

```
<!DOCTYPE html>
<html>
<head>
<script>
function myFunction() {
  alert("You pressed a key inside the input field");
}
</script>
</head>
<body>
```

<p>A function is triggered when the user is pressing a key in the input field.</p>

<input type="text" onkeypress="myFunction()">

```
</body>
</html>
```

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```
</body>
</html>
```

```
<!DOCTYPE html>
<html>
<head>
<script>
function myFunction() {
  document.getElementById("demo").innerHTML = "You selected some text";
}
</script>
</head>
<body>
```

Some text: <input type="text" value="Hello world!" onselect="myFunction()">

<p id="demo"></p>

```
</body>
```

```

</html>
<!DOCTYPE html>
<html>
<head>
<script>
function preferredBrowser() {
    prefer = document.forms[0].browsers.value;
    alert("You prefer browsing internet with " + prefer);
}
</script>
</head>
<body>

<form>
Choose which browser you prefer:
<select id="browsers" onchange="preferredBrowser()">
    <option value="Chrome">Chrome</option>
    <option value="Internet Explorer">Internet Explorer</option>
    <option value="Firefox">Firefox</option>
</select>
</form>
</body>
</html>

```

```

<!DOCTYPE html>
<html>
<style>
div {
    width: 200px;
    height: 100px;
    border: 1px solid black;
}
</style>

```

```

<body>
<h1>HTML DOM Events</h1>
<h2>The onmousemove Event</h2>

```

```

<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>

```

```

<script>
function myFunction(e) {

```

```

let x = e.clientX;
let y = e.clientY;
let coor = "Coordinates: (" + x + "," + y + ")";
document.getElementById("demo").innerHTML = coor;
}

```

```

function clearCoor() {
  document.getElementById("demo").innerHTML = "";
}
</script>

```

```

</body>
</html>
<!DOCTYPE html>
<html>
<body>
<h1>HTML DOM Events</h1>
<h2>The onmouseenter Event</h2>

```

```



```

```

<p>The function bigImg() is triggered when the user moves the mouse pointer onto the image.</p>
<p>The function normalImg() is triggered when the mouse pointer is moved out of the image.</p>

```

```

<script>
function bigImg(x) {
  x.style.height = "164px";
  x.style.width = "164px";
}

```

```

function normalImg(x) {
  x.style.height = "32px";
  x.style.width = "32px";
}
</script>

```

```

</body>
</html>
<!DOCTYPE html>
<html>
<body>

```

```

<h2>JavaScript Validation</h2>

```

```

<p>Please input a number between 1 and 10:</p>

```

```

<input id="numb">

```

```

<button type="button" onclick="myFunction()">Submit</button>

```

```
<p id="demo"></p>
```

```
<script>
function myFunction() {
  // Get the value of the input field with id="numb"
  let x = document.getElementById("numb").value;
  // If x is Not a Number or less than one or greater than 10
  let text;
  if (isNaN(x) || x < 1 || x > 10) {
    text = "Input not valid";
  } else {
    text = "Input OK";
  }
  document.getElementById("demo").innerHTML = text;
}
</script>
```

```
</body>
</html>
<!DOCTYPE html>
<html>
<head>
<script>
function color(color) {
  document.forms[0].myInput.style.background = color;
}
</script>
</head>
<body>
```

```
<form>
Write a message:<br>
<input
type="text"
onkeydown="color('yellow')"
onkeyup="color('green')"
name="myInput">
</form>
```

```
</body>
</html>
```