

#_ Important [JavaScript Events] {CheatSheet}

1. Mouse Events

- **Click:** `element.addEventListener('click', function() { /* handler */ });`
- **Double Click:** `element.addEventListener('dblclick', function() { /* handler */ });`
- **Mouse Down:** `element.addEventListener('mousedown', function() { /* handler */ });`
- **Mouse Up:** `element.addEventListener('mouseup', function() { /* handler */ });`
- **Mouse Over:** `element.addEventListener('mouseover', function() { /* handler */ });`
- **Mouse Out:** `element.addEventListener('mouseout', function() { /* handler */ });`
- **Mouse Move:** `element.addEventListener('mousemove', function() { /* handler */ });`
- **Mouse Enter:** `element.addEventListener('mouseenter', function() { /* handler */ });`
- **Mouse Leave:** `element.addEventListener('mouseleave', function() { /* handler */ });`

2. Keyboard Events

- **Key Down:** `document.addEventListener('keydown', function(event) { /* handler */ });`
- **Key Up:** `document.addEventListener('keyup', function(event) { /* handler */ });`
- **Key Press:** `document.addEventListener('keypress', function(event) { /* handler */ });`

3. Form Events

- **Submit:** `form.addEventListener('submit', function(event) { /* handler */ });`
- **Change:** `input.addEventListener('change', function(event) { /* handler */ });`
- **Focus:** `input.addEventListener('focus', function() { /* handler */ });`
- **Blur:** `input.addEventListener('blur', function() { /* handler */ });`
- **Input:** `input.addEventListener('input', function() { /* handler */ });`

4. Window Events

- **Resize:** `window.addEventListener('resize', function() { /* handler */ });`
- **Scroll:** `window.addEventListener('scroll', function() { /* handler */ });`
- **Load:** `window.addEventListener('load', function() { /* handler */ });`
- **Unload:** `window.addEventListener('unload', function(event) { /* handler */ });`
- **Before Unload:** `window.addEventListener('beforeunload', function(event) { /* handler */ });`

5. Touch Events

- **Touch Start:** `element.addEventListener('touchstart', function(event) { /* handler */ });`
- **Touch Move:** `element.addEventListener('touchmove', function(event) { /* handler */ });`
- **Touch End:** `element.addEventListener('touchend', function(event) { /* handler */ });`
- **Touch Cancel:** `element.addEventListener('touchcancel', function(event) { /* handler */ });`

6. Drag-and-Drop Events

- **Drag Start:** `element.addEventListener('dragstart', function(event) { /* handler */ });`
- **Drag:** `element.addEventListener('drag', function(event) { /* handler */ });`
- **Drag Enter:** `element.addEventListener('dragenter', function(event) { /* handler */ });`
- **Drag Leave:** `element.addEventListener('dragleave', function(event) { /* handler */ });`
- **Drag Over:** `element.addEventListener('dragover', function(event) { /* handler */ });`
- **Drop:** `element.addEventListener('drop', function(event) { /* handler */ });`
- **Drag End:** `element.addEventListener('dragend', function(event) { /* handler */ });`

7. Media Events

- **Play:** `mediaElement.addEventListener('play', function() { /* handler */ });`
- **Pause:** `mediaElement.addEventListener('pause', function() { /* handler */ });`
- **Ended:** `mediaElement.addEventListener('ended', function() { /* handler */ });`
- **Time Update:** `mediaElement.addEventListener('timeupdate', function() { /* handler */ });`
- **Volume Change:** `mediaElement.addEventListener('volumechange', function() { /* handler */ });`

8. Animation Events

- **Animation Start:** `element.addEventListener('animationstart', function() { /* handler */ });`
- **Animation End:** `element.addEventListener('animationend', function() { /* handler */ });`
- **Animation Iteration:** `element.addEventListener('animationiteration', function() { /* handler */ });`

9. Transition Events

- **Transition End:** `element.addEventListener('transitionend', function() { /* handler */ });`

10. Pointer Events

- **Pointer Down:** `element.addEventListener('pointerdown', function(event) { /* handler */ });`
- **Pointer Move:** `element.addEventListener('pointermove', function(event) { /* handler */ });`
- **Pointer Up:** `element.addEventListener('pointerup', function(event) { /* handler */ });`
- **Pointer Enter:** `element.addEventListener('pointerenter', function(event) { /* handler */ });`
- **Pointer Leave:** `element.addEventListener('pointerleave', function(event) { /* handler */ });`
- **Pointer Over:** `element.addEventListener('pointerover', function(event) { /* handler */ });`

- **Pointer Out:** `element.addEventListener('pointerout', function(event) { /* handler */ });`
- **Pointer Cancel:** `element.addEventListener('pointercancel', function(event) { /* handler */ });`

11. Clipboard Events

- **Copy:** `document.addEventListener('copy', function(event) { /* handler */ });`
- **Cut:** `document.addEventListener('cut', function(event) { /* handler */ });`
- **Paste:** `document.addEventListener('paste', function(event) { /* handler */ });`

12. WebSockets and Messaging Events

- **Message (WebSockets):** `socket.addEventListener('message', function(event) { /* handler */ });`
- **Open (WebSockets):** `socket.addEventListener('open', function(event) { /* handler */ });`
- **Close (WebSockets):** `socket.addEventListener('close', function(event) { /* handler */ });`
- **Error (WebSockets):** `socket.addEventListener('error', function(event) { /* handler */ });`

