



# ng-mousemove DIRECTIVE IN ANGULARJS

- **ng-mousemove** directive is used to specify the custom behavior that execute when a mouse cursor moves over the specific HTML element.
- In AngularJS, the **ng-mousemove** directive will not override the HTML element's original **onmousemove** event, both will be executed.
- The **ng-mousemove** directive is compiling at the priority level **"0"** (zero is a default priority level).
- **ng-mousemove** is supported by all HTML elements.

### **Syntax for ng-mousemove directive in AngularJS:**

<element ng-mousemove= "expression" > </element>

#### Parameter value for ng-mousemove directive in AngularJS:

Value	Description
expression	It is used to define an expression that execute
	when a mouse cursor moves over an element.







### Sample coding for ng-mousemove directive in AngularJS:

```
<!DOCTYPE html>
<html>
  <head>
     <title>Wikitechy AngularJS Tutorials</title>
     <script src="https://ajax.googleapis.com/ajax/libs/</pre>
      angularjs/1.5.6/angular.min.js">
     </script>
  </head>
  <body ng-app="">
     <h2>ng-mousemove Directive in AngularJS </h2>
     <br/><button ng-mousemove="count = count + 1" ng- init="count=0">
         Mouse moves here!
     </button>
     <h3> The mousemove count: {{ count }} </h3>
  </body>
</html>
```







#### **Code Explanation for ng-mousemove directive in AngularJS:**

```
<!DOCTYPE html>
<html>
    <head>
        <title>Wikitechy AngularJS Tutorials</title>
       -<script src="https://ajax.googleapis.com/ajax/libs/
        angularjs/1.5.6/angular.min.js">
        </script>
    </head>
    <body ng-app="">
        <h2>ng-mousemove Directive in AngularJS</h2>
        <button ng-mousemove="count = count + 1" ng-init="count=0">
            Mouse moves here!
        </button>
        <h3>The mousemoves count :{{count}} </h3>
    </body>
</html>
```

- 1. AngularJS is distributed as a JavaScript file, and can be added to a HTML page with a <script> tag.
- 2. The AngularJS application is defined by ng-app=" ". The application runs inside the **<body>** tag. It's also used to define a **<body>** tag as a root element.
- 3. The **ng-mousemove= "count=count+1"** is used to increase the count variable by one, every time the mouse cursor moves over the button element.
- 4. The **ng-init="count = 0"** is used to define the initial value of the count variable is "0".



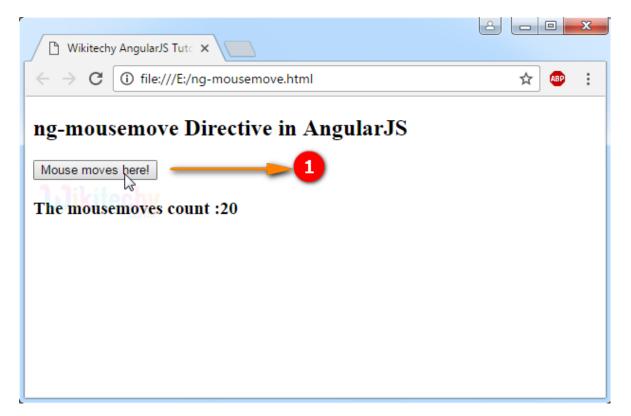






5. The **{{ count }}** is used to dynamically bind the count variable value when the mouse cursor moves over the button element.

## Sample Output for ng-mousemove directive in AngularJS:



1. The output displays that a mouse cursor moves over the "Mouse moves here!" button and the content "The mouse moves count:20". Here the variable "count" will increased a value by 1, every time a mouse cursor moves over the "Mouse moves here!" button.

