

HTML EVENTS

window event - onafterprint

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이 페이지 내용:
This document is now being printed

확인

Try to print this document

Tip: Keyboard shortcuts, such as Ctrl+P sets the page to print.

Note: The onafterprint event is not supported in Safari and Opera.

Note: In IE, the onafterprint event occurs before the print dialogue box, instead of after.

```
<!DOCTYPE html>
<html>
<body onafterprint="myFunction()">

<h1>Try to print this document</h1>
<p><b>Tip:</b> Keyboard shortcuts, such as Ctrl+P sets the page to print.</p>
<p><b>Note:</b> The onafterprint event is not supported in Safari and
Opera.</p>
<p><b>Note:</b> In IE, the onafterprint event occurs before the print dialogue
box, instead of after.</p>

<script>
function myFunction() {
    alert("This document is now being printed");
}
</script>

</body>
</html>
```

window event - onerror



```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```

```

<p>A function is triggered if an error occurs when loading the image. The function shows an alert box with a text. In this example we refer to an image that does not exist, therefore the onerror event occurs.</p>

```
<script>
```

```
function myFunction() {
```

```
  alert("The image could not be loaded.");
```

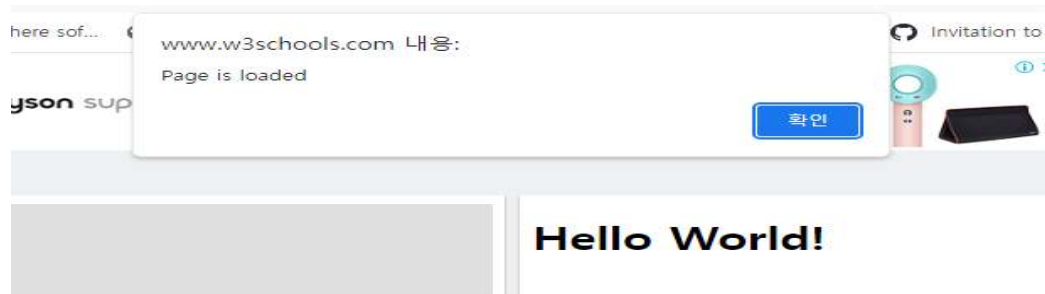
```
}
```

```
</script>
```

```
</body>
```

```
</html>
```

window event - onload

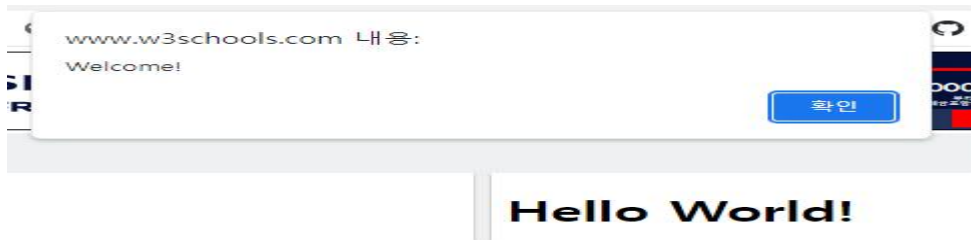


```
<!DOCTYPE html>
<html>
<head>
<script>
function myFunction() {
  alert("Page is loaded");
}
</script>
</head>

<body onload="myFunction()">
<h1>Hello World!</h1>
</body>

</html>
```

window event - onpageshow



```
<!DOCTYPE html>
<!DOCTYPE html>
<html>
<body onpageshow="myFunction()">

<h1>Hello World!</h1>

<script>
function myFunction() {
  alert("Welcome!");
}
</script>

</body>
</html>
```

window event - onresize



```
<!DOCTYPE html>
<html>

<body onresize="myFunction()">

<p>Try to resize the browser window.</p>

<script>
function myFunction() {
    alert("You have changed the size of the browser window!");
}
</script>

</body>
</html>
```

Form Events

Events triggered by actions inside a HTML form (applies to almost all HTML elements, but is most used in form elements):

