

JavaScript addEventListener Cheat Sheet

Syntax

`element.addEventListener(eventType, listenerFunction, options);`

Mouse Events

"click" - when mouse clicks an element

"dblclick" - double-click

"mousedown" - mouse button pressed

"mouseup" - mouse button released

"mouseenter" - mouse enters element (no bubbling)

"mouseleave" - mouse leaves element (no bubbling)

"mousemove" - mouse moves within the element

"mouseover" - mouse moves onto the element (bubbles)

"mouseout" - mouse moves out of the element (bubbles)

"contextmenu" - right-click

Keyboard Events

"keydown" - key is pressed

"keyup" - key is released

"keypress" - key is pressed (deprecated)

Form Events

"submit" - form submission

"change" - input changes

"input" - input value modified

"focus" - input is focused (no bubble)

"blur" - input loses focus (no bubble)

"focusin" - input is focused (bubbles)

"focusout" - input loses focus (bubbles)

"reset" - form reset

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Window Events

"load" - page finishes loading

"resize" - window resized

"scroll" - window or element scrolls

"unload" - page is unloaded

"beforeunload" - warning before leaving the page

Clipboard Events

"copy"

"cut"

"paste"

Drag and Drop Events

"drag"

"dragstart"

"dragend"

"dragenter"

"dragover"

"dragleave"

"drop"

Touch Events

"touchstart"

"touchend"

"touchmove"

"touchcancel"

Media Events

"play"

"pause"

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"ended"

"volumechange"

"timeupdate"

"loadeddata"

Animation & Transition Events

"animationstart"

"animationend"

"animationiteration"

"transitionend"

Miscellaneous Events

"wheel"

"pointerdown"

"pointerup"

"pointermove"

"error"

"DOMContentLoaded"

Listener Types (listenerFunction)

1. Function Reference

```
element.addEventListener("click", handleClick);
```

```
function handleClick() {  
  console.log("Clicked!");  
}
```

2. Anonymous Function

```
element.addEventListener("click", function() {  
  console.log("Clicked!");  
});
```

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3. Arrow Function

```
element.addEventListener("click", () => {  
  console.log("Clicked!");  
});
```

4. Object with handleEvent Method

```
const listenerObj = {  
  handleEvent(event) {  
    console.log("Event type:", event.type);  
  }  
};  
  
element.addEventListener("click", listenerObj);
```

Options (Third Parameter)

The third argument can be a boolean or an object:

```
element.addEventListener("click", listener, {  
  once: true,      // runs only once  
  capture: false,  // use capture phase (true) or bubbling (false)  
  passive: true    // tells browser the listener won't call preventDefault()  
});
```