#### Mouse Click Events

# click

Click: The primary action of pressing and releasing a mouse button (usually the left button). It's often used to trigger actions like opening links, selecting items, etc.

#### contextmenu

Right Click (Context Menu): Pressing the right mouse button to open a context menu, which provides a list of options related to the clicked item or location.

# mousedown

Mouse Down: The moment the mouse button is pressed down.

#### mouseup

Mouse Up: The moment the mouse button is released after being pressed down.

mousedown and mouseup handlers may need event.button, because these events trigger on any button, so button allows to distinguish between "right-mousedown" and "left-mousedown".

The order is mousedown -> mouseup -> click/contextmenu.

# dblclick

Double Click: Quickly pressing and releasing the mouse button twice in succession. It's commonly used for actions like opening files or folders.

# Mouse Hover Events

#### mouseover

The mouseover event is triggered when the mouse pointer enters the boundaries of an element or any of its child elements. This means that if the mouse moves over a child element within the parent element, the mouseover event will be fired for both the parent and the child elements.

# mouseout

The mouseout event is triggered when the mouse pointer leaves the boundaries of an element. However, it can also be triggered when the mouse pointer moves over a child element within the parent element. This means that if the mouse moves from the parent element to a child element, the mouseout event will be fired for the parent element.

### mouseenter

The mouseenter event, on the other hand, is specifically designed to trigger only when the mouse pointer enters the boundaries of the target element. It does not take into account child elements. This makes it more reliable when you want to detect when the mouse pointer enters a specific element without considering its children.

#### mouseleave

The mouseleave event, on the other hand, is specifically designed to trigger only when the mouse pointer leaves the boundaries of the target element. It does not take into account child elements. This makes it more reliable when you want to detect when the mouse pointer leaves a specific element.

# Mouse Drag Events

# Drag Start

Occurs when a user starts dragging an element using the mouse.

# Drag

Happens as the user moves the mouse while dragging an element.

#### Drag End

Occurs when the user releases the mouse button, ending the drag action.

#### Drag Over

Occurs when an element is dragged over another element, indicating that a drop action might be possible.

# Drop

Happens when the user releases the mouse button to drop a dragged element onto a target element.