

# CAPH.APP.EVENT.PERFEVENTHANDLER

PerfEventHandler is a small class that provides event handling functions. Main APIs of PerfEventHandler are 'addEventListener', 'removeEventListener' and 'dispatchEvent.' The addEventListener method allows you to associate a listener function on a particular type of event on an object. The removeEventListener method allows you to remove a listener function on a particular type of event from an object. The dispatchEvent method allows you to send/pass a custom event to a target object.

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## Constructor

PerfEventHandler	
Description	
Construct a PerfEventHandler.	
Emulator Support	Y
SDK Constraint	None
Example	
<pre>var EventHandler = caph.app.event.PerfEventHandler; var eventhandler = new EventHandler();</pre>	

## Methods

PerfEventHandler	
Description	
(Constructor) Construct a PerfEventHandler.	
Parameters	■Void
Return	■Object - Object, an instance of an PerfEventHandler
Emulator Support	Y
SDK Constraint	none
Example	

```
var EventHandler = caph.app.event.PerfEventHandler;  
var eventhandler = new EventHandler();
```

## addEventListener

### Description

This function allows you to associate a listener function on a particular type of event on an object.

Parameters	<ul style="list-style-type: none"><li>■type<ul style="list-style-type: none"><li>- String</li><li>- event type can be anyone of the following types : blur/resize/touchmove/touchstart/touchend/click</li></ul></li><li>■data<ul style="list-style-type: none"><li>- Function</li><li>- data to be transferred to the listener</li></ul></li></ul>
Return	<ul style="list-style-type: none"><li>■Object<ul style="list-style-type: none"><li>- PerfEventHandler, PerfEventHandler itself</li></ul></li></ul>
Emulator Support	Y
SDK Constraint	none

### Example

```
var EventHandler = caph.app.event.PerfEventHandler;  
var eventhandler = new EventHandler();
```

```
function foo() {  
    console.log('in function foo');  
}
```

```
eventhandler.addEventListener('click', foo);  
eventhandler.dispatchEvent('click', 'foofoo');
```

## dispatchEvent

### Description

EventHandler 'dispatchEvent' method allows you to send/pass a custom event to a target object.

Parameters	<ul style="list-style-type: none"><li>■type<ul style="list-style-type: none"><li>- String</li><li>- event type can be anyone of the following types : blur/resize/touchmove/touchstart/touchend/click</li></ul></li><li>■listener<ul style="list-style-type: none"><li>- Function</li><li>- The event listener to be added</li></ul></li></ul>
Return	<ul style="list-style-type: none"><li>■Void</li></ul>
Emulator Support	Y
SDK Constraint	none

### Example

```
var EventHandler = caph.app.event.PerfEventHandler;  
var eventhandler = new EventHandler();
```

```
function foo() {  
    console.log('in function foo');  
}
```

```
eventhandler.addEventListener('click', foo);  
eventhandler.dispatchEvent('click', 'foofoo');
```

## removeEventListener

### Description

removeEventListener method allows you to remove a listener function on a particular type of event from an object.

Parameters	<ul style="list-style-type: none"> <li>■type <ul style="list-style-type: none"> <li>- String</li> <li>- event type can be anyone of the following types : blur/resize/touchmove/touchstart/touchend/click</li> </ul> </li> <li>■listener <ul style="list-style-type: none"> <li>- Function</li> <li>- The event listener to be added</li> </ul> </li> </ul>
Return	<ul style="list-style-type: none"> <li>■Void</li> </ul>
Emulator Support	Y
SDK Constraint	none
Example	
<pre> var EventHandler = caph.app.event.PerfEventHandler; var eventhandler = new EventHandler();  function foo() {     console.log('in function foo'); }  eventhandler.addEventListner('click', foo); eventhandler.dispatchEvent('click', 'foofoo'); eventhandler.removeEventListner('click', foo); </pre>	