Experiment No. 06

Title: Event handling using JavaScript to explore web browser environment.

Batch:SY-IT(B3) Roll No.:16010423076 Experiment No.:6

Aim: Event handling using JavaScript to explore web browser environments.

Resources needed: Notepad++, Web Browser Theory:

An HTML event can be something the browser does, or something a user does.

Here are some examples of HTML events:

An HTML web page has finished loading

An HTML input field was changed

An HTML button was clicked

Often, when events happen, you may want to do something.

JavaScript lets you execute code when events are detected.

HTML allows event handler attributes, with JavaScript code, to be added to HTML elements.

What can JavaScript Do?

Event handlers can be used to handle, and verify, user input, user actions, and browser actions:

- Things that should be done every time a page loads
- Things that should be done when the page is closed
- Action that should be performed when a user clicks a button
- Content that should be verified when a user inputs data

Many different methods can be used to let JavaScript work with events:

- HTML event attributes can execute JavaScript code directly
- HTML event attributes can call JavaScript functions
- You can assign your own event handler functions to HTML elements
- You can prevent events from being sent or being handled

Syntax:

<element event='some JavaScript'>

<element event="some JavaScript">

Example

In the following example, an onclick attribute (with code), is added to a <button> element: <!DOCTYPE html> <html> <body> <button onclick="document.getElementById('demo').innerHTML=Date()">The time is?</button> </body> </html>

JavaScript HTML DOM Events

HTML DOM allows JavaScript to react to HTML events:

A JavaScript can be executed when an event occurs, like when a user clicks on an HTML element. To execute code when a user clicks on an element, add JavaScript code to an HTML event attribute:

onclick=JavaScript

EXAMPLE

<!DOCTYPE html>
<html>
<body>
<h1 onclick="this.innerHTML='Ooops!"'>Click on this text!</h1>
</body>
</html>

Activity:

Apply following JS events on your web pages Input Events

- Onblur
- onreset

Mouse

Events

- Onmouseover
- Onmousedown

Click Events

- Onclick
- Ondbelick

Apply following DOM events to your webpages

- Onload
- Onchange
- onmouseover

Results: (Program printout with output)

Code:

Only one script.js has all the functionality for all JavaScript events across all files: (Full Project attached as zip with the experiment sheet)

```
document.addEventListener("DOMContentLoaded", function () {
    console.log(" DOM Loaded - Initializing Features...");
// Back to Top Button
function initBackToTopButton() {
    backToTop.style.right = "20px";
    backToTop.style.background = "#8E24AA";
    backToTop.style.cursor = "pointer";
backToTop.style.display = "none";
    document.body.appendChild(backToTop);
    backToTop.addEventListener("click", scrollToTop);
    window.addEventListener("scroll", toggleBackToTopVisibility);
function scrollToTop() {
 function toggleBackToTopVisibility() {
         const fullDate = now.toDateString(); // Example format: "Thu Mar 27 2025"
footer.innerHTML = ` ${fullDate} <br/> © Cyber Awareness<br/> All rights reserved`;
function initSearchBar() {
    searchInput.placeholder = "Search advisories...";
```

```
searchInput.style.textAlign = "center";
document.querySelector(".container").insertBefore(searchInput,
document.querySelector(".container").children[2]);
     let searchValue = this.value.toLowerCase();
          let title = box.querySelector("h3").innerText.toLowerCase();
          box.style.display = title.includes(searchValue) ? "inline-block" : "none";
function applySeverityLabels() {
     document.querySelectorAll(".box").forEach(box => {
          const severity = severityLevels[Math.floor(Math.random() * severityLevels.length)];
          box.appendChild(severityLabel);
     input.addEventListener("blur", function () {
});
     form.addEventListener("reset", function (event) {
    if (!confirm("Are you sure you want to reset the form?")) {
});
// Onmouseover event: Changes color when hovering over advisory boxes
document.querySelectorAll(".box").forEach(box => {
          console.log(" Mouseover detected on: ", this);
    box.addEventListener("mouseout", function () {
    this.style.backgroundColor = "#ffffff";
    box.addEventListener("click", function () {
    console.log("  Click event detected on:", this);
```

```
box.addEventListener("dblclick", function () {
   console.log(" Double-click event detected on:", this);
            this.style.height = "auto";
      link.addEventListener("click", function (event) {
    event.preventDefault(); // Prevents unnecessary page reload
});
document.querySelectorAll("select, input[type='checkbox']").forEach(input => {
    input.addEventListener("change", function () {
});
```

