**Events Handling in JavaScript**

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| --- | --- | --- |
| **Attributes** | **Description** | **Sample Code** |
| **which, keyCode** | Returns the Unicode character code of the key that triggered the onkeypress event, or the Unicode key code of the key that triggered the onkeydown or onkeyup event.   It also returns which mouse button was pressed when the mouse event was triggered. For Mouse: 0 🡪 No button  1 🡪Left Mouse Button 2 🡪 Wheel button 3 🡪 Right mouse button | <!DOCTYPE html>  <html>  <body>  <p>**Press a key on the keyboard in the input field to get the Unicode character code of the pressed key.**</p>  <input type=**"text"** size=**"40"** onkeypress=**"myFunction(event)"**>  <p id=**"demo"**></p>  <p><strong>**Note:**</strong> **The which property is not supported in IE8 and earlier versions.**</p>  <script>  ***function*** myFunction**(**event**)** **{**  ***var*** x **=** event.which**;**  document.getElementById**(**"demo"**).**innerHTML **=** "The Unicode value is: " **+** x**;**  **}**  </script>  </body>  </html> |
| **type** | Returns the name of the event | <!DOCTYPE html>  <html>  <body  onmousedown=**"myFunction(event)"**  onmouseup=**"myFunction(event)"**  onkeydown=**"myFunction(event)"**  onkeyup=**"myFunction(event)"**>  <p>**Press any key or click the mouse in this document to get what type of event that was triggered.**</p>  <p>**Event:** <span id=**"demo"**></span></p>  <script>  ***function*** myFunction**(**event**)** **{**  ***var*** x **=** event.type**;**  document.getElementById**(**"demo"**).**innerHTML **=** x**;**  **}**  </script>  </body>  </html> |
| **target** | Returns the element that triggered the event | <!DOCTYPE html>  <html>  <body onclick=**"myFunction(event)"**>  <p>**Click on a paragraph. An alert box will alert the element that triggered the event.**</p>  <p><strong>**Note:**</strong> **The target property returns the element that triggered the event, and not necessarily the eventlistener's element.**</p>  <script>  ***function*** myFunction**(**event**)** **{**  alert**(**event.target.nodeName**);**  **}**  </script>  </body>  </html> |
| **screenX, screenY** | **Mouse position relative to screen** |  |
| **clientX, clientY** | **Mouse position relative to window** |  |
| **pageX, pageY** | **Mouse position relative to document** |  |
| **offsetX, offsetY** | **Mouse position relative to the selected element** |  |
| **deltaX, deltaY** | **Returns the horizontal, vertical scroll amount of a mouse wheel** |  |

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| --- | --- | --- |
| **Event Name** | **Description** | **Sample Code** |
| **blur** | **The event occurs when an element loses focus** | <!DOCTYPE html>  <html>  <body>  **Enter your name:** <input type=**"text"** id=**"fname"** onblur=**"myFunction()"**>  <p>**When you leave the input field, a function is triggered which transforms the input text to upper case.**</p>  <script>  ***function*** myFunction**()** **{**  ***var*** x **=** document.getElementById**(**"fname"**);**  x.value **=** x.value.toUpperCase**();**  **}**  </script>  </body>  </html> |
| **change** | **The event occurs when the content of a form element, the selection, or the checked state have changed (for <input>, <select>, and <textarea>)** | <!DOCTYPE html>  <html>  <body>  <p>**Select a new car from the list.**</p>  <select id=**"mySelect"** onchange=**"myFunction()"**>  <option value=**"Audi"**>**Audi**  <option value=**"BMW"**>**BMW**  <option value=**"Mercedes"**>**Mercedes**  <option value=**"Volvo"**>**Volvo**  </select>  <p>**When you select a new car, a function is triggered which outputs the value of the selected car.**</p>  <p id=**"demo"**></p>  <script>  ***function*** myFunction**()** **{**  ***var*** x **=** document.getElementById**(**"mySelect"**).**value**;**  document.getElementById**(**"demo"**).**innerHTML **=** "You selected: " **+** x**;**  **}**  </script>  </body>  </html> |
| **click** | **The event occurs when the user clicks on an element** | <!DOCTYPE html>  <html>  <body>  <h1>**The onclick Event**</h1>  <p>**The onclick event is used to trigger a function when an element is clicked on.**</p>  <p>**Click the button to trigger a function that will output "Hello World" in a p element with id="demo".**</p>  <button onclick=**"myFunction()"**>**Click me**</button>  <p id=**"demo"**></p>  <script>  ***function*** myFunction**()** **{**  document.getElementById**(**"demo"**).**innerHTML **=** "Hello World"**;**  **}**  </script>  </body>  </html> |
