

DOM events and handlers

load	when e is fully loaded
click	when e is clicked
submit	when e is submitted
hover	when the mouse is on top e
keydown	when a key is pressed while e is in focus
...	...

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

Different ways to handle events

```
// Overwrite the existing handler
```

```
e.onclick = function(e) {
```

```
    ...
```

```
};
```

```
// Add another event handler
```

```
e.addEventListener('click', function(e) {
```

```
    ...
```

```
});
```