How to run a function when the page is loaded?

Asked 10 years, 11 months ago Active 9 months ago Viewed 1.2m times



I want to run a function when the page is loaded, but I don't want to use it in the <body> tag.

293

I have a script that runs if I initialise it in the <body> , like this:



*

48

1

```
function codeAddress() {
  // code
}

<body onLoad="codeAddress()">
```

But I want to run it without the <body onload="codeAddress()"> and I have tried a lot of things, e.g. this:

```
window.onload = codeAddress;
```

But it is not working.

So how do I run it when the page is loaded?

```
javascript html onload
```

Share Follow



asked Jan 30 '11 at 11:16

Claes Gustavsson

Are you running window.onload = codeAddress after codeAddress() is defined? If so, this should work. Are you sure there isn't an error elsewhere? – Skilldrick Jan 30 '11 at 11:20

This doesn't make any sense. window.onload runs after page load and all javascript is available, so the codeAddress() function can be declared anywhere within the page or linked js files. It doesn't have to come before unless it were called during the page load itself. – Jared Farrish Jan 30 '11 at 11:31

@Jared Yes it does. Have a look at <u>jsfiddle.net/HZHmc</u>. It doesn't work. But if you move the window.onload to after the definition: <u>jsfiddle.net/HZHmc/1</u> it does work. – <u>Skilldrick</u> Jan 30 '11 at 11:35

A function declaration is *generally* hoisted to the top of the scope, so the function can be declared anywhere in an accessible scope. – Russ Cam Jan 30 '11 at 11:36

Join Stack Overflow to learn, share knowledge, and build your career.



10 Answers

Active

Oldest

Votes

¿No encuentras la respuesta? Pregunta en Stack Overflow en español.

×



window.onload = codeAddress; should work - here's a demo, and the full code:

Expand snippet











```
<!DOCTYPE html>
<html>
    <head>
        <title>Test</title>
        <meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
        <script type="text/javascript">
        function codeAddress() {
            alert('ok');
        }
        </script>
    </head>
    <body onload="codeAddress();">
    </body>
</html>
                         Expand snippet
  Run code snippet
```

Join Stack Overflow to learn, share knowledge, and build your career.

Sign up



Run code snippet



1,929 1 26



982k 260 2890

260 3223

3 As I said in my answer, there's nothing wrong with the code as seen - the reason it's not working must be an error in the JS somewhere. – Skilldrick Jan 30 '11 at 11:27

if you put a paragraph with text in the body, it will not load until you click ok. – FluorescentGreen5 Sep 22 '16 at 12:59

This global event handler is only available in Chrome. <u>developer.mozilla.org/en-US/docs/Web/API/GlobalEventHandlers/...</u> – Devappended Jan 28 '17 at 1:36

the problem with this is that you may override previous onload functions. Use an event listener instead – João Pimentel Ferreira Sep 9 '20 at 8:46



Rather than using jQuery or window.onload, native JavaScript has adopted some great functions since the release of jQuery. All modern browsers now have their own DOM ready function without the use of a jQuery library.



218

I'd recommend this if you use native Javascript.



```
document.addEventListener('DOMContentLoaded', function() {
    alert("Ready!");
}, false);
```

Share Follow

answered Sep 22 '14 at 22:27



Spencer May

3,823 9 26 4

- 8 (noob question: what does the false do?) whub Apr 11 '15 at 17:06
- 1 This is what I was looking for right now:) Executes when the DOM is complete, so you can manipulate it, not when the browser says "page completely loaded", which may take several seconds, based on external stuff (such as ads) Nathanyel Mar 1 '17 at 8:00
- 1 @x-yuri "The DOMContentLoaded event is fired when the document has been completely loaded and parsed, without waiting for stylesheets, images, and subframes to finish loading (the load event can be used to detect a fully-loaded page)." stackoverflow.com/questions/2414750/... Spencer May Aug 9 '17 at 17:14
- window.onload can only be set once. If you want to run two functions at load with window.onload , the second one will overwrite the first. Yay295 Aug 8 '18 at 16:13

Join Stack Overflow to learn, share knowledge, and build your career.

.

Taking Darin's answer but jQuery style. (I know the user asked for javascript).