| **dblclick** | The event occurs when the user double-clicks on an element |  |
| **focus** | **The event occurs when an element gets focus** | <!DOCTYPE html>  <html>  <body>  **Enter your name:** <input type=**"text"** onfocus=**"myFunction(this)"**>  <p>**When the input field gets focus, a function is triggered which changes the background-color.**</p>  <script>  ***function*** myFunction**(**x**)** **{**  x.style.background **=** "yellow"**;**  **}**  </script>  </body>  </html> |
| **keydown** | The event occurs when the user is pressing a key |  |
| **keyup** | The event occurs when the user releases a key |  |
| **keypress** | The event occurs when the user presses a key |  |
| **mousedown** | The event occurs when the user presses a mouse button over an element | <!DOCTYPE html>  <html>  <body>  <div style=**"text-align:center;"** id=**"notification"**></div>  <div style=**"margin:20px;border:1px solid blue;padding:20px;height:300px;width:auto;background-color:#ffe6e6;"** onmousedown=**"mouseeventfn(event);"** onmouseup=**"mouseeventfn(event);"** onmouseover=**"mouseeventfn(event);"** onmouseout=**"mouseeventfn(event)"**; onmouseenter=**"mouseeventfn(event);"** onmouseleave=**"mouseeventfn(event);"**>  <div style=**"margin:50px;border:1px solid black;padding:50px;background-color:#e6ffee;"**>  **Child**  </div>  </div>  <script>  ***function*** mouseeventfn**(**event**)** **{**  console.log**(**event**);**  document.querySelectorAll**(**"#notification"**)[**0**].**innerHTML**=**"Event Type: "**+**event.type**+**" Screen X and Y: "**+**event.screenX**+**","**+**event.screenY**+**" Window X and Y: "**+**event.clientX**+**","**+**event.clientY**+**" Document X and Y: "**+**event.pageX**+**","**+**event.pageY**+**" Offset X and Y: "**+**event.offsetX**+**","**+**event.offsetY**;**  **}**  </script>  </body>  </html> |
| **mouseenter** | The event occurs when the pointer is moved onto an element |
| **mouseleave** | The event occurs when the pointer is moved out of an element |
| **mousemove** | The event occurs when the pointer is moving while it is over an element |
| **mouseover** | The event occurs when the pointer is moved onto an element, or onto one of its children |
| **mouseout** | The event occurs when a user moves the mouse pointer out of an element, or out of one of its children |
| **mouseup** | The event occurs when a user releases a mouse button over an element |
| **load** | The event occurs when an object has loadedThe event occurs when an object has loaded | <!DOCTYPE html>  <html>  <body onload=**"myFunction()"**>  <h1>**Hello World!**</h1>  <script>  ***function*** myFunction**()** **{**  alert**(**"Page is loaded"**);**  **}**  </script>  </body>  </html> |
| **submit** | The event occurs when a form is submitted | <!DOCTYPE html>  <html>  <body>  <p>**When you submit the form, a function is triggered which alerts some text.**</p>  <form action=**"/action\_page.php"** onsubmit=**"myFunction()"**>  **Enter name:** <input type=**"text"** name=**"fname"**>  <input type=**"submit"** value=**"Submit"**>  </form>  <script>  ***function*** myFunction**()** **{**  alert**(**"The form was submitted"**);**  **}**  </script>  </body>  </html> |
| **wheel** | The event occurs when the mouse wheel rolls up or down over an element | <!DOCTYPE html>  <html>  <body>  <h1>**WheelEvent deltaY Property**</h1>  <p>**Resize the DIV element by scrolling inside it:**</p>  <div onwheel=**"myFunction(event)"** style=**"width:100px;height:100px;background-color:Tomato"**></div>  <script>  ***function*** myFunction**(**event**)** **{**  ***var*** y **=** event.deltaY**;**  ***var*** currentSize **=** event.target.style.width**;**  ***if*** **(**y **>** 0**)** **{**  newSize **=** parseInt**(**currentSize**)** **+** 10**;**  **}** ***else*** **{**  newSize **=** parseInt**(**currentSize**)** **-** 10**;**  **}**  event.target.style.width **=** newSize **+** "px"**;**  event.target.style.height **=** newSize **+** "px"**;**  **}**  </script>  </body>  </html> |