

Creating Events

Mouse

-Click, Double Click, Right Click

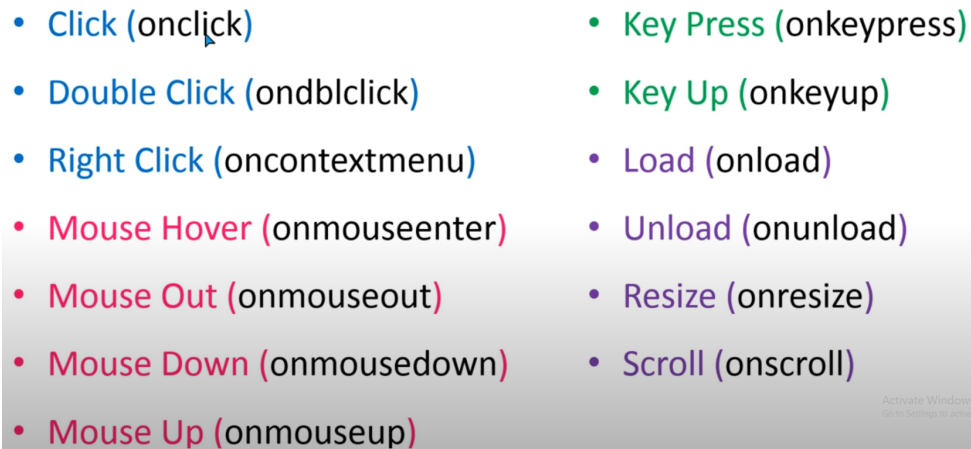
-Mouse Hover, Mouse out, Mouse Down, Mouse Up

Keyboard

-Keyup, press

Window

-load, Unload ,resize,scroll

- 
- Click (onclick)
 - Double Click (ondblclick)
 - Right Click (oncontextmenu)
 - Mouse Hover (onmouseenter)
 - Mouse Out (onmouseout)
 - Mouse Down (onmousedown)
 - Mouse Up (onmouseup)
 - Key Press (onkeypress)
 - Key Up (onkeyup)
 - Load (onload)
 - Unload (onunload)
 - Resize (onresize)
 - Scroll (onscroll)

Custom Events

1) Create an event using The **Event constructor**.

```
const e1 = new Event('btnDisp');
```

2) Event Listener using addEventListener

```
document.addEventListener('btnDisp', ()=>{  
    console.log('Event Fired');  
});
```

3) Dispatch

```
document.dispatchEvent(startEvent);
```

```
<input type="text" name="txt1" id="txt1">

    <button type="button" name="btn1" id="btn1"
onclick="disp()">Click</button>

    <script>

        function disp(){

            //To assign events

            const e1 = new Event('btnDisp');

            document.addEventListener('btnDisp', ()=>{

                console.log('Event Fired');

            });

            document.dispatchEvent(e1);

        }
```

Using CustomEvent Constructor

```
// To assign event
const event = new CustomEvent("start", {
  detail: {
    platform : "GeeksforGeeks"
  }
});
// To trigger the event Listener
document.addEventListener('start', (e)=>{
  console.log(
    `start event triggered on platform :
    ${e.detail.platform}`
  );
});

// To trigger the Event
document.dispatchEvent(event);
```

```
const ev = new CustomEvent("BtnDisp",{
  detail:{
    name:"RInkal",
    age:25
  }
});

document.addEventListener("BtnDisp", (e)=>{
  console.log(`Name is ${e.detail.name}`);
  console.log(`Age is ${e.detail.age}`);
});

document.dispatchEvent(ev);
```