



Topic 9: JavaScript

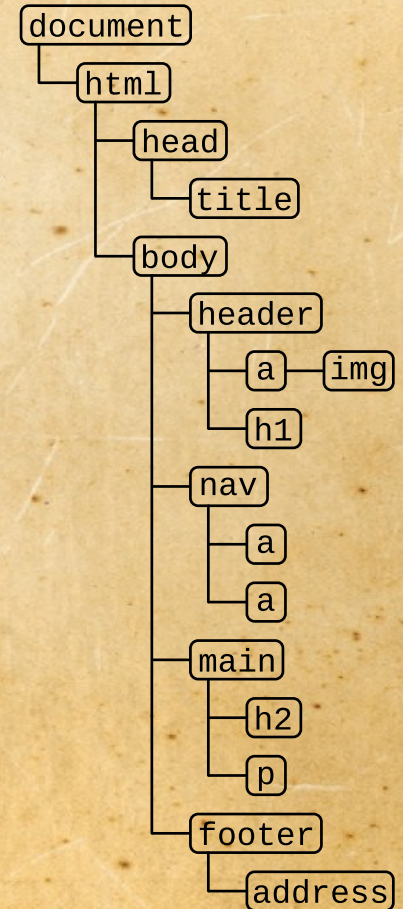
DOM Event Listener:
Drum Kit Mini-Project

Lecture Contents

- Adding JavaScript
- Adding Event Listeners for a mouse 'click'
- Playing Audio
- Extra CSS
- Adding an Event Listener for a key press

Adding External Javascript

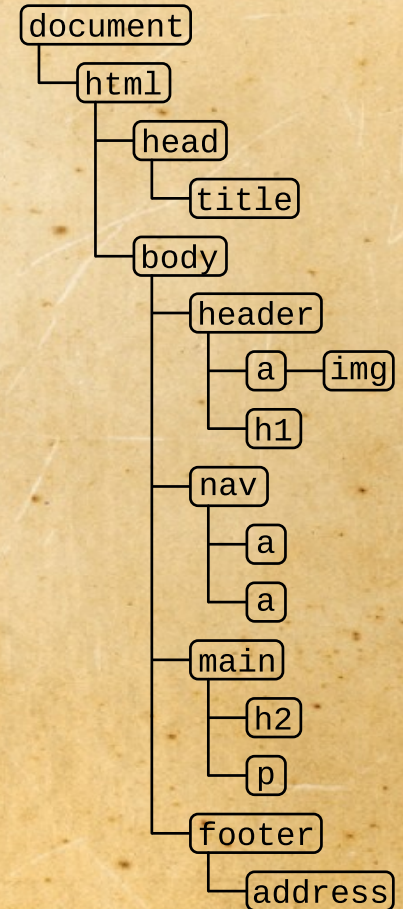
- Added at the bottom of the <body> tag.
`<script src="index.js"></script>`



Adding External Javascript

- Verify that your JavaScript is being referenced by adding an alert in your `index.js` :

```
alert('JavaScript Running!');
```



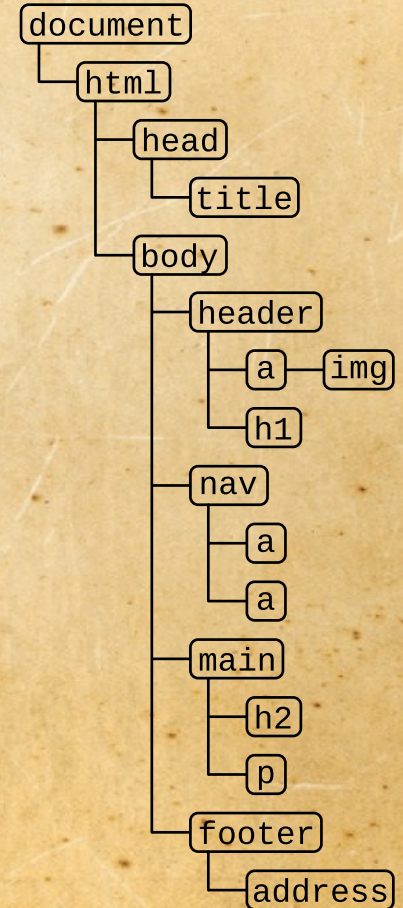
Handling a “Click”

- Try this...

```
function titleClick() {  
    alert('I got clicked.');
```

```
}  
  
document.querySelector('#title').addEventListener(  
    'click', titleClick);
```

- Then add an event listener to every button.