Attribute	Value	Description
onblur	script	Fires the moment that the element loses focus
onchange	script	Fires the moment when the value of the element is changed
oncontextmenu	script	Script to be run when a context menu is triggered
onfocus	script	Fires the moment when the element gets focus
oninput	script	Script to be run when an element gets user input
oninvalid	script	Script to be run when an element is invalid
onreset	script	Fires when the Reset button in a form is clicked
onsearch	script	Fires when the user writes something in a search field (for <input="search">)
onselect	script	Fires after some text has been selected in an element
onsubmit	script	Fires when a form is submitted

form event - onblur 1

The onblur attribute fires the moment that the element loses focus.



```
<!DOCTYPE html>
<html>
<body>

Enter your name: <input type="text" name="fname" 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() {
  let x = document.getElementById("fname");
  x.value = x.value.toUpperCase();
}
</script>

</body>
</html>
```

form event - onblur onfocus

When you enter the input field, a function is triggered which sets the background color to yellow. When you leave the input field, a function is triggered which sets the background color to red.

Enter your name:

When you enter the input field, a function is triggered which sets the background color to yellow. When you leave the input field, a function is triggered which sets the background color to red.

Enter your name:

```
<!DOCTYPE html>
<html>
<body>

<p>When you enter the input field, a function is triggered which sets the
background color to yellow. When you leave the input field, a function is
triggered which sets the background color to red.</p>

Enter your name: <input type="text" id="myInput" onfocus="focusFunction()"
onblur="blurFunction()">

<script>
// Focus = Changes the background color of input to yellow
function focusFunction() {
    document.getElementById("myInput").style.background = "yellow";
}

// No focus = Changes the background color of input to red
function blurFunction() {
    document.getElementById("myInput").style.background = "red";
}
</script>

</body>
</html>
```

form event - onblur onfocus

When you enter the input field, a function is triggered which sets the background color to yellow. When you leave the input field, a function is triggered which sets the background color to red.

Enter your name:

When you enter the input field, a function is triggered which sets the background color to yellow. When you leave the input field, a function is triggered which sets the background color to red.

Enter your name:

```
<!DOCTYPE html>
<html>
<body>

<p>When you enter the input field, a function is triggered which sets the
background color to yellow. When you leave the input field, a function is
triggered which sets the background color to red.</p>

Enter your name: <input type="text" id="myInput" onfocus="focusFunction()"
onblur="blurFunction()">

<script>
// Focus = Changes the background color of input to yellow
function focusFunction() {
    document.getElementById("myInput").style.background = "yellow";
}

// No focus = Changes the background color of input to red
function blurFunction() {
    document.getElementById("myInput").style.background = "red";
}
</script>

</body>
</html>
```


https://www.w3schools.com/jsref/event_oncontextmenu.asp

Mouse Events

Event	Occurs When
<u>onclick</u>	The user clicks on an element
<u>oncontextmenu</u>	The user right-clicks on an element
<u>ondblclick</u>	The user double-clicks on an element
<u>onmousedown</u>	A mouse button is pressed over an element
<u>onmouseenter</u>	The pointer is moved onto an element
<u>onmouseleave</u>	The pointer is moved out of an element
<u>onmousemove</u>	The pointer is moving over an element
<u>onmouseout</u>	The mouse pointer moves out of an element
<u>onmouseover</u>	The mouse pointer is moved over an element
<u>onmouseup</u>	The mouse button is released over an element

mouse event - onclick

https://www.w3schools.com/jsref/dom_obj_event.asp

https://www.w3schools.com/jsref/obj_mouseevent.asp

```
<button onclick="myFunction()">Click me</button>
```

```
button.addEventListener("click", myFunction);
```

HTML DOM Events

The onclick Event

The onclick event triggers a function when an element is clicked on.

