Slide 14.19: JavaScript events (cont.) Slide 14.21: JavaScript events (cont.) Home



JavaScript Events (Cont.)

onLoad and onUnload

The <u>onLoad</u> and <u>onUnload</u> events are triggered when the user enters or leaves the page. The onLoad event is often used to check the visitor's browser type and browser version, and load the proper version of the web page based on the information.

Display the HTML

Reset

onMouseOver and onMouseOut

onMouseOver executes JavaScript code when a onMouseOut event occurs; that is, once each time the mouse pointer moves over an object or area from outside that object or area. onMouseOut executes JavaScript code when a MouseOut event occurs; that is, each time the mouse pointer leaves an area or link from inside that area or link.

```
<html>
 <head>
  <script type="text/javascript">
   function mouseOver( ) {
    document.cnn.src = "figure/smiley.gif"
   function mouseOut( ) {
    document.cnn.src = "figure/angry.jpg"
  </script>
 </head>
 <body>
  <a href="http://www.cnn.com/">
   <img src="figure/angry.jpg" name="cnn"</pre>
      onmouseover="mouseOver( )"
      onmouseout="mouseOut( )" /></a>
 </body>
</html>
```

Display the HTML

Reset



The example includes an onMouseOver event and an onMouseOut event that will run two JavaScript functions that will change between two images.

Demonstration

The following demonstration shows how the script of HTML and JavaScript is displayed on the Web.

```
Display the HTML
                                                         Reset
<html>
<head>
 <script type="text/javascript">
  function changeVal( ) {
   s1 = "Greetings!"
   myForm.myText.value = s1.toUpperCase( )
 </script>
</head>
<body onload = "changeVal( )" >
 <form action="" method="POST" id="myForm" >
  <input type="text" name="myText" >
 </form>
</body>
</html>
```

```
Slide 14.19: JavaScript events (cont.)
Slide 14.21: JavaScript events (cont.)
Home
```

