#	Name	Description	Use Case	Example
1	onclick	Triggered when an element is clicked.	Used to handle click events on buttons, links, etc.	<button onclick="alert('Clicked!')">Click me</button>
2	onmouseover	Triggered when the mouse pointer is moved over an element.	Used to create hover effects.	<div onmouseover="this.style.color='red'">Hover over me</div>
3	onmouseout	Triggered when the mouse pointer is moved out of an element.	Used to remove hover effects.	<div onmouseout="this.style.color='black'">Hover out</div>
4	onkeydown	Triggered when a key is pressed down.	Used to capture keyboard input.	<input onkeydown="console.log(event.key)">
5	onload	Triggered when the page has finished loading.	Used to execute code after the page is fully loaded.	<body onload="initFunction()">
6	onchange	Triggered when the value of an element changes.	Used to handle changes in input fields.	<input type="text" onchange="alert('Changed!')">
7	onsubmit	Triggered when a form is submitted.	Used to validate form data before submission.	<form onsubmit="return validateForm()">
8	onfocus	Triggered when an element gains focus.	Used to highlight input fields when they are focused.	<input onfocus="this.style.background='yellow'">
9	onblur	Triggered when an element loses focus.	Used to remove highlight from input fields when they lose focu	<input onblur="this.style.background='white'">
10	onresize	Triggered when the browser window is resized.	Used to adjust layout or elements based on window size.	window.onresize = function() { console.log('Resized!'); }
11	ondragstart	Triggered when the user starts dragging an element.	Used to initiate drag-and-drop operations.	<div draggable="true" ondragstart="drag(event)">Drag me</div>
12	ondrop	Triggered when an element is dropped.	Used to handle the drop part of drag-and-drop operations.	<div ondrop="drop(event)" ondragover="allowDrop(event)">Drop here</div>
13	oninput	Triggered when the value of an element is changed through user input.	Used to capture real-time changes in input fields.	<input type="text" oninput="console.log(this.value)">
14	oncontextmenu	Triggered when the right mouse button is clicked to open the context menu.	Used to customize the context menu.	<div oncontextmenu="customMenu(event)">Right-click me</div>
15	onwheel	Triggered when the mouse wheel is scrolled.	Used to handle scroll events.	element.onwheel = function(event) { console.log('Scrolled!'); }