Click to trigger a function that will output "Hello World":

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onclick Event</h2>

<p>The onclick event triggers a function when an element is clicked on.</p>
<p>Click to trigger a function that will output "Hello World":</p>

<button onclick="myFunction()">Click me</button>

<p id="demo"></p>

<script>
function myFunction() {
  document.getElementById("demo").innerHTML = "Hello World";
}
</script>

</body>
</html>
```

mouse event - oncontextmenu (우측마우스버튼)

HTML DOM Events

The oncontextmenu Event

How to assign an "oncontextmenu" event to an element.

Right-click in this box to see the hidden content!

HTML DOM Events

The oncontextmenu Event

How to assign an "oncontextmenu" event to...

Right-click in this box to see the hidden cor

This info is hidden

This info is hidden

This info is hidden

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The oncontextmenu Event</h2>
<p>How to assign an "oncontextmenu" event to an element.</p>

<div id="div01" oncontextmenu="myFunction()" style="border:1px solid black;
padding:10px">
<p>Right-click in this box to see the hidden content!</p>
</div>

<div id="myDiv" style="visibility:hidden">
<p>This info is hidden</p>
<p>This info is hidden</p>
<p>This info is hidden</p>
</div>

<script>
// Prevent default context menu:
const div = document.getElementById("div01");
div.addEventListener("contextmenu", (e) => {e.preventDefault()});

// Show hidden content:
function myFunction() {
  const div = document.getElementById("myDiv");
  div.style.visibility = "visible";
}
</script>

</body>
</html>
```

mouse event - oncontextmenu : 자바스크립트 표현

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The oncontextmenu Event</h2>
<p>Use the addEventListener() method to attach a "contextmenu" event to a div
element.</p>

<div id="div01" style="border:1px solid black; padding:10px">
<p>Right-click in this box to see the hidden content!</p>
</div>

<div id="myDiv" style="visibility:hidden">
<p>This info is hidden</p>
<p>This info is hidden</p>
<p>This info is hidden</p>
</div>

<script>
// Assign an "contextmenu" event to div01:
document.getElementById("div01").addEventListener("contextmenu", myFunction);

// Prevent default context menu:
const div = document.getElementById("div01");
div.addEventListener("contextmenu", (e) => {e.preventDefault()});

// Show hidden content:
function myFunction() {
  const div = document.getElementById("myDiv");
  div.style.visibility = "visible";
}
</script>

</body>
</html>
```

<https://developer.mozilla.org/ko/docs/Web/API/Event/preventDefault>

체크박스의 클릭 기본 동작은 체크박스를 체크하거나 체크 해제하는 것입니다. 이 예제는 체크박스의 클릭 기본 동작을 방지

HTML DOM Events

The oncontextmenu Event

체크박스를 클릭해주세요.

체크박스: ☐

죄송합니다! `preventDefault()` 때문에 체크할 수 없어요!

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The oncontextmenu Event</h2>
<p>체크박스를 클릭해주세요.</p>

<form>
  <label for="id-checkbox">체크박스:</label>
  <input type="checkbox" id="id-checkbox" />
</form>

<div id="output-box"></div>

<script>
document.querySelector("#id-checkbox").addEventListener(
  "click",
  function (event) {
    document.getElementById("output-box").innerHTML +=
      "죄송합니다! <code>preventDefault()</code> 때문에 체크할 수 없어요!<br>";
    event.preventDefault();
  },
  false,
);
</script>

</body>
</html>
```

mouse event - oncontextmenu (우측마우스버튼)

HTML DOM Events

The oncontextmenu Event

How to assign an "oncontextmenu" event to an element.

Right-click in this box to see the hidden content!

HTML DOM Events

The oncontextmenu Event

How to assign an "oncontextmenu" event to

Right-click in this box to see the hidden cor

This info is hidden
This info is hidden
This info is hidden

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The oncontextmenu Event</h2>
<p>How to assign an "oncontextmenu" event to an element.</p>

<div id="div01" oncontextmenu="myFunction()" style="border:1px solid black;
padding:10px">
<p>Right-click in this box to see the hidden content!</p>
</div>

<div id="myDiv" style="visibility:hidden">
<p>This info is hidden</p>
<p>This info is hidden</p>
<p>This info is hidden</p>
</div>

<script>
// Prevent default context menu:
const div = document.getElementById("div01");
div.addEventListener("contextmenu", (e) => {e.preventDefault()});

// Show hidden content:
function myFunction() {
  const div = document.getElementById("myDiv");
  div.style.visibility = "visible";
}
</script>

