

JavaScript Event Listeners Cheat Sheet

1. Mouse Events:

- click: Triggered when an element is clicked.
- dblclick: Triggered on a double-click.
- mousedown: Triggered when the mouse button is pressed down.
- mouseup: Triggered when the mouse button is released.
- mousemove: Triggered when the mouse moves over an element.
- mouseenter: Triggered when the mouse enters an element (does not bubble).
- mouseleave: Triggered when the mouse leaves an element (does not bubble).
- mouseover: Triggered when the mouse enters an element or its child elements.
- mouseout: Triggered when the mouse leaves an element or its child elements.

2. Keyboard Events:

- keydown: Triggered when a key is pressed down.
- keypress: (Deprecated) Triggered when a key is pressed and held. Use keydown instead.
- keyup: Triggered when a key is released.

3. Form Events:

- submit: Triggered when a form is submitted.
- change: Triggered when the value of an input changes.
- input: Triggered while the value of an input is being entered.
- focus: Triggered when an element gains focus.
- blur: Triggered when an element loses focus.
- reset: Triggered when a form is reset.

4. Document/Window Events:

- DOMContentLoaded: Triggered when the HTML is fully loaded and parsed.
- load: Triggered when all assets (images, CSS, etc.) are fully loaded.
- resize: Triggered when the window is resized.
- scroll: Triggered when the user scrolls the document or an element.

5. Touch Events (for mobile devices):

- touchstart: Triggered when a touch starts.
- touchmove: Triggered when a finger moves across the screen.
- touchend: Triggered when a touch ends.
- touchcancel: Triggered when a touch is interrupted.

6. Clipboard Events:

- copy: Triggered when content is copied.
- cut: Triggered when content is cut.
- paste: Triggered when content is pasted.

7. Drag and Drop Events:

- drag: Triggered when an element is dragged.
- dragstart: Triggered when dragging starts.
- dragend: Triggered when dragging ends.
- dragover: Triggered when a dragged element is over a valid drop target.
- drop: Triggered when a dragged element is dropped.

8. Media Events:

- play: Triggered when media starts playing.
- pause: Triggered when media is paused.

- ended: Triggered when media playback ends.
- timeupdate: Triggered periodically while media is playing.

9. Animation Events:

- animationstart: Triggered when an animation starts.
- animationend: Triggered when an animation ends.
- animationiteration: Triggered at the end of each animation iteration.

10. Transition Events:

- transitionstart: Triggered when a transition starts.
- transitionend: Triggered when a transition ends.
- transitionrun: Triggered when a transition is running.

11. Custom Events:

Developers can define custom events using the CustomEvent API.

Example:

```
const customEvent = new CustomEvent('myCustomEvent', { detail: { message: 'Hello!' } });  
document.dispatchEvent(customEvent);  
document.addEventListener('myCustomEvent', (e) => {  
    console.log(e.detail.message); // Output: Hello!  
});
```