50

running fiddle



```
$(document).ready ( function(){
    alert('ok');
});
```

Share Follow

answered Nov 29 '12 at 16:32



- 6 Your answer taught me allot, but not about jQuery / javascript. unicorn2 Mar 23 '15 at 14:32
- @VijayKumar this is jQuery, not native Javascript so you need a jQuery library included for it to work
 Spencer May Oct 2 '15 at 13:44



Alternate solution. I prefer this for the brevity and code simplicity.

44

```
(function () {
    alert("I am here");
})();
```



This is an anonymous function, where the name is not specified. What happens here is that, the function is defined and executed together. Add this to the beginning or end of the body, depending on if it is to be executed before loading the page or soon after all the HTML elements are loaded.

Share Follow

answered Jun 18 '18 at 13:24



6,646 1 27 30

- 2 Can someone explain how this is different than putting the script tags at the end of the HTML page and the purpose of the anonymous function? user Aug 12 '19 at 0:33

Shouldn't the last line be \()); ? - Chewie The Chorkie Feb 23 '21 at 23:37

1 @ChewieTheChorkie. The last line is as per the answer itself, because its an IIFE (Immediately Invoked Function Expression). – Habeeb Feb 24 '21 at 7:42

Join Stack Overflow to learn, share knowledge, and build your career.





This will likely work, but it will also break any other functions already hooking to that event. Or, if another function hooks into that event after yours, it will break yours. So, you can spend lots of hours later trying to figure out why something that was working isn't anymore.



A more robust answer here:

```
if(window.attachEvent) {
    window.attachEvent('onload', yourFunctionName);
} else {
    if(window.onload) {
        var curronload = window.onload;
        var newonload = function(evt) {
            curronload(evt);
            yourFunctionName(evt);
        };
        window.onload = newonload;
    } else {
        window.onload = yourFunctionName;
    }
}
```

Some code I have been using, I forget where I found it to give the author credit.

```
function my_function() {
      // whatever code I want to run after page load
}
if (window.attachEvent) {window.attachEvent('onload', my_function);}
else if (window.addEventListener) {window.addEventListener('load', my_function, false);}
else {document.addEventListener('load', my_function, false);}
```

Hope this helps:)

Share Follow

answered Dec 5 '17 at 13:32



Will **171**

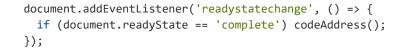
1**71** 1 6

thanks for providing additional insight into the onload usage – CybeX Jun 26 '18 at 17:43



Try readystatechange







Join Stack Overflow to learn, share knowledge, and build your career.



- interactive the document is parsed, fired before DOMContentLoaded
- complete the document and resources are loaded, fired before window.onload

Show code snippet

Share Follow

edited Nov 21 '19 at 9:50

answered Apr 8 '19 at 8:17



Kamil Kiełczewski

4.4k 24 308 267



Take a look at the <u>domReady script</u> that allows setting up of multiple functions to execute when the DOM has loaded. It's basically what the Dom ready does in many popular JavaScript libraries, but is lightweight and can be taken and added at the start of your external script file.



Example usage



```
// add reference to domReady script or place
// contents of script before here

function codeAddress() {
}
domReady(codeAddress);
```

Share Follow

answered Jan 30 '11 at 11:30



Russ Cam

120k 30 195 256



As soon as the page load the function will be ran:



(*your function goes here*)();



Alternatively:



document.onload = functionName();
window.onload = functionName();

Share Follow

answered Nov 1 '20 at 1:48



Dmitri Sanzharov **426** 4 5

Join Stack Overflow to learn, share knowledge, and build your career.

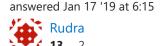






```
function codeAddress() {
       document.getElementById("test").innerHTML=Date();
window.onload = codeAddress;
<!DOCTYPE html>
<html>
<head>
       <title>learning java script</title>
       <script src="custom.js"></script>
</head>
<body>
       abcd
</body>
</html>
  Run code snippet
                      Expand snippet
```

Share Follow





I believe this is the best way to maintain support across different versions of browsers



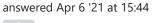






```
if (window.addEventListener) {
    window.addEventListener("load", myFunction, false);
}
else if (window.attachEvent) {
    window.attachEvent("onload", myFunction);
}
else {
    window.onload = myFunction; //will override previously attached event listeners.
}
```

Share Follow





Join Stack Overflow to learn, share knowledge, and build your career.