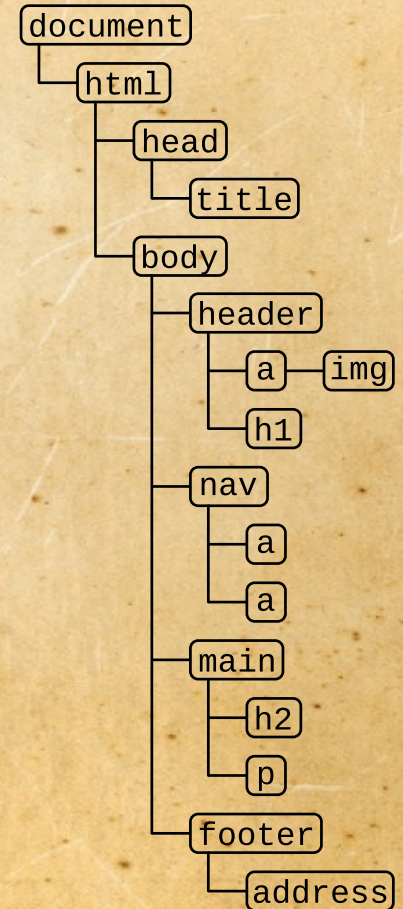
Handling a “Click”

- Try this...

```
function titleClick() {  
    alert('I got clicked.');
```

```
}  
  
document.querySelector('#title').addEventListener(  
    'click', titleClick);
```

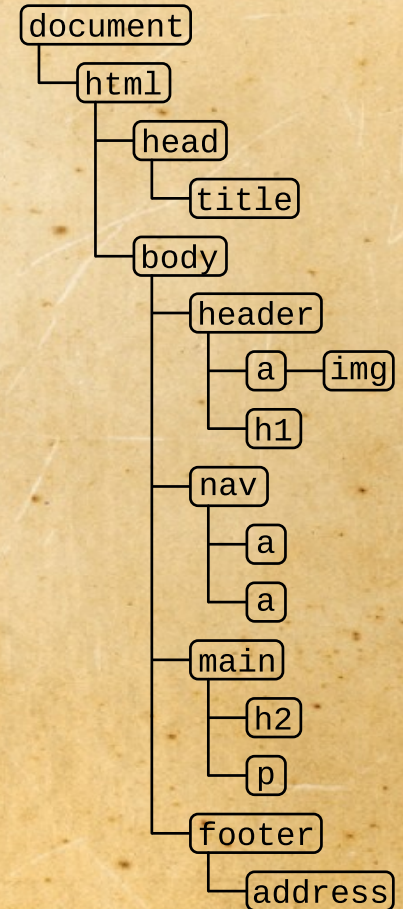
- Then add an event listener to every button.
 - *hint: loop!*



Playing a Sound File

- HTMLAudioElement

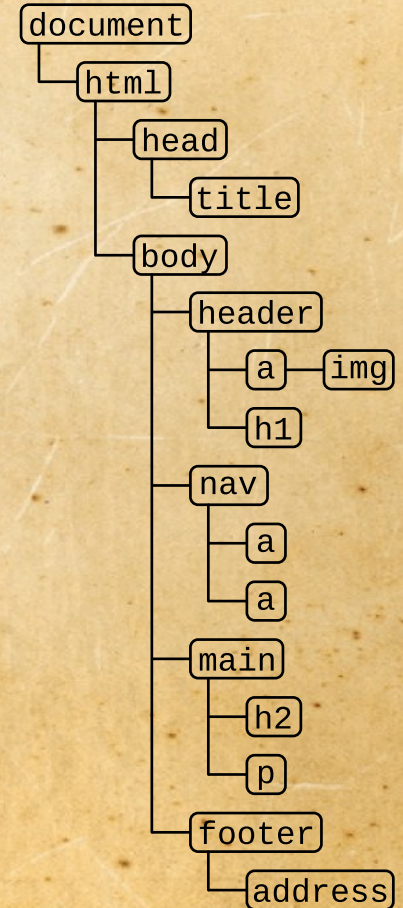
```
var audio = new Audio('sound.mp3');  
audio.play();
```



