

# DOM events and handlers

<b><code>e.onload</code></b>	when e is fully loaded
<b><code>e.onclick</code></b>	when e is clicked
<b><code>e.onSubmit</code></b>	when e is submitted
<b><code>e.onhover</code></b>	when the mouse is on top e
<b><code>e.onkeydown</code></b>	when a key is pressed while e is in focus
<b><code>...</code></b>	<b><code>...</code></b>

<https://developer.mozilla.org/en-US/docs/Web/Events>

# User-defined events and listeners

```
// Listen for the event
document.addEventListener( 'onSomething', function(e) {
    ...
});
```

```
// Dispatch the event
document.dispatchEvent(new Event( 'onSomething' ));
```