complaint.html

```
document.addEventListener("DOMContentLoaded", function () {
            const complaintForm = document.getElementById("complaintForm");
document.getElementById("viewComplaintBtn");
document.getElementById("complaintSummary");
            function storeComplaint(event) {
                event.preventDefault(); // Prevents form submission
                    name: document.getElementById("name").value,
                    email: document.getElementById("email").value,
                    phone: document.getElementById("phone").value,
                    date: document.getElementById("incident date").value,
                    type: document.getElementById("incident type").value,
                    details: document.getElementById("details").value
                localStorage.setItem("cyberComplaint",
JSON.stringify(complaintData));
                complaintForm.reset();
            function displayComplaint() {
```

```
localStorage.getItem("cyberComplaint");
                  const complaint = JSON.parse(storedComplaint);
                      <strong>Email:</strong> ${complaint.email}
${complaint.date}
${complaint.type}
${complaint.details}
Please submit one first.";
           complaintForm.addEventListener("submit", storeComplaint);
           viewComplaintBtn.addEventListener("click", displayComplaint);
```

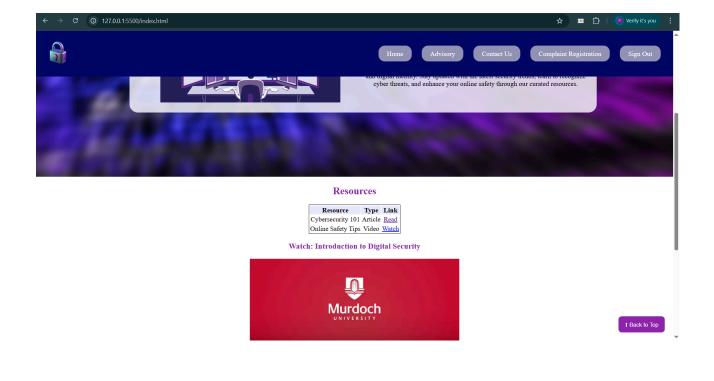
Output:

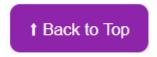
functions were created for:

```
initBackToTopButton() \rightarrow Manages the back-to-top button. insertDynamicDate() \rightarrow Adds the current date to the footer. initSearchBar() \rightarrow Adds a search bar for advisories. applySeverityLabels() \rightarrow Assigns random severity labels. storeComplaint() \rightarrow Stores form data into browser local storage displayComplaint() \rightarrow Displays form data from localstorage
```

```
Helper functions:
```

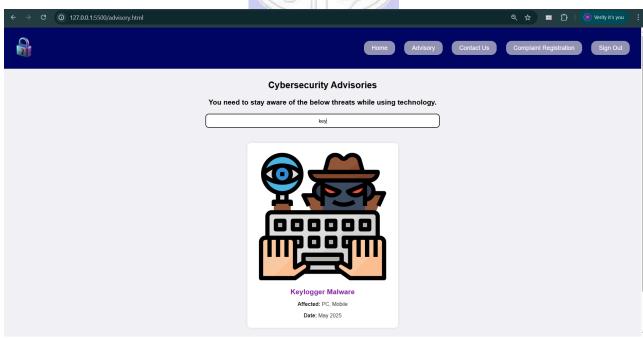
```
scrollToTop() \rightarrow Scrolls smoothly to the top. toggleBackToTopVisibility() \rightarrow Shows/hides the back-to-top button. filterAdvisories() \rightarrow Filters advisory boxes based on search.
```

