

HTML5 Events Table



Give HTML5 Standard Events for JavaScript in Tabular format with it's name, Syntax, Description and how to Use?



Here's a comprehensive table of HTML5 standard events in JavaScript, including the event name, syntax, description, and an example of how to use each event.

Event Name	Syntax	Description	How to Use
<code>`onclick`</code>	<code>`element.onclick = function()`</code>	Triggered when the user clicks on an element.	<code>`html <button onclick="alert('Clicked!')">Click Me</button>`</code>
<code>`ondblclick`</code>	<code>`element.ondblclick = function()`</code>	Triggered when the user double-clicks on an element.	<code>`html <button ondblclick="alert('Double Clicked!')">Double Click Me</button>`</code>
<code>`onmousedown`</code>	<code>`element.onmousedown = function()`</code>	Triggered when the mouse button is pressed on an element.	<code>`html <button onmousedown="alert('Mouse Down!')">Mouse Down</button>`</code>
<code>`onmouseup`</code>	<code>`element.onmouseup = function()`</code>	Triggered when the mouse button is released over an element.	<code>`html <button onmouseup="alert('Mouse Up!')">Mouse Up</button>`</code>
<code>`onmouseover`</code>	<code>`element.onmouseover = function()`</code>	Triggered when the mouse pointer moves over an element.	<code>`html <button onmouseover="alert('Mouse Over!')">Mouse Over</button>`</code>
<code>`onmouseout`</code>	<code>`element.onmouseout = function()`</code>	Triggered when the mouse pointer moves out of an element.	<code>`html <button onmouseout="alert('Mouse Out!')">Mouse Out</button>`</code>
<code>`onmousemove`</code>	<code>`element.onmousemove = function()`</code>	Triggered when the mouse pointer is moving while it is over an element.	<code>`html <div onmousemove="alert('Mouse Moving!')" style="width:100px; height:100px; border:1px solid;">Move Mouse Here</div>`</code>

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<code>`onmouseenter`</code>	<code>`element.onmouseenter = function()`</code>	Triggered when the mouse pointer enters the element.	<code>`html <button onmouseenter="alert('Mouse Entered!')">Mouse Enter</button>`</code>
<code>`onmouseleave`</code>	<code>`element.onmouseleave = function()`</code>	Triggered when the mouse pointer leaves the element.	<code>`html <button onmouseleave="alert('Mouse Left!')">Mouse Leave</button>`</code>
<code>`onkeydown`</code>	<code>`element.onkeydown = function()`</code>	Triggered when a key is pressed down.	<code>`html <input type="text" onkeydown="alert('Key Down!')">`</code>
<code>`onkeypress`</code>	<code>`element.onkeypress = function()`</code>	Triggered when a key is pressed and released.	<code>`html <input type="text" onkeypress="alert('Key Press!')">`</code>
<code>`onkeyup`</code>	<code>`element.onkeyup = function()`</code>	Triggered when a key is released.	<code>`html <input type="text" onkeyup="alert('Key Up!')">`</code>
<code>`onfocus`</code>	<code>`element.onfocus = function()`</code>	Triggered when an element gets focus.	<code>`html <input type="text" onfocus="alert('Focused!')">`</code>
<code>`onblur`</code>	<code>`element.onblur = function()`</code>	Triggered when an element loses focus.	<code>`html <input type="text" onblur="alert('Blurred!')">`</code>
<code>`onchange`</code>	<code>`element.onchange = function()`</code>	Triggered when the value of an element changes.	<code>`html <input type="text" onchange="alert('Changed!')">`</code>
<code>`oninput`</code>	<code>`element.oninput = function()`</code>	Triggered when the user inputs data into an element.	<code>`html <input type="text" oninput="alert('Inputting!')">`</code>
<code>`onsubmit`</code>	<code>`element.onsubmit = function()`</code>	Triggered when a form is submitted.	<code>`html <form onsubmit="alert('Form Submitted!')"><input type="submit" value="Submit"></form>`</code>
<code>`onreset`</code>	<code>`element.onreset = function()`</code>	Triggered when a form is reset.	<code>`html <form onreset="alert('Form Reset!')"><input type="reset" value="Reset"></form>`</code>
<code>`onselect`</code>	<code>`element.onselect = function()`</code>	Triggered when some text is selected.	<code>`html <input type="text" onselect="alert('Text Selected!')">`</code>
<code>`onload`</code>	<code>`element.onload = function()`</code>	Triggered when an object has been loaded.	<code>`html <body onload="alert('Page Loaded!')">`</code>
<code>`onunload`</code>	<code>`element.onunload = function()`</code>	Triggered when the user navigates away from the page.	<code>`html <body onunload="alert('Page Unloaded!')">`</code>
<code>`onabort`</code>	<code>`element.onabort = function()`</code>	Triggered when the loading of a media is aborted.	<code>`html <video onabort="alert('Video Aborted!')" src="video.mp4" controls>`</code>

