**Module – 2 Advance JavaScript**

1. **What is JavaScript Output method?**

JavaScript provides several methods to output data to the user. Here are some of the commonly used methods:

1. alert() method: This method displays an alert box with a message and an OK button. It is often used to provide users with information or to get their attention.

2. console.log() method: This method writes a message to the browser's console. It is often used for debugging purposes.

3. document.write() method: This method writes HTML expressions or JavaScript code to the document. It is often used to display dynamic content on a web page.

4. innerHTML property: This property sets or returns the HTML content of an element. It is often used to dynamically update the content of a web page.

1. **How to used JavaScript Output method?**

Using alert() method: This method displays a message in an alert box.

alert("Hello World!");

Using console.log() method: This method writes a message to the console.

console.log("Hello World!");

Using document.write() method: This method writes HTML content to the document.

document.write("Hello World!");

Using innerHTML property: This property sets or returns the HTML content of an element.

HTML:

<p id="output"></p>

JavaScript:

document.getElementById("output").innerHTML = "Hello World!";

These are some basic examples of how you can use JavaScript output methods. Depending on your use case, you may need to use one or more of these methods to output data to the user.

1. How to used JavaScript Events to do all examples?

* I) Input Events :-

1. onblur - When a user leaves an input field
2. onchange - When a user changes the content of an input field
3. onchange - When a user selects a dropdown value
4. onfocus - When an input field gets focus
5. onselect - When input text is selected
6. onsubmit - When a user clicks the submit button
7. onreset - When a user clicks the reset button
8. onkeydown - When a user is pressing/holding down a key
9. onkeypress - When a user is pressing/holding down a key
10. onkeyup - When the user releases a key
11. onkeyup - When the user releases a key

ii) Mouse Events :-

1. onmouseover/onmouseout - When the mouse passes over anelement
2. onmousedown/onmouseup - When pressing/releasing a mousebutton
3. onmousedown - When mouse is clicked: Alert which element
4. onmousedown - When mouse is clicked: Alert which button
5. onmousemove/onmouseout - When moving the mouse pointerover/out of an image
6. onmouseover/onmouseout - When moving the mouse over/out of animage

iii) Click Events:-

1. onclick - When button is clicked
2. ondblclick - When a text is double-clicked

iv) Load Events:-

1. onload - When the page has been loaded
2. onload - When an image has been loaded
3. onerror - When an error occurs when loading an image
4. onunload - When the browser closes the document
5. onresize - When the browser window is resized