Events

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DOM communicates to JavaScript with Events

Event types:
- Mouse-related: mouse movement, button click, enter/leave element
- Keyboard-related: down, up, press
- Focus-related: focus in, focus out (blur)
- Input field changed, Form submitted
- Timer events
- Miscellaneous:
  - Content of an element has changed
  - Page loaded/unloaded
  - Image loaded
  - Uncaught exception
Event handling

Creating an event handler: must specify 3 things:

- What happened: the event of interest.
- Where it happened: an element of interest.
- What to do: JavaScript to invoke when the event occurs on the element.
Specifying the JavaScript of an Event

- Option #1: in the HTML:
  
  ```html
  <div onclick="gotMouseClick('id42'); gotMouse=true;">...</div>
  ```

- Option #2: from Javascript using the DOM:
  
  ```javascript
  element.onclick = mouseClick;
  or
  element.addEventListener("click", mouseClick);
  ```

- Example of the powerful listener/emitter pattern
Event object

- Event listener functions passed an Event object
  Typically sub-classed MouseEvent, KeyboardEvent, etc.

- Some Event properties:
  
  - `type` - The name of the event ('click', 'mouseDown', 'keyUp', ...)
  - `timeStamp` - The time that the event was created
  - `currentTarget` - Element that listener was registered on
  - `target` - Element that dispatched the event
MouseEvent and KeyboardEvent

- Some MouseEvent properties (prototype inherits from Event)
  
  - `button` - mouse button that was pressed
  
  - `pageX`, `pageY`: mouse position relative to the top-left corner of document
  
  - `screenX`, `screenY`: mouse position in screen coordinates

- Some KeyboardEvent properties (prototype inherits from Event)
  
  - `keyCode`: identifier for the keyboard key that was pressed
    
    Not necessarily an ASCII character!
  
  - `charCode`: integer Unicode value corresponding to keypress, if there is one.
Draggable Rectangle - HTML/CSS

```html
<style type="text/css">
    #div1 {
        position: absolute;
    }
</style>
...
<div id="div1" onmousedown="mouseDown(event);"
    onmousemove="mouseMove(event);"
    onmouseup="mouseUp(event);">Drag Me!</div>
```
var isMouseDown = false;  // Dragging?
var prevX, prevY;

function mouseDown(event) {
    prevX = event.pageX;
    prevY = event.pageY;
    isMouseDown = true;
}

function mouseUp(event) {
    isMouseDown = false;
}

function mouseMove(event) {
    if (!isMouseDown) {
        return;
    }
    var elem = document.getElementById('div1');
    elem.style.left = (elem.offsetWidth +
        (event.pageX - prevX)) + 'px';
    elem.style.top = (elem.offsetHeight +
        (event.pageY - prevY)) + 'px';
    prevX = event.pageX;
    prevY = event.pageY;
}
Deciding which handler(s) are invoked for an event?

- Complicating factor: elements can contain or overlap other elements

Suppose user clicks with the mouse on "xyz" in:

```html
<html>
  <body>
    <table>
      <tr>
        <td>xyz</td>
      </tr>
    </table>
  </body>
</html>
```

If I have handlers on the td, tr, table, and body elements which get called?

- Sometimes only the innermost element should handle the event
- Sometimes it's more convenient for an outer element to handle the event
Capturing and Bubbling Events

- **Capture phase (or "trickle-down"):**
  - Start at the outermost element and work down to the innermost nested element.
  - Each element can stop the capture, so that its children never see the event
    ```javascript
    event.stopPropagation()
    ```
    ```javascript
    element.addEventListener(eventType, handler, true);
    ```

- **Bubble phase - Most on handlers (e.g. onclick) use bubble, not onfocus/blur**
  - Invoke handlers on the innermost nested element that dispatches the event (mostly right thing)
  - Then repeat on its parent, grandparent, etc. Any given element can stop the bubbling:
    ```javascript
    event.stopPropagation()
    ```
    ```javascript
    element.addEventListener(eventType, handler, false);
    ```

- **Handlers in the bubble phase more common than capture phase**
Example: Timer Events

- Run `myfunc` once, 5 seconds from now:
  
  ```javascript
  token = setTimeout(myFunc, 5*1000);
  ```

  Function is called in specified number of milliseconds

- Run `myfunc` every 50 milliseconds:
  
  ```javascript
  token = setInterval(myfunc, 50);
  ```

- Cancel a timer:
  
  ```javascript
  clearInterval(token);
  ```

- Used for animations, automatic page refreshes, etc.
Event Concurrency

- Events are serialized and processed one-at-a-time
- Event handling does not interleave with other Javascript execution.
  - Handlers run to completion
  - No multi-threading.
- Make reasoning about concurrency easier
  - Rarely need locks.
- Background processing is harder than with threads
Event-based programming is different

- Must wait for someone to invoke your code.
- Must return quickly from the handler (otherwise the application will lock up).
- Key is to maintain control through events: make sure you have declared enough handlers; last resort is a timer.
- Node.js uses event dispatching engine in JavaScript for server programming