Event Name	Syntax	Description	How to Use
<code>`onerror`</code>	<code>`element.onerror = function()`</code>	Triggered when an error occurs.	<code>`html `</code>
<code>`onscroll`</code>	<code>`element.onscroll = function()`</code>	Triggered when an element's scrollbar is being scrolled.	<code>`html <div style="width:100px;height:100px;overflow:auto;" onscroll="alert('Scrolled!')"><p>Content to scroll...</p></div>`</code>
<code>`ondrag`</code>	<code>`element.ondrag = function()`</code>	Triggered when an element is being dragged.	<code>`html <div draggable="true" ondrag="alert('Dragging!')">Drag Me!</div>`</code>
<code>`ondragstart`</code>	<code>`element.ondragstart = function()`</code>	Triggered when the user starts to drag an element.	<code>`html <div draggable="true" ondragstart="alert('Drag Started!')">Drag Me!</div>`</code>
<code>`ondragend`</code>	<code>`element.ondragend = function()`</code>	Triggered when a drag operation is ended.	<code>`html <div draggable="true" ondragend="alert('Drag Ended!')">Drag Me!</div>`</code>
<code>`ondragenter`</code>	<code>`element.ondragenter = function()`</code>	Triggered when a dragged element enters a drop target.	<code>`html <div ondragenter="alert('Drag Entered!')">Drag Here!</div>`</code>
<code>`ondragleave`</code>	<code>`element.ondragleave = function()`</code>	Triggered when a dragged element leaves a drop target.	<code>`html <div ondragleave="alert('Drag Left!')">Drag Here!</div>`</code>
<code>`ondragover`</code>	<code>`element.ondragover = function()`</code>	Triggered when a dragged element is being dragged over a drop target.	<code>`html <div ondragover="event.preventDefault()">Allow Drop Here!</div>`</code>
<code>`ondrop`</code>	<code>`element.ondrop = function()`</code>	Triggered when a dragged element is dropped on a drop target.	<code>`html <div ondrop="event.preventDefault(); alert('Dropped!')">Drop Here!</div>`</code>
<code>`oncontextmenu`</code>	<code>`element.oncontextmenu = function()`</code>	Triggered when the right mouse button is clicked, opening a context menu.	<code>`html <div oncontextmenu="alert('Context Menu!'); return false;">Right Click Me!</div>`</code>
<code>`onresize`</code>	<code>`element.onresize = function()`</code>	Triggered when the document view is resized.	<code>`html <script>window.onresize = function() { alert('Window Resized!'); };</script>`</code>
<code>`onbeforeunload`</code>	<code>`element.onbeforeunload = function()`</code>	Triggered before the user leaves the page, giving an opportunity to display a confirmation dialog.	<code>`html <script>window.onbeforeunload = function() { return 'Are you sure you want to leave?'; };</script>`</code>