CSS Background Image

- Add for each button in the CSS

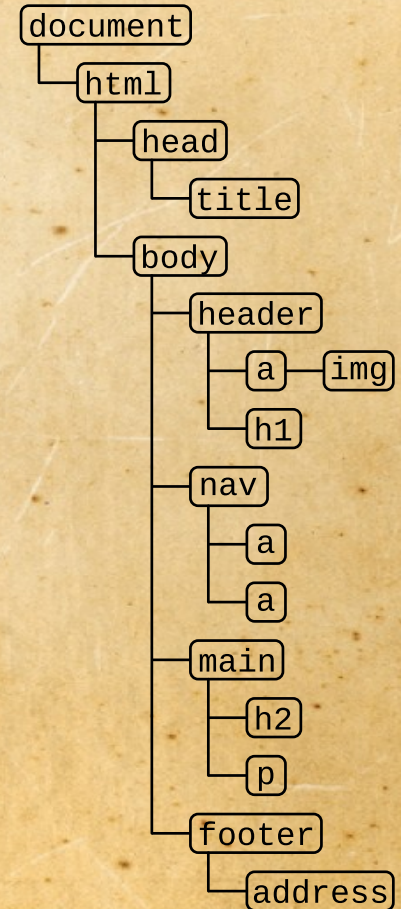
```
.w {  
    background-image: url('images/crash.png');  
}
```



CSS Background Image

- Add for each button in the CSS

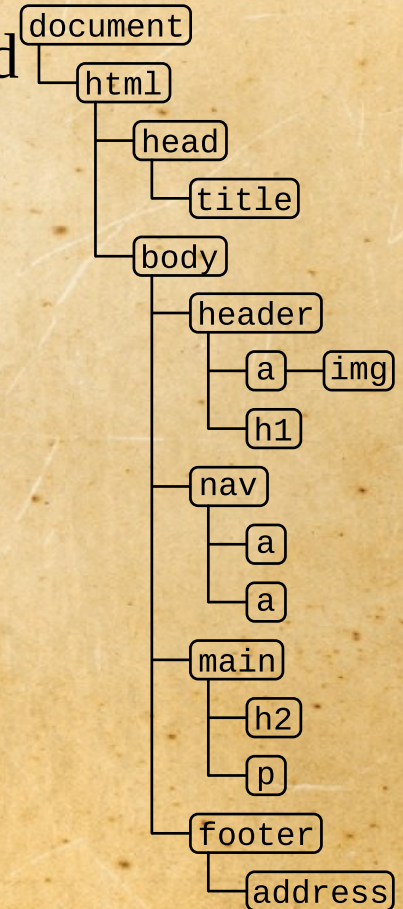
```
.w {  
    background-image: url('images/crash.png');  
}
```



Which Button Was Pressed?

- Check what object this refers to when a button is clicked

```
function buttonClicked() {  
    console.log(this);  
}
```

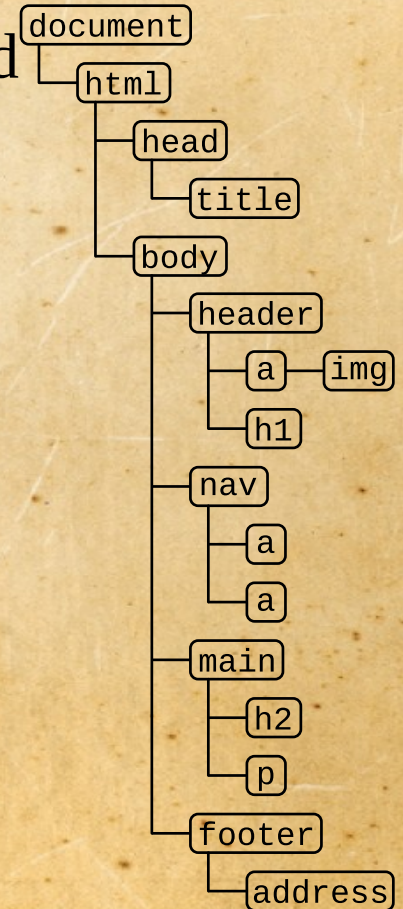


Which Button Was Pressed?

