

onoffline

Browser starts to work offline

ononline

The browser starts to work online

onpopstate

When the window's history changes

onshow

A <menu> element is shown as a context menu

onstorage

A Web Storage area is updated

ontoggle

The user opens or closes the <details> element

onwheel

Mouse wheel rolls up or down over an element

ontouchcancel

Screen touch is interrupted

ontouchend

User finger is removed from a touch screen

ontouchmove

A finger is dragged across the screen

ontouchstart

Finger is placed on touch screen

Errors

try

Lets you define a block of code to test for errors

catch

Set up a block of code to execute in case of an error