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<code>`onwheel`</code>	<code>`element.onwheel = function()`</code>	Triggered when the user rotates the wheel button on a pointing device.	<code>`html <div onwheel="alert('Wheel Scrolled!')">Scroll Here! </div>`</code>
<code>`oncopy`</code>	<code>`element.oncopy = function()`</code>	Triggered when the user copies some content.	<code>`html <div oncopy="alert('Copied!')">Copy This Text</div>`</code>
<code>`oncut`</code>	<code>`element.oncut = function()`</code>	Triggered when the user cuts some content.	<code>`html <div oncut="alert('Cut!')">Cut This Text</div>`</code>
<code>`onpaste`</code>	<code>`element.onpaste = function()`</code>	Triggered when the user pastes some content.	<code>`html <div onpaste="alert('Pasted!')">Paste Here</div>`</code>
<code>`ontouchstart`</code>	<code>`element.ontouchstart = function()`</code>	Triggered when the user touches a touch-enabled device.	<code>`html <div ontouchstart="alert('Touch Start!')">Touch Me! </div>`</code>
<code>`ontouchmove`</code>	<code>`element.ontouchmove = function()`</code>	Triggered when the user moves their finger across the screen on a touch-enabled device.	<code>`html <div ontouchmove="alert('Touch Move!')">Move Here! </div>`</code>
<code>`ontouchend`</code>	<code>`element.ontouchend = function()`</code>	Triggered when the user removes their finger from a touch-enabled device.	<code>`html <div ontouchend="alert('Touch End!')">End Touch</div>`</code>
<code>`ontouchcancel`</code>	<code>`element.ontouchcancel = function()`</code>	Triggered when the touch action is interrupted.	<code>`html <div ontouchcancel="alert('Touch Cancelled!')">Touch Cancel</div>`</code>
<code>`onfocusin`</code>	<code>`element.onfocusin = function()`</code>	Triggered when an element is about to receive focus.	<code>`html <input type="text" onfocusin="alert('Focus In!')">`</code>
<code>`onfocusout`</code>	<code>`element.onfocusout = function()`</code>	Triggered when an element is about to lose focus.	<code>`html <input type="text" onfocusout="alert('Focus Out!')">`</code>
<code>`oncanplay`</code>	<code>`element.oncanplay = function()`</code>	Triggered when a media element can start playing, but has not yet enough data to keep playing smoothly.	<code>`html <video oncanplay="alert('Can Play!')" src="video.mp4" controls>`</code>
<code>`oncanplaythrough`</code>	<code>`element.oncanplaythrough = function()`</code>	Triggered when a media element can play through	<code>`html <video oncanplaythrough="alert('Can Play Through!')" src="video.mp4" controls>`</code>

