

Summary DOM events

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Adding event listeners

To make sure that the browser calls a particular function when an event happens on an element, you must use [document.addEventListener](#):

```
var buttonEl = document.getElementById("clicker");
var onButtonClick = function() {
    console.log("Oh golly gosh, you clicked me");
};
buttonEl.addEventListener("click", onButtonClick);
```

You can pass many valid strings as the first argument, see the event types article.

If you want information about the event that happened, you can look at the event object that the browser passes to your callback function:

```
var faceEl = document.getElementById("face");
var onFaceClick = function(e) {
    console.log("You clicked " + e.clientX + " , " + e.clientY);
};
faceEl.addEventListener("click", onFaceClick);
```

There are many properties on the event object, you can see a [a full list here](#).

If you are overriding click behavior on a link or submit behavior on a form, you may want to call `event.preventDefault()` to prevent the browser's default behavior.

Removing event listeners

If you no longer need a particular event listener, you can remove it using [removeEventListener](#):

```
var faceEl = document.getElementById("face");
var onFaceClick = function(e) {
    console.log("You clicked " + e.clientX + " , " + e.clientY);
};
faceEl.addEventListener("click", onFaceClick);
// later...
faceEl.removeEventListener("click", onFaceClick);
```