# HTML/DOM events for JavaScript

To change the state of an object is called event. Javascript Interact with HTML document by using event.

Like click on a button is event, to raise mouse over button is an event, To pressing a key is an event….etc.

|  |  |
| --- | --- |
| **Events** | **Description** |
| onclick | occurs when element is clicked. |
| ondblclick | occurs when element is double-clicked. |
| onfocus | occurs when an element gets focus such as button, input, textarea etc. |
| onblur | occurs when form looses the focus from an element. |
| onsubmit | occurs when form is submitted. |
| onmouseover | occurs when mouse is moved over an element. |
| onmouseout | occurs when mouse is moved out from an element (after moved over). |
| onmousedown | occurs when mouse button is pressed over an element. |
| onmouseup | occurs when mouse is released from an element (after mouse is pressed). |
| onload | occurs when document, object or frameset is loaded. |
| onunload | occurs when body or frameset is unloaded. |
| onscroll | occurs when document is scrolled. |
| onresized | occurs when document is resized. |
| onreset | occurs when form is reset. |
| onkeydown | occurs when key is being pressed. |
| onkeypress | occurs when user presses the key. |
| onkeyup | occurs when key is released. |

Example of onblur and onfocus event

<head>

<script>

function disp()

{

r.innerHTML="Password field contain atleast one uppercase symbol";

}

function show()

{

var a=p1.value;

var b=p2.value;

if(a!=b)

alert("Password and repassword must same");

}

</script>

</head>

<body>

<form>

name<input type="text" id="t1"><br>

password<input type="password" id="p1" onfocus="disp()">

<span id="r"></span>

<br>

Repassword<input type="password" onblur="show()" id="p2">

<br>

Email<input type="text" id="e1">

</body>

Example of onkeyup

<head>

<script>

function tab()

{

var a=parseInt(t1.value);

var t="";

for(i=1;i<=10;i++)

t=t + a\*i + "<br>";

m.innerHTML=t;

}

</script>

</head>

<body>

<form>

No<input type="text" id="t1" onkeyup="tab()"><br>

<p id="m"></p>

</body>

Example of onkeydown

<head>

<script>

function tab()

{

var a=parseInt(t1.value);

var t="";

for(i=1;i<=10;i++)

t=t + a\*i + "<br>";

m.innerHTML=t;

}

</script>

</head>

<body>

<form>

No<input type="text" id="t1" onkeydown="tab()"><br>

<p id="m"></p>

</body>

Example of onload and onunload.

<head>

<script>

function disp()

{

alert("WelCome");

}

function show()

{

alert("bye");

}

</script>

</head>

<body onload="disp()" onunload="show()">

<form>

No<input type="text" id="t1" onkeydown="tab()"><br>

<p id="m"></p>

</body>

Example of onScroll event

Example of onselect

<html>

<head>

<script>

function disp()

{

alert("You selected some text!");

}

</script>

</head>

<body>

Select some of the text: <input type="text" value="Hello world!" onselect="disp()">

</script>

</body>

</html>

<head>

<script>

function disp()

{

var p=confirm("All Data Will be Lost .... Are you want to refresh");

return p;

}

</script>

</head>

<body>

<form onreset="return disp()">

Name <input type="text" id="t1"><br>

Email <input type="text" id="t1"><br>

password <input type="text" id="t1"><br>

<input type="reset" value="refresh">

</body>

Onclick

Ondblclick

onmouseover

onmouseout

onMouseup