



# JAVASCRIPT

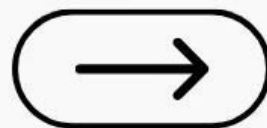
## EVENTS

# JavaScript Events

Events are things that can happen to HTML elements and are performed by the user. The programming language can listen for these events and trigger actions in the code. No JavaScript cheat sheet would be complete without them.

## Mouse

- `onclick` — The event occurs when the user clicks on an element
- `oncontextmenu` — User right-clicks on an element to open a context menu
- `ondblclick` — The user double-clicks on an element
- `onmousedown` — User presses a mouse button over an element
- `onmouseenter` — The pointer moves onto an element
- `onmouseleave` — Pointer moves out of an element
- `onmousemove` — The pointer is moving while it is over an element
- `onmouseover` — When the pointer is moved onto an element or one of its children
- `onmouseout` — User moves the mouse pointer out of an element or one of its children
- `onmouseup` — The user releases a mouse button while over an element

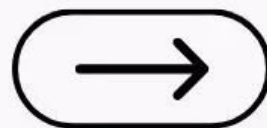


# Drag

- `ondrag` — An element is dragged
- `ondragend` — The user has finished dragging the element
- `ondragenter` — The dragged element enters a drop target
- `ondragleave` — A dragged element leaves the drop target
- `ondragover` — The dragged element is on top of the drop target
- `ondragstart` — User starts to drag an element
- `ondrop` — Dragged element is dropped on the drop target

# Clipboard

- `oncopy` — User copies the content of an element
- `oncut` — The user cuts an element's content
- `onpaste` — A user pastes the content in an element

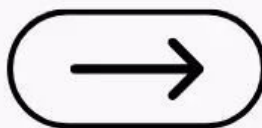


# Keyboard

- `onkeydown` — When the user is pressing a key down
- `onkeypress` — The moment the user starts pressing a key
- `onkeyup` — The user releases a key

# Frame

- `onabort` — The loading of a media is aborted
- `onbeforeunload` — Event occurs before the document is about to be unloaded
- `onerror` — An error occurs while loading an external file
- `onhashchange` — There have been changes to the anchor part of a URL
- `onload` — When an object has loaded
- `onpagehide` — The user navigates away from a webpage
- `onpageshow` — When the user navigates to a webpage
- `onresize` — The document view is resized
- `onscroll` — An element's scrollbar is being scrolled
- `onunload` — Event occurs when a page has unloaded



# Media

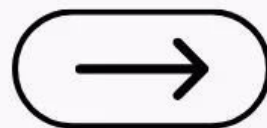
- `onabort` — Media loading is aborted
- `oncanplay` — The browser can start playing media (e.g. a file has buffered enough)
- `oncanplaythrough` — The browser can play through media without stopping
- `ondurationchange` — The duration of the media changes
- `onended` — The media has reached its end
- `onerror` — Happens when an error occurs while loading an external file
- `onloadeddata` — Media data is loaded
- `onloadedmetadata` — Metadata (like dimensions and duration) are loaded
- `onloadstart` — The browser starts looking for specified media
- `onpause` — Media is paused either by the user or automatically
- `onplay` — The media has been started or is no longer paused
- `onplaying` — Media is playing after having been paused or stopped for buffering
- `onprogress` — The browser is in the process of downloading the media
- `onratechange` — The playing speed of the media changes
- `onseeked` — User is finished moving/skipping to a new position in the media
- `onseeking` — The user starts moving/skipping
- `onstalled` — The browser is trying to load the media but it is not available
- `onsuspend` — The browser is intentionally not loading media
- `ontimeupdate` — The playing position has changed (e.g. because of fast forward)
- `onvolumechange` — Media volume has changed (including mute)
- `onwaiting` — Media paused but expected to resume (for example, buffering)





# Form

- `onblur` — When an element loses focus
- `onchange` — The content of a form element changes (for `<input>`, `<select>` and `<textarea>`)
- `onfocus` — An element gets focus
- `onfocusin` — When an element is about to get focus
- `onfocusout` — The element is about to lose focus
- `oninput` — User input on an element
- `oninvalid` — An element is invalid
- `onreset` — A form is reset
- `onsearch` — The user writes something in a search field (for `<input="search">`)
- `onselect` — The user selects some text (for `<input>` and `<textarea>`)
- `onsubmit` — A form is submitted



# Animation

- `animationend` — A CSS animation is complete
- `animationiteration` — CSS animation is repeated
- `animationstart` — CSS animation has started

# Other

- `transitionend` — Fired when a CSS transition has completed
- `onmessage` — A message is received through the event source
- `onoffline` — The 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's finger is removed from a touch-screen
- `ontouchmove` — A finger is dragged across the screen
- `ontouchstart` — A finger is placed on the touch-screen



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