**Javascript**

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| --- | --- | --- | --- |
| **SNo** | **Events** | **Example** | **Purpose** |
| 1 | alert method of window class | <html>  <head>  <script type=”text/javascript”>  function fun1()  {  window.alert("Hi");  }  </script>  </head>  <body>  <h1> Click this button to say Hi</h1>  <button onclick="fun1()">Click Me</button>  </body>  </html> |  |
| 2 | External Script | **externscript.html**  <html>  <head>  <script type="text/javascript" src="externscript.js">    </script>  </head>  <body>  <h1> Click this button to say Hi</h1>  <button onclick="fun1()">Click Me</button>  </body>  </html>  **externscript.js**  function fun1()  {  window.alert("Hi");  } |  |
| 3 | innerHTML to change the content of the element | <html>  <head>  <script type=”text/javascript”>  function fun2(pid1)  { document.getElementById(pid1).innerHTML="Paragraph1 content changed";  }  </script>  </head>  <body>  <h1> Click me to change following content</h1>  <p id="p1">Paragraph1</p>  <button onclick="fun2('p1')">Click Me</button><br><br>  </body>  </html> |  |
| 4 | Onclick event of button | <html>  <head>  <script type=”text/javascript”>  function fun3(imageid)  {  document.getElementById(imageid).src="bulboff.jpg";  }    function fun4(imageid)  {  document.getElementById(imageid).src="bulbon.png";  } </script>  </head>  <body>  <img id="img1" src="bulbon.png"/><br><br>  <button onclick="fun3('img1')">Bulb Off</button> &nbsp;  <button onclick="fun4('img1')">Bulb On</button><br><br>  </body>  </html> |  |
| 5 | Change the style of text | <html>  <head>  <style type=”text/css”>  .b1  {  border: 2px solid red;  }  </style>  <script type=”text/javascript”>  function fun5(pid2)  { document.getElementById(pid2).style.backgroundColor="red";document.getElementById(pid2).style.color="yellow";  }  </script>  </head>  <body>  <h1> Click me to change style of following content</h1>  <div class="b1">  <p id="p2">Paragraph2</p>  </div>  <button onclick="fun5('p2')">Click Me</button><br><br>  </body>  </html> |  |
| 6 | To validate form | <!DOCTYPE html>  <html>  <head>  <script>  function validateForm() {  var x = document.forms["myForm"]["fname"].value;  if (x == null || x == "") {  alert("Name must be filled out");  return false;  }  }  </script>  </head>  <body>  <form name="myForm" action="demo\_form.asp"  onsubmit="return validateForm()" method="post">  Name: <input type="text" name="fname">  <input type="submit" value="Submit">  </form>  </body>  </html> |  |
| 7 | To validate number | <html>  <head>  <script type="text/javascript">  function myclick()  {  var acTest=new RegExp("^\\d\*$");  var n1=document.getElementById('n').value;  if(acTest.test(n1))  window.alert(n1 +"is valid");  else  window.alert(n1 +"is not valid");  }  </script>  </head>  <input type="text" name="na" id="n"></input>  <input type="button" value="Click Me" onclick="myclick()">  </html> | Accept number with any number of digits |
| 8 | To accept the number using pattern | <html>  <head>  <script type="text/javascript">  function myclick()  {  var acTest=new RegExp("^\\d{4}\-\\d{4}\-\\d{4}\-\\d{4}$");  var n1=document.getElementById("n").value;  if(acTest.test(n1))  window.alert(n1 +"is valid");  else  window.alert(n1 +"is not valid");  }  </script>  </head>  <input type="text" name="na" id="n"></input>  <input type="button" value="Click Me" onclick="myclick()">  </html> | Accept  1234-5678-9012-3456 |
| 9 | To accept the set of characters using pattern | <html>  <head>  <script type="text/javascript">  function myclick()  {  var acTest=new RegExp("^\\w\*$");  var n1=document.getElementById("n").value;  if(acTest.test(n1))  window.alert(n1 +"is valid");  else  window.alert(n1 +"is not valid");  }  </script>  </head>  <input type="text" name="na" id="n"></input>  <input type="button" value="Click Me" onclick="myclick()">  </html> | Accept set of characters |
| 10 | To validate email address | <html>  <head>  <script type="text/javascript">  function myclick()  {  var acTest=new RegExp("^\\w\*\\d\*@\\w\*.\\w\*$");  var n1=document.getElementById("n").value;  if(acTest.test(n1))  window.alert(n1 +"is valid");  else  window.alert(n1 +"is not valid");  }  </script>  </head>  <input type="text" name="na" id="n"></input>  <input type="button" value="Click Me" onclick="myclick()">  </html> | Accept email address |
| 11 | Onchange event  (select) | <html>  <body>  <p>Select a new car from the list.</p>  <select id="mySelect" onchange="myFunction()">  <option value="Audi">Audi  <option value="BMW">BMW  <option value="Mercedes">Mercedes  <option value="Volvo">Volvo  </select>  <p>When you select a new car, a function is triggered which outputs the value of the selected car.</p>  <p id="demo"></p>  <script>  function myFunction() {  var x = document.getElementById("mySelect").value;  document.getElementById("demo").innerHTML = "You selected: " + x;  }  </script>  </body>  </html> |  |
| 12 | Onchange event  (check box) | <script>  function check() {  if (document.getElementById("myCheck").checked = true)  window.alert(document.getElementById("myCheck").value);  }  function uncheck() {  document.getElementById("myCheck").checked = false;  }  </script> |  |
| 13 | Onchange event  (radio button) | <!DOCTYPE html>  <html>  <head>  <script type="text/javascript">  function check()  {  if (document.getElementById("myCheck").checked = true)  window.alert(document.getElementById("myCheck").value);  }  </script>  </head>  <body>  Radio: <input type="radio" value="1" id="myCheck" onchange="check()">  </body>  </html> |  |
| 14 | Mousemove event | <!DOCTYPE html>  <html>  <head>  <script>  function myFunction(e) {  var x = e.clientX;  var y = e.clientY;  var coor = "Coordinates: (" + x + "," + y + ")";  document.getElementById("demo").innerHTML = coor;  }  function clearCoor() {  document.getElementById("demo").innerHTML = "";  }  </script>  <style>  div {  width: 200px;  height: 100px;  border: 1px solid black;  }  </style>  </head>  <body>  <div onmousemove="myFunction(event)" onmouseout="clearCoor()"></div>  <p>Mouse over the rectangle above, and get the coordinates of your mouse pointer.</p>  <p>When the mouse is moved over the div, the p element will display the horizontal and vertical coordinates of your mouse pointer, whose values are returned from the clientX and clientY properties on the  MouseEvent object.</p>  <p id="demo"></p>  </body>  </html> |  |
| 15 | Onblur event | <!DOCTYPE html>  <html>  <body>  Enter your name: <input type="text" 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() {  var x = document.getElementById("fname");  x.value = x.value.toUpperCase();  }  </script>  </body>  </html> |  |
| 16 | Onload event | <html>  <head>  <script>  function fun1()  {  window.alert("Hi");  }  </script>  </head>  <body onload="fun1()">  </body>  </html> |  |