</body>
</html>
```

mouse event - onmousedown onmouseup

HTML DOM Events

The onmousedown Event

Click the text below!

The mouseDown() function sets the color of this text to red. The mouseUp() function sets the color of this text to blue.

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmousedown Event</h2>

<p>Click the text below!</p>
<p id="myP" onmousedown="mouseDown()" onmouseup="mouseUp()">
The mouseDown() function sets the color of this text to red.
The mouseUp() function sets the color of this text to blue.
</p>

<script>
function mouseDown() {
    document.getElementById("myP").style.color = "red";
}

function mouseUp() {
    document.getElementById("myP").style.color = "blue";
}
</script>

</body>
</html>
```

mouse event - onmouseenter onmouseleave

HTML DOM Events

The onmouseenter Event



The function `bigImg()` is triggered when the user moves the mouse pointer onto the image.

The function `normalImg()` is triggered when the mouse pointer is moved out of the image.

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseenter Event</h2>



<p>The function bigImg() is triggered when the user moves the mouse pointer
onto the image.</p>
<p>The function normalImg() is triggered when the mouse pointer is moved out
of the image.</p>

<script>
function bigImg(x) {
  x.style.height = "64px";
  x.style.width = "64px";
}

function normalImg(x) {
  x.style.height = "32px";
  x.style.width = "32px";
}
</script>

</body>
</html>
```


mouse event - onmouseenter onmouseleave 자바스크립트

HTML DOM Events

The onmouseenter Event

Use the `addEventListener()` method to attach a "mouseenter" and "mouseleave" event to a `h1` element.



```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseenter Event</h2>

<p>Use the addEventListener() method to attach a "mouseenter" and
"mouseleave" event to a h1 element.</p>



<script>
document.getElementById("demo").addEventListener("mouseenter", mouseEnter);
document.getElementById("demo").addEventListener("mouseleave", mouseLeave);

function mouseEnter() {
    this.style.height = "64px";
    this.style.width = "64px";
}

function mouseLeave() {
    this.style.height = "32px";
    this.style.width = "32px";
}
</script>
</body>
</html>
```

mouse event - onmouseenter onmouseleave 자바스크립트

HTML DOM Events

The onmouseenter Event

Use the `addEventListener()` method to attach a "mouseenter" and "mouseleave" event to a h1 element.

Mouse over me

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseenter Event</h2>

<p>Use the addEventListener() method to attach a "mouseenter" and
"mouseleave" event to a h1 element.</p>

<h1 id="demo">Mouse over me</h1>

<script>

document.getElementById("demo").addEventListener("mouseenter", mouseEnter);
document.getElementById("demo").addEventListener("mouseleave", mouseLeave);

function mouseEnter() {
    document.getElementById("demo").style.color = "red";
}

function mouseLeave() {
    document.getElementById("demo").style.color = "black";
}

</script>

</body>
</html>
```

mouse event - onmouseover onmouseout

HTML DOM Events

The onmouseover Event



The function `bigImg()` is triggered when the user moves the mouse pointer over the image.

The function `normalImg()` is triggered when the mouse pointer is moved out of the image.

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseover Event</h2>



<p>The function bigImg() is triggered when the user moves the mouse pointer
over the image.</p>
<p>The function normalImg() is triggered when the mouse pointer is moved out
of the image.</p>

<script>
function bigImg(x) {
    x.style.height = "64px";
    x.style.width = "64px";
}

function normalImg(x) {
    x.style.height = "32px";
    x.style.width = "32px";
}
</script>

</body>
</html>
```

mouse event - onmouseover onmouseout

HTML DOM Events

The onmouseover Event

Use the `addEventListener()` method to attach a "mouseover" and "mouseout" event to a h1 element.

Mouse over me

```
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseover Event</h2>

<p>Use the addEventListener() method to attach a "mouseover" and "mouseout"
event to a h1 element.</p>

<h1 id="demo">Mouse over me</h1>

<script>
document.getElementById("demo").addEventListener("mouseover", mouseOver);
document.getElementById("demo").addEventListener("mouseout", mouseOut);

function mouseOver() {
    document.getElementById("demo").style.color = "red";
}

function mouseOut() {
    document.getElementById("demo").style.color = "black";
}
</script>

</body>
</html>
```