Event Name	Syntax	Description	How to Use
		without stopping for buffering.	
<code>`ondurationchange`</code>	<code>`element.ondurationchange = function()`</code>	Triggered when the duration of a media element changes.	<code>`html <video ondurationchange="alert('Duration Changed!')" src="video.mp4" controls>`</code>
<code>`onemptied`</code>	<code>`element.onemptied = function()`</code>	Triggered when a media element suddenly becomes empty.	<code>`html <video onemptied="alert('Emptied!')" src="video.mp4" controls>`</code>
<code>`onended`</code>	<code>`element.onended = function()`</code>	Triggered when the media element reaches the end.	<code>`html <video onended="alert('Ended!')" src="video.mp4" controls>`</code>
<code>`onplaying`</code>	<code>`element.onplaying = function()`</code>	Triggered when a paused media element starts playing.	<code>`html <video onplaying="alert('Playing!')" src="video.mp4" controls>`</code>
<code>`onpause`</code>	<code>`element.onpause = function()`</code>	Triggered when the media element is paused.	<code>`html <video onpause="alert('Paused!')" src="video.mp4" controls>`</code>
<code>`onplay`</code>	<code>`element.onplay = function()`</code>	Triggered when the media element starts playing.	<code>`html <video onplay="alert('Play!')" src="video.mp4" controls>`</code>
<code>`onratechange`</code>	<code>`element.onratechange = function()`</code>	Triggered when the playback rate of a media element changes.	<code>`html <video onratechange="alert('Rate Changed!')" src="video.mp4" controls>`</code>
<code>`onseeked`</code>	<code>`element.onseeked = function()`</code>	Triggered when a media element has finished seeking.	<code>`html <video onseeked="alert('Seeked!')" src="video.mp4" controls>`</code>
<code>`onseeking`</code>	<code>`element.onseeking = function()`</code>	Triggered when a media element starts seeking.	<code>`html <video onseeking="alert('Seeking!')" src="video.mp4" controls>`</code>
<code>`onstalled`</code>	<code>`element.onstalled = function()`</code>	Triggered when the browser is trying to get media data but data is not available.	<code>`html <video onstalled="alert('Stalled!')" src="video.mp4" controls>`</code>
<code>`onsuspend`</code>	<code>`element.onsuspend = function()`</code>	Triggered when the browser has intentionally stopped loading media data.	<code>`html <video onsuspend="alert('Suspended!')" src="video.mp4" controls>`</code>

Event Name	Syntax	Description	How to Use
<code>`ontimeupdate`</code>	<code>`element.ontimeupdate = function()`</code>	Triggered when the current playback position of a media element changes.	<code>`html <video ontimeupdate="alert('Time Updated!')" src="video.mp4" controls>`</code>
<code>`onvolumechange`</code>	<code>`element.onvolumechange = function()`</code>	Triggered when the volume of a media element changes.	<code>`html <video onvolumechange="alert('Volume Changed!')" src="video.mp4" controls>`</code>
<code>`onwaiting`</code>	<code>`element.onwaiting = function()`</code>	Triggered when the media element pauses for buffering.	<code>`html <video onwaiting="alert('Waiting!')" src="video.mp4" controls>`</code>
<code>`onmessage`</code>	<code>`element.onmessage = function()`</code>	Triggered when a message is received through an event source.	<code>`html <script>var source = new EventSource('demo_sse.php'); source.onmessage = function(event) { alert(event.data); }; </script>`</code>
<code>`onopen`</code>	<code>`element.onopen = function()`</code>	Triggered when a connection with an event source is opened.	<code>`html <script>var source = new EventSource('demo_sse.php'); source.onopen = function() { alert('Connection Opened!'); };</script>`</code>
<code>`onclose`</code>	<code>`element.onclose = function()`</code>	Triggered when a connection with an event source is closed.	<code>`html <script>var source = new EventSource('demo_sse.php'); source.onclose = function() { alert('Connection Closed!'); };</script>`</code>
<code>`onshow`</code>	<code>`element.onshow = function()`</code>	Triggered when a context menu is about to be shown.	<code>`html <menu onshow="alert('Menu Shown!')">Right Click Menu</menu>`</code>
<code>`oninput`</code>	<code>`element.oninput = function()`</code>	Triggered when an element gets user input.	<code>`html <input type="text" oninput="alert('Input!')">`</code>
<code>`oninvalid`</code>	<code>`element.oninvalid = function()`</code>	Triggered when an element's value is invalid.	<code>`html <input type="email" oninvalid="alert('Invalid Input!')" required>`</code>
<code>`onsearch`</code>	<code>`element.onsearch = function()`</code>	Triggered when the user presses the "Enter" key or the "x" button in an input element with type="search".	<code>`html <input type="search" onsearch="alert('Search!')">`</code>

These are the primary HTML5 events that you can use in JavaScript to interact with the Document Object Model (DOM). These events allow you to add interactivity and functionality to web pages by executing JavaScript code in response to user actions or other occurrences.

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