



Cheat Sheet [EVENT HANDLER CONTENT ATTRIBUTES]

New [attributes added in HTML5]

onbeforeunload	<i>before unload event</i>	ondrop	<i>dragged element is being dropped</i>	onloadeddata	<i>media data is loaded</i>	onscroll	<i>element's scrollbar is being scrolled</i>
oncanplay	<i>media can start play</i>	ondurationchange	<i>length of media is changed</i>	onloadedmetadata	<i>duration of media element is loaded</i>	onseeked	<i>element's seeking attribute is not true</i>
oncanplaythrough	<i>media can be played to end</i>	onemptied	<i>media resource element becomes empty</i>	onloadstart	<i>browser starts to load media data</i>	onseeking	<i>element's seeking attribute is true</i>
oncontextmenu	<i>context menu is triggered</i>	onended	<i>media has reached end</i>	onmessage	<i>element is invalid</i>	onstalled	<i>there is error in fetching media data</i>
ondrag	<i>element is dragged</i>	onerror	<i>error occurs</i>	onmousewheel	<i>mouse wheel is being rotated</i>	onstorage	<i>document loads</i>
ondragend	<i>at the end of drag operation</i>	onformchange	<i>form changes</i>	onpause	<i>media data is paused</i>	onsuspend	<i>browser has stopped fetching media data</i>
ondragenter	<i>element dragged on drop target</i>	onforminput	<i>form gets user input</i>	onplay	<i>media data is going to start playing</i>	ontimeupdate	<i>media changes its playing position</i>
ondragleave	<i>element leaves valid drop target</i>	onhaschange	<i>document has changed</i>	onplaying	<i>media data has started playing</i>	onvolumechange	<i>media changes volume, also when mute</i>
ondragover	<i>element is dragged over drop target</i>	oninput	<i>message is triggered</i>	onprogress	<i>browser is fetching media data</i>	onwaiting	<i>media has stopped playing</i>
ondragstart	<i>at the start of drag operation</i>	oninvalid	<i>element gets user input</i>	onratechange	<i>media data's playing rate has changed</i>		

Existing [attributes in HTML4 & 5]

onabort	<i>abort event</i>	onkeypress	<i>key pressed event</i>	onorientationchange	<i>device orientation changed event</i>
onbeforeunload	<i>before unload event</i>	onkeyup	<i>key released event</i>	onpaste	<i>paste event</i>
onclick	<i>mouse clicked event</i>	onmousedown	<i>mouse button pressed down event</i>	onresize	<i>resize event</i>
ondblclick	<i>mouse double-clicked event</i>	onmousemove	<i>mouse moved event</i>	ontouchcancel	<i>touch canceled event</i>
ongesturechange	<i>gesture change event</i>	onmouseout	<i>mouse cursor exited event</i>	ontouchend	<i>touch ended event</i>
ongestureend	<i>end of gesture event</i>	onmouseover	<i>mouse cursor entered event</i>	ontouchmove	<i>touch move event</i>
ongesturestart	<i>start of gesture event</i>	onmouseup	<i>mouse button released event</i>	ontouchstart	<i>touch started event</i>
onkeydown	<i>key pressed down event</i>	onmove	<i>move event</i>		

Old [unsupported attributes]

onreset	<i>form is reset</i>
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