Index 21 (javascript events)

Event handling in javascript

An event is something that happens when a user interacts with the web page, such as when he clicks a link or button , enters text into an input box or text area , makes selection in a select box, pressed key on the keyboard, moves the mouse pointer, submits a form etc.

An event is a state that activates a specific action on an object.

An activity performed by the user or by a browser that changes the state of an object is known as an event.

The various HTML events and their handlers are listed as below:

Event Type	Event Performed	Event Handler	Description
Window / Document Events	blur	onblur	Executes when a window is deactivated or put to the back.
	load	onload	Executes when a browser finishes the loading of the page.
	unload	onunload	Executes when the visitor leaves the current webpage.
	resize	onresize	Executes the visitor resizes the window of the browser.
Form Events	focus	onfocus	Executes when a user focuses on an element.
	submit	onsubmit	Executes when a user submits the form.
	blur	onblur	Executes when the focus is away from a form element.
	change	onchange	Executes when a user modifies or changes the value of a form element.

	click	onclick	Executes when a user click on an element.
Mouse Events	mouseover	onmouseover	Executes when the cursor of the mouse comes over the element.
	mouseout	onmouseout	When the cursor of the mouse leaves an element
	mousedown	onmousedown	When the mouse button is pressed over the element
	mouseup	onmouseup	When the mouse button is released over the element
	mousemove	onmousemove	When the mouse movement takes place.
Keyboard Event	Keydown	onkeydown	When a user presses the key.
	Keyup	onkeyup	When a user releases the key.
	keypress	onkeypress	When a user press any key or when a user keeps a key pressed down.

Mouse events

onclick event

Example Program:

```
<html>
<head>
    <title>onclick event</title>
    <h1>Compiled by Er.Gaurab Mishra</h1>
</head>
<body>
<script type="text/javascript">
 function display(){
    var a=5,b=6;
    var sum=a+b;
```

```
        alert("The sum is=" +sum);
  }
</script>
<button type="button" onclick="display()">Click me</button>
</body>
</html>
```

onmouseover event
Example Program:

```
<html>
<head>
        <title>on mouseover event</title>
        <h1>Compiled by Er.Gaurab Mishra</h1>
</head>
<body>
<script type="text/javascript">
  function display(){
        alert("you are in my zone");
  }
</script>
<button type="button" onmouseover="display()">Click me</button>
</body>
</html>
```

onmouseout event
Example Program:

```
<html>
<head>
        <title>onmouseout event</title>
        <h1>Compiled by Er.Gaurab Mishra</h1>
</head>
<body>
```

```
<script type="text/javascript">
 function display(){
      alert("you are out of my zone");
 }
</script>
<button type="button" onmouseout="display()">Click me</button>
</body>
</html>
```

Keyboard events

Onkeypress event

```
<html>
<head>
      <title>onkeypress event</title>
      <h1>Compiled by Er.Gaurab Mishra</h1>
</head>
<body>
<script type="text/javascript">
 function display(){
      alert("you have pressed a key inside box");
 }
</script>
<input type="text" onkeypress="display()">
</body>
</html>
```

Form events

onfocus event

```
<html>
<head>
      <title>onfocus event</title>
      <h1>Compiled by Er.Gaurab Mishra</h1>
</head>
<body>
<input type="text" id="input1" onfocus="highlightInput()">
<script type="text/javascript">
  function highlightInput(){
      document.getElementById("input1").style.background="purple";
  }
</script>

</body>
</html>
```

Image , Event and Form objects(remaining)