13. Progress Events

- **Load Start (for XMLHttpRequest):** `xhr.addEventListener('loadstart', function(event) { /* handler */ });`
- **Progress (for XMLHttpRequest):** `xhr.addEventListener('progress', function(event) { /* handler */ });`
- **Abort (for XMLHttpRequest):** `xhr.addEventListener('abort', function(event) { /* handler */ });`
- **Error (for XMLHttpRequest):** `xhr.addEventListener('error', function(event) { /* handler */ });`
- **Load (for XMLHttpRequest):** `xhr.addEventListener('load', function(event) { /* handler */ });`
- **Timeout (for XMLHttpRequest):** `xhr.addEventListener('timeout', function(event) { /* handler */ });`
- **Load End (for XMLHttpRequest):** `xhr.addEventListener('loadend', function(event) { /* handler */ });`

14. Storage Events

- **Local Storage Change:** `window.addEventListener('storage', function(event) { if (event.storageArea === localStorage) { /* handler */ } });`

15. Online and Offline Events

- **Online:** `window.addEventListener('online', function() { /* handler */ });`
- **Offline:** `window.addEventListener('offline', function() { /* handler */ });`

16. Page Visibility Change Event

- **Visibility Change:** `document.addEventListener('visibilitychange', function() { if (document.visibilityState === 'visible') { /* handler */ } });`

17. Printing Events

- **Before Print:** `window.addEventListener('beforeprint', function() { /* handler */ });`
- **After Print:** `window.addEventListener('afterprint', function() { /* handler */ });`

18. Device Orientation and Motion Events

- **Device Orientation:** `window.addEventListener('deviceorientation', function(event) { /* handler */ });`
- **Device Motion:** `window.addEventListener('devicemotion', function(event) { /* handler */ });`

19. Fullscreen Events

- **Fullscreen Change:** `document.addEventListener('fullscreenchange', function() { /* handler */ });`
- **Fullscreen Error:** `document.addEventListener('fullscreenerror', function() { /* handler */ });`

20. Battery Status Events

- **Battery Level Change:** `battery.addEventListener('levelchange', function() { /* handler */ });`

- **Battery Charging Change:** `battery.addEventListener('chargingchange', function() { /* handler */ });`

21. Sensor Events

- **Ambient Light Sensor:** `sensor.addEventListener('reading', function() { /* handler */ });` // for sensors like `AmbientLightSensor`
- **Generic Sensor Error:** `sensor.addEventListener('error', function(event) { /* handler */ });`

22. Geolocation Events

- **Success in Getting Geolocation:**
`navigator.geolocation.getCurrentPosition(function(position) { /* handler */ });`
- **Error in Getting Geolocation:**
`navigator.geolocation.getCurrentPosition(successCallback, errorCallback);`

23. File and FileReader Events

- **FileReader Load:** `reader.addEventListener('load', function() { /* handler */ });`
- **FileReader Load Start:** `reader.addEventListener('loadstart', function() { /* handler */ });`
- **FileReader Progress:** `reader.addEventListener('progress', function(event) { /* handler */ });`
- **FileReader Error:** `reader.addEventListener('error', function() { /* handler */ });`
- **FileReader Abort:** `reader.addEventListener('abort', function() { /* handler */ });`

24. Mutation Observer

- **DOM Changes (Mutation Observer):** `var observer = new MutationObserver(callback); observer.observe(targetNode, { attributes: true, childList: true, subtree: true });`

25. Service Worker Events

- **Service Worker Install:** `self.addEventListener('install', function(event) { /* handler */ });`

- **Service Worker Activate:** `self.addEventListener('activate', function(event) { /* handler */ });`
- **Service Worker Fetch:** `self.addEventListener('fetch', function(event) { /* handler */ });`

26. History API Events

- **PopState (Back/Forward Buttons):** `window.addEventListener('popstate', function(event) { /* handler */ });`

27. Payment Request API Events

- **Payment Request:** `request.addEventListener('paymentmethodchange', function(event) { /* handler */ });`

28. Media Capture and Streams API Events

- **Media Stream Track Start:** `mediaStreamTrack.addEventListener('start', function() { /* handler */ });`
- **Media Stream Track End:** `mediaStreamTrack.addEventListener('end', function() { /* handler */ });`

29. Performance and Resource Timing

- **Performance Entry Collected:**
`performance.addEventListener('resourcetimingbufferfull', function() { /* handler */ });`

30. Intersection Observer API

- **Intersection Change:** `observer = new IntersectionObserver(callback);
observer.observe(target);`

31. Pointer Lock API

- **Pointer Lock Change:** `document.addEventListener('pointerlockchange', function() { /* handler */ });`
- **Pointer Lock Error:** `document.addEventListener('pointerlockerror', function() { /* handler */ });`

32. Drag and Drop API

- **Drag End on Drop Zone:** `dropZone.addEventListener('dragend', function(event) { /* handler */ });`
- **Drag Leave on Drop Zone:** `dropZone.addEventListener('dragleave', function(event) { /* handler */ });`

33. Speech API Events

- **Speech Recognition Result:** `recognition.addEventListener('result', function(event) { /* handler */ });`