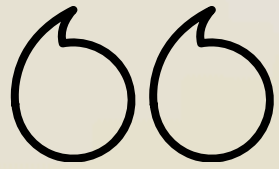


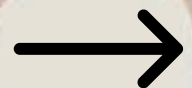
Naym H.



**All**

# **JavaScript Event Functions**

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## Keyboard Events

- **onkeydown:** Executes when any key is pressed down.
- **onkeypress:** Executes when a key is pressed and held (deprecated in modern browsers).
- **onkeyup:** Executes when a pressed key is released.

## Form Events

- **onsubmit:** Executes when a form is submitted.
- **onchange:** Executes when the value of an input element changes.
- **oninput:** Executes continuously as the user types in an input field.
- **onfocus:** Executes when an input field gains focus.
- **onblur:** Executes when an input field loses focus.



## Drag and Drop Events

- **ondragstart:** Executes when an element starts being dragged.
- **ondrag:** Executes continuously while an element is being dragged.
- **ondragend:** Executes when dragging ends.
- **ondrop:** Executes when a dragged element is dropped.
- **ondragover:** Executes when a dragged element is over a potential drop target.

## Window Events

- **onload:** Executes when the web page finishes loading.
- **onresize:** Executes when the browser window is resized.
- **onscroll:** Executes when the user scrolls the webpage.
- **onunload:** Executes when the user navigates away from the webpage.
- **onbeforeunload:** Executes before the page is unloaded, often used to confirm navigation.



## Media Events

- **onplay:** Executes when media (audio or video) starts playing.
- **onpause:** Executes when media is paused.
- **onended:** Executes when media playback ends.

## Touch Events (For Mobile Devices)

- **ontouchstart:** Executes when a touch point is placed on the touch surface.
- **ontouchmove:** Executes when a touch point is moved across the touch surface.
- **ontouchend:** Executes when a touch point is removed from the touch surface.
- **ontouchcancel:** Executes when a touch gesture is disrupted (e.g., by switching apps).

## Focus Events (other than **onfocus** and **onblur**)

- **onfocusin:** Similar to onfocus, but it bubbles up from the element, allowing for event delegation.
- **onfocusout:** Similar to onblur, but it bubbles up from the element.



## Animation Events

- **onanimationstart:** Executes when a CSS animation starts.
- **onanimationend:** Executes when a CSS animation ends.
- **onanimationiteration:** Executes when a CSS animation iteration completes.

## Transition Events

- **ontransitionstart:** Executes when a CSS transition starts.
- **ontransitionend:** Executes when a CSS transition ends.
- **ontransitioncancel:** Executes when a CSS transition is canceled.

## Selection Events

- **onselect:** Executes when the user selects text within an input or textarea element.
- **onselectionchange:** Executes when the selection in a document changes (e.g., text selection).



## Page Visibility Events

- **onvisibilitychange:** Executes when the visibility state of the page changes (e.g., when the user switches tabs).
- **document.hidden:** A property to check the visibility of the page (true if the page is hidden).

## Mutation Events (for detecting changes in DOM)

- **onDOMSubtreeModified:** Executes when any part of the DOM is modified.
- **onDOMNodeInserted:** Executes when a new node is inserted into the DOM.
- **onDOMNodeRemoved:** Executes when a node is removed from the DOM.

## Media Query Events (for responsive design)

- **matchMedia:** Not an event per se, but a method that can be used to detect when a media query matches or changes. You can attach a listener to trigger a callback when a specific media query matches.

## Other Common Events

- **addEventListener:** Adds an event listener to an element that listens for specific events.
- **removeEventListener:** Removes an event listener from an element.
- **onerror:** Executes when an error occurs, such as a failed image load.
- **oncontextmenu:** Executes when the user right-clicks on an element to open the context menu.

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