

JavaScript HTML DOM EventListener

Add an Event Handler to an Element

Example

Alert "Hello World!" when the user clicks on an element: -

```
element.addEventListener("click", function(){ alert("Hello World!"); });
```

example write code inside index.html file :-

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<h2>JavaScript addEventListener()</h2>
```

```
<p>This example uses the addEventListener() method to attach a click event to a button.</p>
```

```
<button id="myBtn">Try it</button>
```

```
<script>
```

```
document.getElementById("myBtn").addEventListener("click", function() {
```

```
    alert("Hello World!");
```

```
});
```

```
</script>
```

```
</body>
```

```
</html>
```

You can also refer to an external "named" function:

Example:-

Alert "Hello World!" when the user clicks on an element:-

```
element.addEventListener("click", myFunction);
```

```
function myFunction() {  
    alert ("Hello World!");  
}
```

Example:-

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<h2>JavaScript addEventListener()</h2>
```

```
<p>This example uses the addEventListener() method to execute a function when a user clicks on a button.</p>
```

```
<button id="myBtn">Try it</button>
```

```
<script>
```

```
document.getElementById("myBtn").addEventListener("click", myFunction);
```

```
function myFunction() {  
    alert ("Hello World!");  
}
```

```
}
```

```
</script>
```

```
</body>
```

```
</html>
```