Events

Events are just actions performed on the browser or web page.

JavaScript > Acions >Browser/webpage

Directly or indirectly, an Event is always the result of something a user does.

- click
- change
- mouseenter
- mouseleave
- Mousehover
- keypress
- keyup
- keydown
- load

Own actions using JS functions (f1, f2…)
- ❖ **Event Handlers**

Event Handlers are JavaScript methods,
i.e. functions of objects,
that allow us as JavaScript programmers to control *what happens when events occur*.

For example, Event Handlers like
- ➔ *onClick*
- ➔ *onMouseOver*
  that respond to mouse actions.

Another type of Event, an internal change-of-state to the page (**completion** of loading or **leaving** the page).
An onLoad Event can be considered an indirect result of a user action.

Events and Event Handlers distinction
An Event is merely something that happens - something that is initiated by an Event Handler (onClick, onMouseOver, etc...).
The elements on a page which can trigger events are known as **"targets"** or **"target element**s," and we can easily understand how a button which triggers a Click event is a target element for this event.

Typically, events are defined through the use of Event Handlers, which are bits of script that tell the browser what to do when a particular event occurs at a particular target. These Event Handlers are commonly written as attributes of the target element's HTML tag.