events

Manouse Events

Adick: Fired when an element is cliciand

- e 1) abolick: Fired when con element is double dicted
- iii) mousedown: Fired when a mase bukkon is pressed down
- iv) mouleup: Fired when a mouse button released
 - v) maisemore: Fired when the mouse pointer moves over an element.
 - vi) mouseenter: Fired when the mouse Pointer enter the elemink.

Form Gents

Event Enggred by actions inside the form.

- i) submit: Fired when a form is submitted
- ii) relet: Fired when a form is reset.
- iii) boas: Fired when an elemen gain fours.
- (v) blur: Fired when an element lose foin)
- of cintuit). Fixed when value of an input
- (i) change: Fixed when the value of a form element changes
- vil) select: Fired when best with in an input or texture selected

key bound events

a key is presed .) keydown :- Fired when

I keyur :- Fired when a key is

releaged. Fired when a key is pressed down and held

11) moule events

i) clit :- Fired when an element is chital

is labelish :- Fred when an element is double clicked.

iii) mousedown: Fred when a mouse button is pressed down.

iv) movieup: - Fired when a mank button released.

V) mousemore: Fired when the mouse pointer moves over an element.

(1) moule enter: Fired when the marke Painter enters the element.

Form events

Event trappered by actions inside the form.

i) submit :- Fired whon a form is submitted

ii) resek: Fired when a form is reset.

iii) focus :- Fired when an element gain focus.

iv) input: Fired when value of an input change!

V) though: Fired when the value of an Input Changel

vii) select: Fired when left with in an input or text area scleeked.

keyboard events

-) keydown = Fired when a key i) pressed
 -) keyup: Fired when a key is released
 - ·) key press- Fired when a key is pressed down held,

moule events

i) click: Fired when an element is ditted.

11) abolick: - Fixed when an element is double clicked

iii) mousedown: - fired when a mouse bukkon is pressed down

iv) mouse up: Fired when a mouse button released.

Pointer too more) over an element.

vi) mouseenter - Fired when the mowe pointer enters the element.

Form EVENS

i) submite: Fred when a form is submitted

ii) rejet :- Find when a form is rejet.

gain focul: Fired of when a foca an element

iv) hyport - Fred when accitative of a injut changel

r) change: fired when the value of a form element changes.

vi) select: Fired when text with in an input or text area selected.

keyboard events

- -) keydown Fired when a key is present
- ·) key up . Fired when a key is grelevild.
- ·) Icey press: Fired when a key is pressed clown held.

MANOUR EVENTY

i) click; - Fired when an element is clicked.

ii) abolick: Fired when an element is double clicked.

iii) mousedown: - Fired when a mouse button is grelled down

iv) mouseup: Fired when a mouse button released.

w) mademove: Fred when the mode points moved over an element.

v.) movilency: - Fixed when the mouse pointed enter the element.

Form Erns

i) Submit: Fired when a form is submitted

ii) reset: Fired when a form is reset.
iti) focu):- Fired when value of an input
changes.

iv) input: - Fired when value of an input change

V) change - fixed when the value of an form dement change!

vi) select to Fired when text with in an input or text area selected.

is) keyboard frents

Theydown: - Fren when a key is pressed

) buyur - Fried when a long 1) related

They prest - Ared when a key is pressed down held.

I moule grant

Telrit: Fred when an element is clicked

Identicate Fred when an element is double clicked.

) mouledown: Fired when a moule button

) mouleup: - Frod when a moule button i)

I mousemore: Fired when the mouse pointed mores over an element.

.) mouse entry. - Fred when the mouse points enters the element,

Form Events ,

prosek: Fired when a form is submitted.

·) Focul :- Fired when habit of an input

.) injut: Fred when value of can input change!

·) change: - Fred when the value of a form element change s.

