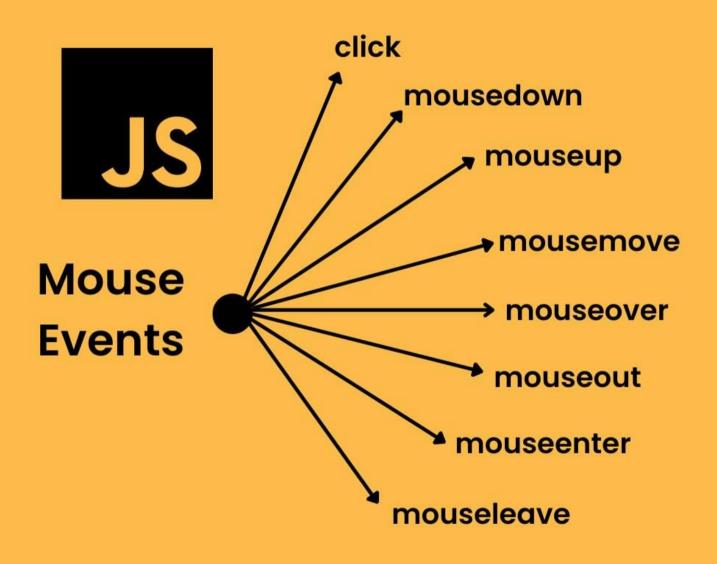
Mouse Events in JavaScript





1. click

Occurs when the mouse button is pressed and released on an element.

```
button.addEventListener('click', function() {
    alert('Button was clicked!');
});
```

2. mousedown

Occurs when the mouse button is pressed down over an element.

```
element.addEventListener('mousedown', function() {
   alert('Mouse button pressed down!');
});
```

3. mouseup

Occurs when the mouse button is released over an element.

• Example:

```
element.addEventListener('mouseup', function() {
   alert('Mouse button released!');
});
```



4. mousemove

Occurs when the mouse is moved over an element.

```
element.addEventListener('mousemove', function() {
   console.log('Mouse is moving over the element!');
});
```



5. mouseover

Occurs when the mouse enters the area of an element

• Example:

```
element.addEventListener('mouseover', function() {
   alert('Mouse entered the element!');
});
```



6. mouseout

Occurs when the mouse leaves the area of an element.

• Example:

```
element.addEventListener('mouseout', function() {
   alert('Mouse left the element!');
});
```



7. mouseenter

Similar to mouseover, but it doesn't bubble.

This means that it won't be triggered by child elements.

```
element.addEventListener('mouseenter', function() {
    alert('Mouse entered the element without triggering on children!');
});
```



8. mouseleave

Similar to mouseout, but it doesn't bubble.

This means that it won't be triggered by child elements.

```
element.addEventListener('mouseleave', function() {
   alert('Mouse left the element without triggering on children!');
});
```

