The **onload** property of the `GlobalEventHandlers` mixin is an `EventHandler` that processes `load` events on a `Window`, `XMLHttpRequest`, `<img>` element, etc.

The `load` event fires when a given resource has loaded.

Syntax

```
target.onload = functionRef;
```

Value

`functionRef` is the handler function to be called when the window's `load` event fires.

Examples

```
window.onload = function() {
  init();
  doSomethingElse();
};
```

```
<!doctype html>
<html>
  <head>
    <title>onload test</title>
    // ES5
    <script>
      function load() {
        console.log("load event detected!");
      }
      window.onload = load;
    </script>
```

```
    // ES2015
    <script>
      const load = () => {
        console.log("load event detected!");
      }
      window.onload = load;
    </script>
  </head>
  <body>
    <p>The load event fires when the document has finished loading!</p>
  </body>
</html>
```