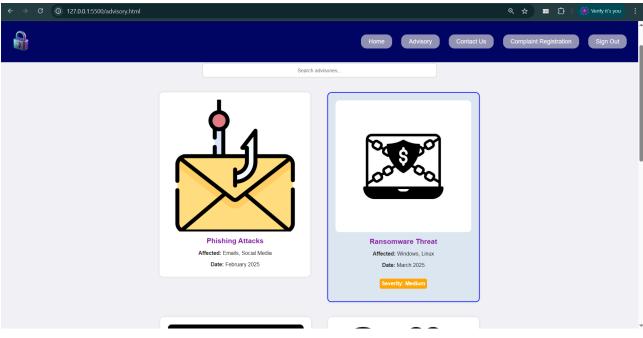


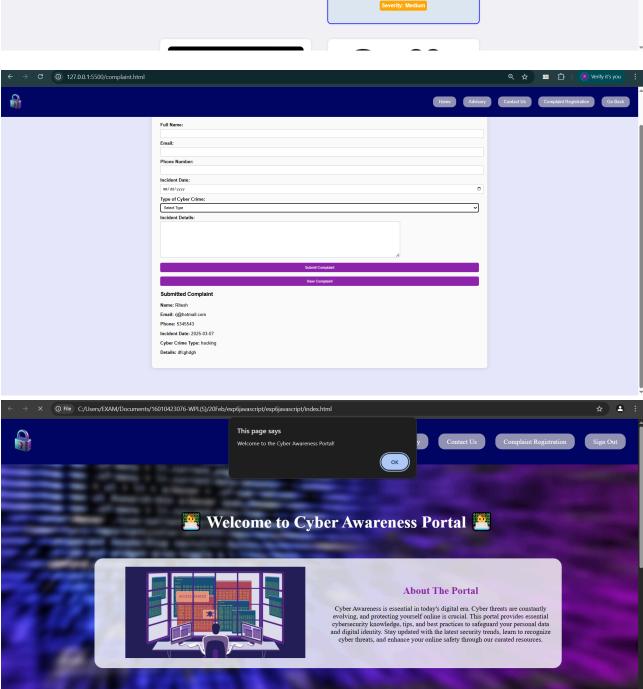


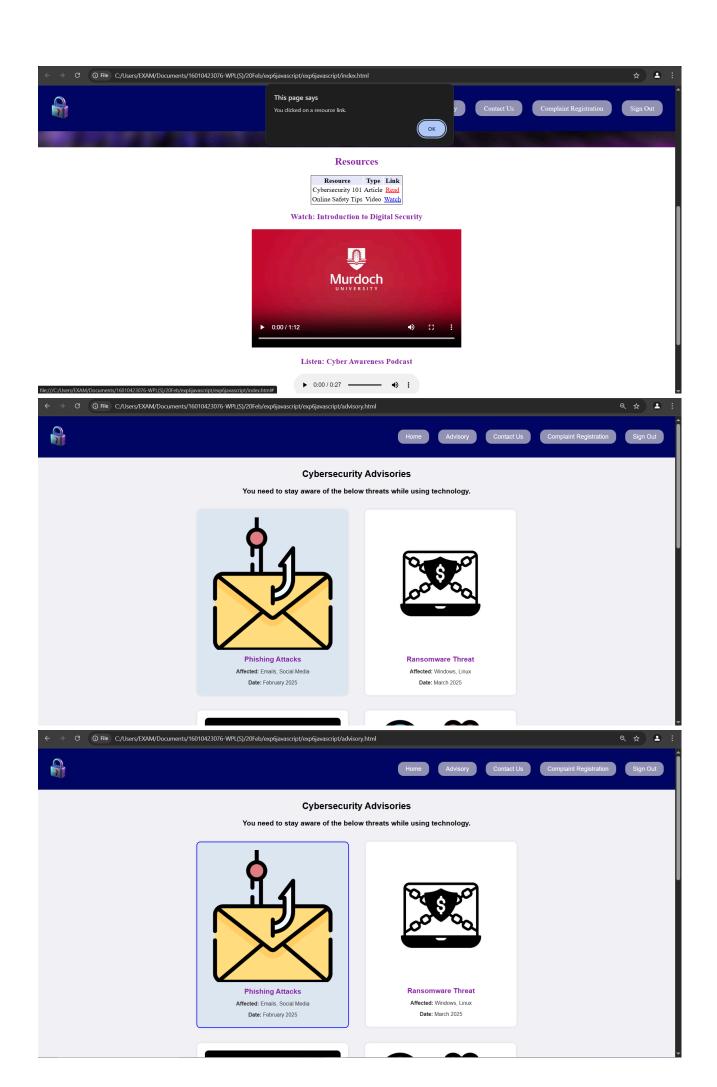


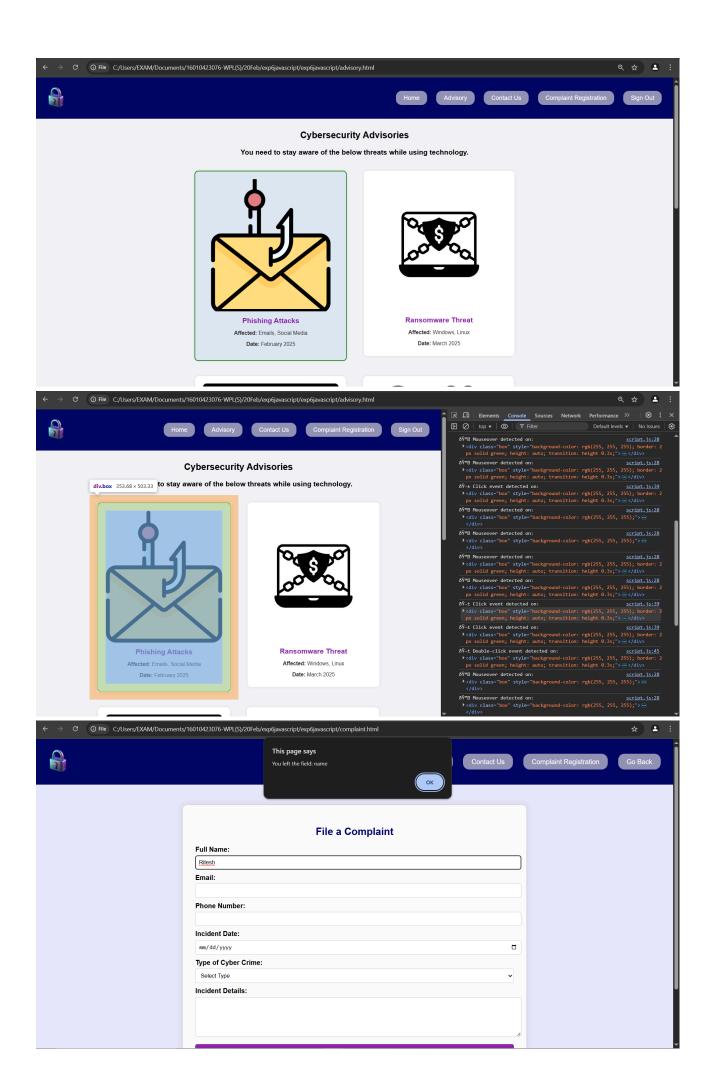
Thu Mar 27 2025
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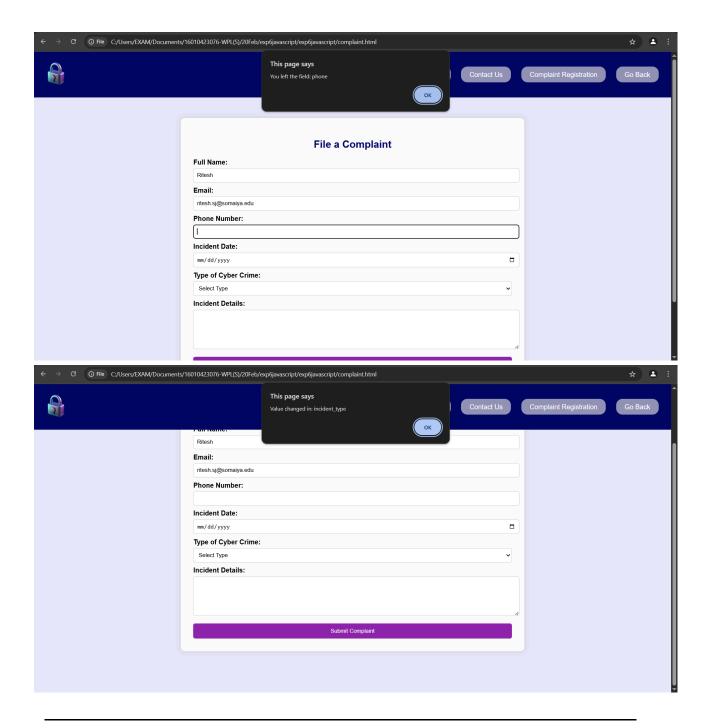












Questions:

Q1) What are the different types of load events

Load events are actions triggered when a webpage or a specific element finishes loading. The different types include onload, which fires when the whole page (including images and scripts) is fully loaded, DOMContentLoaded, which triggers when only the HTML is completely loaded and parsed, and onbeforeunload or onunload, which occur when a user is about to leave or has left the page.

Q2) Explain Onkeypress, onkeyup events

The onkeypress event is triggered when a key is pressed down and held, mainly detecting character keys (letters, numbers, and symbols) but not special keys like Shift or Arrow keys. The onkeyup event, on the other hand, fires when a key is released after being pressed, making it useful for capturing the final input after typing or detecting when a user stops pressing a key.

Outcomes: CO3: Apply JavaScript and JSON for web application development

Conclusion: (Conclusion to be based on the outcomes achieved)

From this experiment, I learned how JavaScript enables event-driven programming to create dynamic and interactive web pages. By implementing various event handlers such as onclick, onmouseover, onblur, and onchange, I explored how user interactions trigger specific actions, enhancing user experience. Additionally, I understood the significance of the DOMContentLoaded event, ensuring that scripts execute only after the document is fully loaded. Through practical implementation, I gained insights into event handling, DOM manipulation, and user input validation, reinforcing the importance of JavaScript in modern web development.

Grade: AA / AB / BB / BC / CC / CD /DD

Signature of faculty in-charge with date

References:

Books/ Journals/ Websites:

"Web technologies: Black Book", Dreamtech Publications

• http://www.w3schools.com