

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/
      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 mousemove count: {{ count }} </h3>
  </body>
</html>
```



Code Explanation for ng-mousemove directive in AngularJS:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy AngularJS Tutorials</title>
    1 ← <script src="https://ajax.googleapis.com/ajax/libs/
        angularjs/1.5.6/angular.min.js">
        </script>
    2 → </head>
    <body ng-app="">
      <h2>ng-mousemove Directive in AngularJS</h2>
      4 →
      <button ng-mousemove="count = count + 1" ng-init="count=0">
        Mouse moves here!
      </button>
      3 →
      <h3>The mousemoves count :{{count}} </h3>
      5 →
    </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 be increased a value by 1, every time a mouse cursor moves over the **"Mouse moves here!"** button.