons, which are kicked off by actually pressing a finger on the button.

The `Event` object associated with a `click` event has a `button` property which lets you know the mouse button used, as well as `clientX` and `clientY` properties that return the horizontal and vertical coordinates of the place where the click happened. These coordinates are defined relative to the page zone currently shown by the browser.



The below code shows information on all click events that happen on a web page. The `mouseInfo()` function associated to the event uses another function,

called `getMouseButton()`, to retrieve the clicked mouse button.

Output

JavaScript

```
// Return the name of the mouse button
const getMouseButton = code => {
  let button = "unknown";
  switch (code) {
    case 0: // 0 is the code for the left mouse button
      button = "left";
      break;
    case 1: // 1 is the code for the middle mouse button
      button = "middle";
      break;
    case 2: // 2 is the code for the right button
      button = "right";
      break;
  }
  return button;
};

// Show info about mouse event
const mouseInfo = e => {
  console.log(
    `Mouse event: ${e.type}, button: ${getMouseButton(
      e.button
    )}, X: ${e.clientX}, Y: ${e.clientY}`
  );
};

// Add mouse click event listener
document.addEventListener("click", mouseInfo);
```



Console

Clear

You can use `mousedown` and `mouseup` events similarly to `keydown` and `keyup` to deal with mouse buttons' press and release events. The code below associates the same handler to these two events.

Output

JavaScript

```
// Handle mouse button press and release
document.addEventListener("mousedown", mouseInfo);
```

```
document.addEventListener("mouseup", mouseInfo);
```



Console

🗖 Clear

The appearance order for mouse-related events is: `mousedown` -> `mouseup` -> `click`.