**Onclick event (Button)**

<!DOCTYPE html>

<html>

<body>

<p>Click the button to display the date.</p>

<button onclick="displayDate()">The time is?</button>

<script>

function displayDate() {

document.getElementById("demo").innerHTML = Date();

}

</script>

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

</body>

</html>

**Onchange event -textfield**

<!DOCTYPE html>

<html>

<head>

<script>

function myFunction() {

var x = document.getElementById("fname");

x.value = x.value.toUpperCase();

}

</script>

</head>

<body>

Enter your name: <input type="text" id="fname" onchange="myFunction()">

<p>When you leave the input field, a function is triggered which transforms the input text to upper case.</p>

</body>

</html>

**onfocus event**

<!DOCTYPE html>

<html>

<head>

<script>

function myFunction(x) {

x.style.background = "yellow";

}

</script>

</head>

<body>

Enter your name: <input type="text" onfocus="myFunction(this)">

<p>When the input field gets focus, a function is triggered which changes the background-color.</p>

</body>

</html>

**Onchange event (select)**

<html>

<body>

<p>Select a new car from the list.</p>

<select id="mySelect" onchange="myFunction()">

<option value="Audi">Audi

<option value="BMW">BMW

<option value="Mercedes">Mercedes

<option value="Volvo">Volvo

</select>

<p>When you select a new car, a function is triggered which outputs the value of the selected car.</p>

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

<script>

function myFunction() {

var x = document.getElementById("mySelect").value;

document.getElementById("demo").innerHTML = "You selected: " + x;

}

</script>

</body>

</html>

**Onchange event (Radio)**

<!DOCTYPE html>

<html>

<head>

<script type="text/javascript">

function check()

{

if (document.getElementById("myCheck").checked = true)

window.alert(document.getElementById("myCheck").value);

}

</script>

</head>

<body>

Radio: <input type="radio" value="1" id="myCheck" onchange="check()">

</body>

</html>

**Mousemove event**

<!DOCTYPE html>

<html>

<head>

<script>

function myFunction(e) {

var x = e.clientX;

var y = e.clientY;

var coor = "Coordinates: (" + x + "," + y + ")";

document.getElementById("demo").innerHTML = coor;

}

function clearCoor() {

document.getElementById("demo").innerHTML = "";

}

</script>

<style>

div {

width: 200px;

height: 100px;

border: 1px solid black;

}

</style>

</head>

<body>

<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>

</body>

</html>

**onmousedown and onmouseup event**

<!DOCTYPE html>

<html>

<body>

<div onmousedown="mDown(this)" onmouseup="mUp(this)"

style="background-color:blue;width:90px;height:20px;padding:40px;">

Click Me</div>

<script>

function mDown(obj) {

obj.style.backgroundColor = "red";

obj.innerHTML = "Release Me";

}

function mUp(obj) {

obj.style.backgroundColor="green";

obj.innerHTML="Thank You";

}

</script>

</body>

</html>

**onload event**

<html>

<head>

<script>

function fun1()

{

window.alert("Hi");

}

</script>

</head>

<body onload="fun1()">

</body>

</html>

**onfocus event**

<!DOCTYPE html>

<html>

<head>

<script>

function myFunction(x) {

x.style.background = "yellow";

}

</script>

</head>

<body>

Enter your name: <input type="text" onfocus="myFunction(this)">

<p>When the input field gets focus, a function is triggered which changes the background-color.</p>

</body>

</html>