

Here are two examples for each category:

Mouse Events:

Example 1: Mouse Click and Double Click Events

```
```html
<!DOCTYPE html>
<html>
<head>
 <title>Mouse Events Example</title>
 <script>
 function handleClick() {
 alert('Mouse Clicked!');
 }

 function handleDoubleClick() {
 alert('Mouse Double Clicked!');
 }
 </script>
</head>
<body>
 <button onclick="handleClick()" ondblclick="handleDoubleClick()">Click me</button>
</body>
</html>
```
```

Example 2: Mouse Down and Mouse Up Events

```
```html
<!DOCTYPE html>
<html>
<head>
 <title>Mouse Events Example</title>
 <script>
 function handleMouseDown() {
 console.log('Mouse Button Pressed Down');
 }

 function handleMouseUp() {
 console.log('Mouse Button Released');
 }
 </script>
</head>
<body>
```

```
<div onmousedown="handleMouseDown()" onmouseup="handleMouseUp()">Click and hold
me</div>
</body>
</html>
...
```

### ### Keyboard Events:

#### #### Example 1: Key Down and Key Up Events

```
```html  
<!DOCTYPE html>  
<html>  
<head>  
  <title>Keyboard Events Example</title>  
  <script>  
    function handleKeyDown(event) {  
      console.log('Key Pressed: ' + event.key);  
    }  
  
    function handleKeyUp(event) {  
      console.log('Key Released: ' + event.key);  
    }  
  </script>  
</head>  
<body>  
  <input type="text" onkeydown="handleKeyDown(event)" onkeyup="handleKeyUp(event)">  
</body>  
</html>  
...
```

Example 2: Key Press Event

```
```html  
<!DOCTYPE html>
<html>
<head>
 <title>Keyboard Events Example</title>
 <script>
 function handleKeyPress(event) {
 console.log('Key Pressed: ' + event.key);
 }
 </script>
</head>
<body>
 <input type="text" onkeypress="handleKeyPress(event)">
```

```
</body>
</html>
'''
```

You can follow a similar structure for the other event categories mentioned. Remember to adapt the event handlers according to your specific needs.