



# **Events**



## Adding the Interactivity!!

- It has been up to us to decide when the functions should execute
- It would be better if the functions were called based on special "events"
- The JavaScript API lets us add dynamic function calls!!



### **Events**

- onclick
  - User clicks on an HTML element
- onmouseover
  - User moves the mouse over an HTML element
- onresize
  - browser window is resized
- onload
  - browser finishes loading the page



## How it works

Any element can react to an event.
You need to add the event to the tag and include what you want to happen

<div onclick = "message()"> Clicking on this
Div will invoke a JavaScript function</div>



# **Using Quotes**

- You can use single quotes or double quotes for the event result
- Double quotes make it easier if you want to pass String parameters

<div onclick = "message('Hi')">

• Be careful of copying and pasting quotes!





## Example

- Events Basic Example
- Events Basic Date Example





## **Events Change the Program Flow**

- Some programs ran in a linear order (step-by-step)
- Events cause the program to "run continuously" since the DOM is always listening for events



### **More Events**

#### Mouse Events

• onclick, ondblclick, onmousedown, onmouseenter, onmouseleave, on mousemove, onmouseout,....

#### Keyboard Events

• onkeydown, onkeypress, onkeyup

#### Frame Events

• onload, onresize, onscroll, onerror,...

#### • Comprehensive list:

• https://developer.mozilla.org/en-US/docs/Web/Events



## Review

- Without the events, JavaScript would be limited in ability to interact with the DOM
- Events are cool....they are also annoying
- Don't worry about memorizing the different events. As the need arises, look them up



## **Acknowledgements/Contributions**

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Initial Development: Colleen van Lent, University of Michigan School of Information