- Check what object this refers to when a button is clicked

```
function buttonClicked() {  
    console.log(this);  
}
```

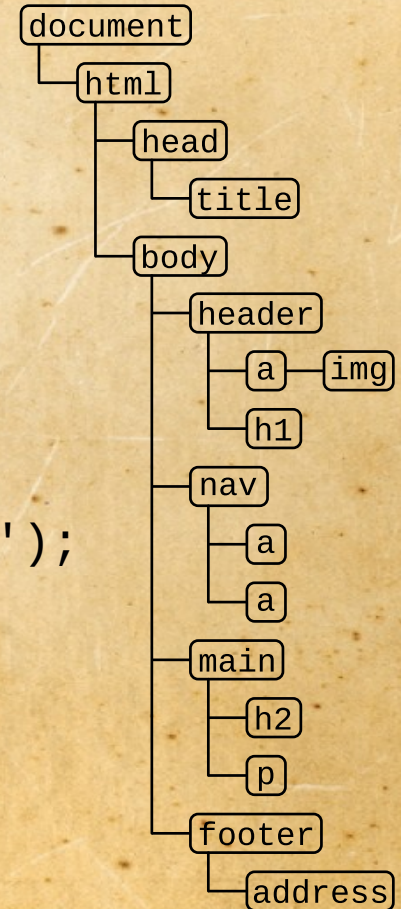
- How can we get the letter associated with this button?



Perform Action Based on Button

- Switch statement:

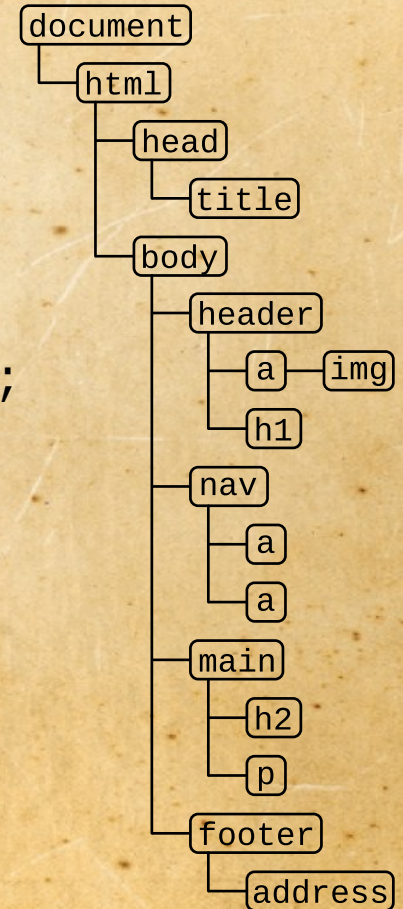
```
switch(button) {  
  case 'w':  
    var audio = new Audio('sounds/crash.mp3');  
    audio.play();  
    break;  
  
  case 'a':  
    var audio = new Audio('sounds/kick-bass.mp3');  
    audio.play();  
    break;  
  
  default:  
    console.log(button);  
    break;  
}
```



Event Listeners for Keypress

```
function keyPressed(e) {  
    console.log(e);  
}
```

```
document.addEventListener('keypress', keyPressed);
```

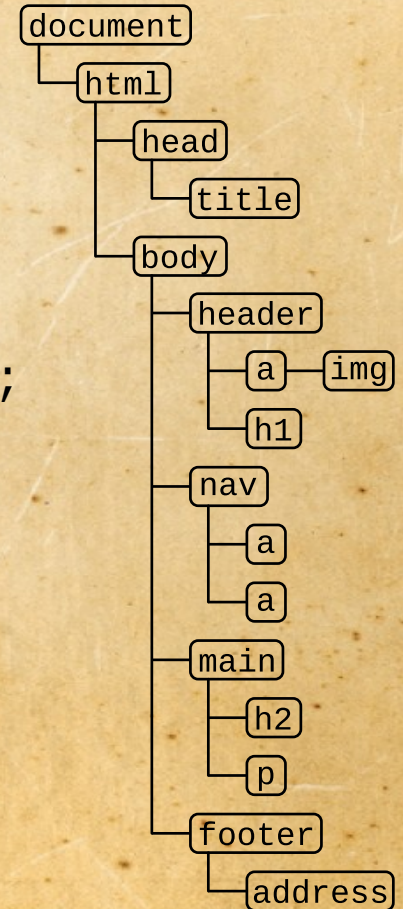


Event Listeners for Keypress

- asdf

```
function keyPressed(e) {  
    console.log(e.key);  
}
```

```
document.addEventListener('keypress', keyPressed);
```





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