

EVENTS IN ANGULARJS

- Event is an action that occurs as a result of the user or another source, such as mouse clicks, moves, keyboard presses, change events etc.
- AngularJS has its own HTML event directive.
- AngularJS event will not overwrite an HTML event, both events are executed.
- Event directives allows us to run AngularJS functions at certain user events.
- Attach an event listener to an HTML elements using one of the following AngularJS event listener directives.

AngularJS Event Listener Directives:

Directives	Description
ng-blur	It is used to specify a behavior on blur events.
ng-change	It is used to specify an expression to evaluate when content is being changed by the user.
ng-click	It is used to specify an expression to evaluate when an element is being clicked.
ng-copy	It is used to specify a behavior on copy events.
ng-cut	It is used to specify a behavior on cut events.
ng-dblclick	It is used to specifies a behavior on double-click events.
ng-focus	It is used to specify a behavior on focus events.
ng-keydown	It is used to specify a behavior on keydown events.
ng-keypress	It is used to specify a behavior on keypress events.
ng-keyup	It is used to specify a behavior on keyup events.



ng-mousedown	It is used to specify a behavior on mousedown events.
ng-mouseenter	It is used to specify a behavior on mouseenter events.
ng-mouseleave	It is used to specify a behavior on mouseleave events.
ng-mousemove	It is used to specify a behavior on mousemove events.
ng-mouseover	It is used to specify a behavior on mouseover events.
ng-mouseup	It is used to specify a behavior on mouseup events.
ng-paste	It is used to specify a behavior on paste events.

Mouse Events:

When the cursor moves over an element, then the mouse events listener occur.

Syntax for ng-mousemove in AngularJS:

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

Parameter Values:

Parameter	Type	Description
ng-mousemove	Expression	Evaluate the expression upon mousemove.(Event object is available in \$event)



Sample Coding for ng-mousemove event in AngularJS:

```
<! DOCTYPE html>
<html>
  <head>
    <title>Wikitechy AngularJS Tutorial</title>
    <script
src="https://ajax.googleapis.com/ajax/libs/angularjs/1.5.6/angular.min.js">
    </script>
  </head>
  <body>
    <div ng-app="myApp" ng-controller="EventCtrl">
      <h2 ng-mousemove="myFunc($event)">Mouse Over Me!</h2>
      <p>Mouse Event coordinates in X and Y Axis: {{x + ', ' + y}}</p>
    </div>
    <script>
      var app = angular.module('myApp', []);
      app.controller('EventCtrl', function($scope) {
        $scope.myFunc = function(axis) {
          $scope.x = axis.clientX;
          $scope.y = axis.clientY;
        }
      });
    </script>
  </body>
</html>
```



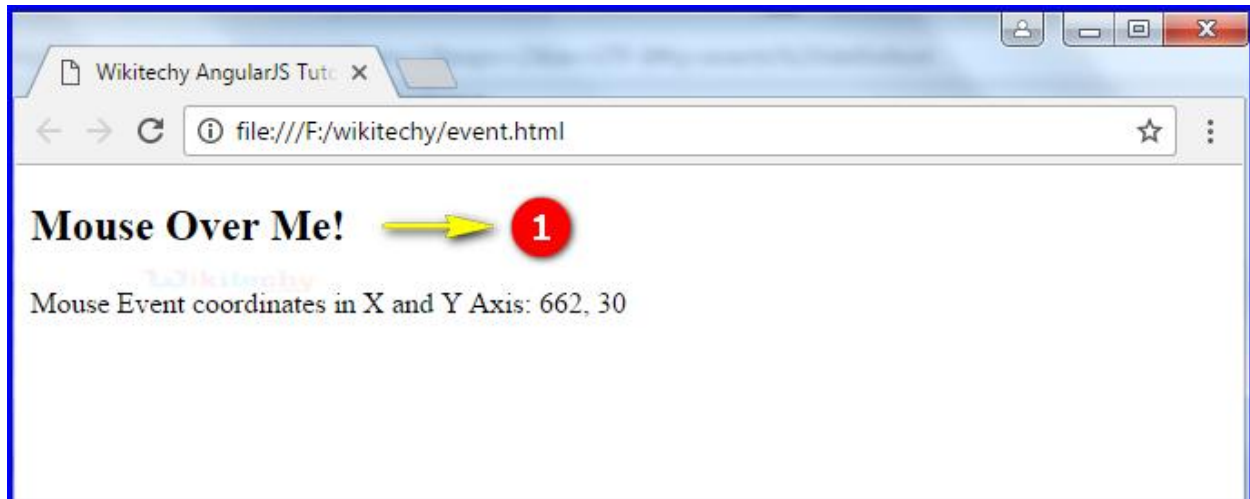
Code Explanation for ng-mousemove event in AngularJS:

```
<!DOCTYPE html>
<html>
  <head>
    <title>Wikitechy AngularJS Tutorial</title>
    <script src="https://ajax.googleapis.com/ajax/libs/angularjs/
      1.5.6/angular.min.js"></script>
  </head>
  <body>
    <div ng-app="myApp" ng-controller="EventCtrl">
      <h2 ng-mousemove="myFunc($event)">Mouse Over Me!</h2>
      <p>Mouse Event coordinates in X and Y Axis: {{x + ', ' + y}}</p>
    </div>
    <script>
      var app = angular.module('myApp', []);
      app.controller('EventCtrl', function($scope) {
        $scope.myFunc = function(axis) {
          $scope.x = axis.clientX;
          $scope.y = axis.clientY;
        }
      });
    </script>
  </body>
</html>
```

1. The **ng-app** specifies the root element ("myApp") to define AngularJS application.
2. The **ng-controller** control the data of "**EventCtrl**" in AngularJS application.
3. Ng-mousemove directive is used to call the myFunc with the event object **\$event**.
4. The expression of x and y value is executed and the output will be displayed in the **<p>** tag.

5. The “**EventCtrl**” used to create the controller for the Application with arguments **\$scope** object.
6. **\$scope.myfunc** is used to declare the \$scope.x object and the value gets from the \$event object(axis.clientx)
7. **\$scope.myfunc** is used to declare the \$scope.y object and the value gets from the \$event object(axis.clientY)

Sample Output for ng-mousemove event in AngularJS:



1. If the user moves the mouse in “**Mouse Over Me!**” Element then the coordinates is displays like x and y value is 662,30.