<!DOCTYPE HTML>

<html>

<head></head>

**<!-- onsubmit**

**The onsubmit event occurs when a form is submitted.**

**-->**

<body>

<form onsubmit="clear1()">

Enter Name: <input name="uname" value="abc"><br><br>

Enter Password: <input type="password" name="pwd" value="password"><br><br>

<textarea></textarea><br><br>

<input type="checkbox" name="ckb" value="cse"><br><br>

<input type="submit" value="submit">

<input type="reset" value ="reset">

</form>

<script>

function clear1()

{

alert("form is submitted successfully");

}

</script>

</body>

**<!-- onselect**

**The onselect event occurs after some text has been selected in an element.**

**The onselect event is mostly used on <input type="text"> or <textarea> elements.**

**-->**

<!--

<body>

<form onselect="clear1()">

Enter Name: <input name="uname" value="abc"><br><br>

Enter Password: <input type="password" name="pwd" value="password"><br><br>

<textarea></textarea><br><br>

<input type="checkbox" name="ckb" value="cse"><br><br>

<input type="submit" value="submit">

<input type="reset" value ="reset">

</form>

<script>

function clear1()

{

alert("text selected");

}

</script>

</body>

-->

**<!-- onreset**

**The onreset event occurs when a form is reset.**

**-->**

<!--

<body>

<form onreset="clear1()">

Enter Name: <input name="uname" value="abc"></input>

Enter Password: <input type="password" name="pwd" value="password"></input>

<input type="submit" value="submit">

<input type="reset" value ="reset">

</form>

<script>

function clear1()

{

alert("form reset");

}

</script>

</body>

-->

**<!-- onmouseover**

**The onmousemove event occurs when the pointer is moving while it is over an element.**

**-->**

<!--

<body>

<p id="down" onmousemove="changedown()" onmouseout="clear1()">

Move mouse over the text.

An alert will appear.<br>

Move mouse over next paragraph.

Alert will not appear.

</p>

<p>Another Paragraph</p>

<script>

function changedown()

{

var x=document.getElementById("down");

x.style.color="green";

//alert("mouse is moving");

}

function clear1()

{

document.getElementById("down").style.color="black";

}

</script>

</body>

-->

**<!-- onmousedown and onmouseup**

**The onmousedown event occurs when a user presses a mouse button over an element.**

**Tip: The order of events related to the onmousedown event (for the left/middle mouse button):**

**onmousedown**

**onmouseup**

**onclick**

**The order of events related to the onmousedown event (for the right mouse button):**

**onmousedown**

**onmouseup**

**oncontextmenu**

**-->**

<!--

<body>

<p id="down" onmousedown="changedown()" onmouseup="changeup()">

Click the text! The mouseDown() function is triggered when the mouse button is pressed down over this paragraph,

and sets the color of the text to red.

The mouseUp() function is triggered when the mouse button is released, and sets the color of the text to green.

</p>

<script>

function changedown()

{

var x=document.getElementById("down");

x.style.color="green";

}

function changeup()

{

var x=document.getElementById("down");

x.style.color="red";

}

</script>

</body>

-->

**<!-- onmouseover**

**The onmouseover event occurs when the mouse pointer is moved onto an element, or onto one of its children.**

**Tip: This event is often used together with the onmouseout event, which occurs when a user moves the mouse pointer out of an element.**

**-->**

<!--

<body>

<img src="planets.gif" alt="planets" width="100" height="100" onmouseover="big(this)" onmouseout="small(this)" >

<script>

function big(x)

{

x.style.height = "164px";

x.style.width = "164px";

}

function small(x)

{

x.style.height = "64px";

x.style.width = "64px";

}

</script>

</body>

-->

**<!-- onunload**

**The onunload event occurs once a page has unloaded (or the browser window has been closed).**

**onunload occurs when the user navigates away from the page (by clicking on a link, submitting a form, closing the browser window, etc.).**

**Note: The onunload event is also triggered when a user reloads the page (and the onload event).**

**-->**

<!--

<body onunload="change()">

<input id="press" >

<script>

function change()

{

//document.getElementById("down")

confirm("Thanks for visiting");

}

</script>

</body>

-->

**<!-- onload**

**The onload event occurs when an object has been loaded.**

**-->**

<!--

<body onload="change()">

<input id="press" onkeypress="change()">

<script>

function change()

{

//document.getElementById("down")

alert("page is loaded");

}

</script>

</body>

-->

**<!-- onkeypress**

**The onkeypress event occurs when the user presses a key (on the keyboard).**

**Tip: The order of events related to the onkeypress event:**

**onkeydown**

**onkeypress**

**onkeyup**

**Note: The onkeypress event is not fired for all keys (e.g. ALT, CTRL, SHIFT, ESC) in all browsers. To detect only whether the user has pressed a key, use the onkeydown event instead, because it works for all keys.**

<body>

<input id="press" onkeypress="change()">

<script>

function change()

{

//document.getElementById("down")

alert("you pressed a key");

}

</script>

</body>-->

**<!-- onkeyup**

<body>

<input id="down" onkeyup="change()">

<script>

function change()

{

//document.getElementById("down")

alert("you pressed a key");

}

</script>

</body>

-->

**<!--**

**The onkeydown event occurs when the user is pressing a key (on the keyboard).**

**Tip: The order of events related to the onkeydown event:**

**onkeydown**

**onkeypress**

**onkeyup**

**-->**

<!--<body>

<input id="down" onkeydown="change()">

<script>

function change()

{

//document.getElementById("down")

alert("you pressed a key");

}

</script>

</body>

-->

**<!--The onfocus event occurs when an element gets focus.**

**The onfocus event is most often used with <input>, <select>, and <a>-->**

<!--<body>

<textarea id="focus" onfocus="change(this)">defef</textarea>

<script>

function change(a)

{

//alert(a);

//document.getElementById("focus").value;

a.style.background="red";

//document.getElementById("focus").value;

}

</script> -->

<!-- onchange -->

<!--<body>

<select id="opt" onchange="change()">

<option value="cse">CSE</option>

<option value="ece">ECE</option>

<option value="me">ME</option>

<option value="robotics">Robotics</option>

</select>

<p id="para"></p>

<script>

function change()

{

var a=document.getElementById("opt").value;

document.getElementById("para").innerHTML="you opted "+a+" course."

}

</script>

</body>-->

**<!-- onblur**

**The onblur event occurs when an object loses focus.**

**The onblur event is most often used with form validation code (e.g. when the user leaves a form field).**

**Tip: The onblur event is the opposite of the onfocus event.**

**Tip: The onblur event is similar to the onfocusout event.**

**The main difference is that the onblur event does not bubble.**

**Therefore, if you want to find out whether an element or its child loses focus,**

**you could use the onfocusout event.**

**However, you can achieve this by using the**

**optional useCapture parameter of the addEventListener() method for the onblur event.**

**-->**

<!--<body>

<input id="txt" onblur="change()"></input>

<button value="blur" >Blur</button>

<p id="para"></p>

<p>Write below:</p>

<input type = "text" onblur = "newFunc(this)">

<script>

function newFunc(a) {

a.style.background = "green";

}

</script>

<script>

function change()

{

var a=document.getElementById("txt").value;

alert(a);

a=a.toUpperCase();

document.getElementById("txt").value=a;

}

</script>-->

</body>

</html>