·) select: Fired when took with in an input or but area selected.

keyboard events

- I baydown: Fired when a try is pressed,
- ·) teyup: Fred when a bey is releved.
- -) keypress: Fred when a key is pressed darn held.

mangerents

i) click: Fired when an element is

11) dbilit: Fired when an elemente is double clicked.

in mousedown - Fired when a mouse button 1) pressed down

in) mouseup: Fred when a mouse button

released

1) moulemove: Fixed when the mone pointer move, over an element.

oi) mouse enter: Fired when the mouse painter enters the element.

Form Eventy

Event kniggered by actions inside the

i) Submit: Fired when a form is submitted

ti) reset: Fired when a form is reset.

iii) four: Fired when an element gain focus.

iv) input: Fixed when value of an

input churges

1) Change: - Fired when the value of an I spet Changes Form element Changes

(iii) select : Fired when text with in an input or text area related.

key board events

I keydown: Fired when a key is presed

Treyup - Fired when a key is releared

laypreil - Fred when a key is pressed down held.

TW

Mouse Frenks

i) dick: Fired when on element i) clicked

ii) abolick; - Fred when an element is

double clicked.

iti) moulldown; fired when a moull button is pressed down.

iv) mouleup: - Fired when a mail but top

released.

V) moulemore: Fred when the mouse pointer mores over an element-

vi) mouleentir: Fired when the moule pointer enters the element.

Forn Eventy

.) Submit: Fred when a form is gubmitted.

) resekt Fred when a form is resek.

) focus; - Fired when an elemant gain

) input: Fred when value of an input

I change :- Fired when the value of form element changes.

keyboard events

.) key down: fired when a key is pressed down

They up: Fired when they is released.

·) beyprell: fired when a key if prelied down held,

Theydown: Fred when a bay is prested down Mouse grout)

-) click :- fred when an element ") cliched.

I dbolide - fired when an eliment of double obliged

·) mouledoan: Fired when a marge

is pressed down

) masey: - Fired when a mane hutton released

.) moulemore; - fired when the moule points moves over an element

.) mowellner: - Fred when the mark lainer enter the elimen.

form element

i) chick - Fred when an flemant is

ii) abdide- stred when an element i) double chiket

cil) mousedown :- Fred when a -

.) submit :- Fred when a torn is

submitted.

·) rejet: Fred when a form it reset element.

(hange) gain four.

·) input: - Fred when value of an input

-) change: - fired when the value of a form element changes

-) select! - Fried when text with in an input or text area releated.

lay soard every

i) leaydown: Fired when a key is pressed down

ii) keyup: Fired when a key is reload

ill) beypress: - Fire when a lay is present down held.

. Mount events

) chick: - Fired when an eliment is dicted

.) doilak: - Fred when an element ! double clicked.

.) mouledown :- Fred when a maile button is pressed down

? moure up: - fired when a mouse bucker relleged.

") moule more :- Fred when the moule

pointer move) over an eleman

I moust enter: Fired when the many tourse enter the element

form elements

"I submit it fived when in form it submitted

.) reich: fined when a form is rejet

-) Pows:- Fired when a form to dan ingus votet choro an elemente gain focus.

·) input & fired when an input value thanges

-) change: - Fired when the value of a form element changes.

) select t Fred when begs with an un injut or fest and selected

keyboard ents

i) keydown: - Fred when a key is proceed

(i) knyly: Fired when a key is released.

instaypress; - Fired when a key is pressed down held

of mouse events

active: Fred when an element is clicked

·) abolished in the an element is

) mouledown : fired when a movie buttoo

is pressed down) moultip: Fired when a moule button,

-) mausemore: - Fred when the mouse pointer move) over an element.

-) mouleenter: - Fired when the moule pointly entry the element.

Form elements

nsubout: Fired when a form is Submitted-

Treiek! Fired when an element your

Input: Fired when an input balue

churye, .) change - Fired when the value of u form element Changes.

I relect: Fired who text with ina

be board eventy

.) keydown: - Fred when a kney is pressed down

i) kegap: Fired when a lay is released.

.) key press:- Fred when a key is pressed down held.