

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:



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



48



```
<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

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edited Apr 8 '19 at 8:34



Kamil Kiełczewski

64.4k 24 308 267

asked Jan 30 '11 at 11:16



Claes Gustavsson

4,959 9 46 74

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 jsfiddle.net/HZHmc. It doesn't work. But if you move the `window.onload` to after the definition: jsfiddle.net/HZHmc/1 it does work. – Skilldrick 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

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▲ window.onload = codeAddress; should work - [here's a demo](#), and the full code:

404



```
<!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');
      }
      window.onload = codeAddress;
    </script>
  </head>
  <body>

  </body>
</html>
```

Run code snippet

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```
<!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>
```

Run code snippet

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1,929

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982k

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- 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. developer.mozilla.org/en-US/docs/Web/API/GlobalEventHandlers/... – [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



218



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.

I'd recommend this if you use native Javascript.

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

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answered Sep 22 '14 at 22:27



[Spencer May](#)

3,823

9

26

46

- 8 (noob question: what does the false do?) – [sh05](#) Apr 11 '15 at 17:06

- 7 @sh05 for the 'bubbles' property (which you do not have to include, I just fill in all booleans for good habit). There is also another boolean statement for 'cancelable' property, but it is not very useful since the above statement is already un-cancelable. Read more about it here: developer.mozilla.org/en-US/docs/Web/Events/DOMContentLoaded – [Spencer May](#) Apr 13 '15 at 17:04

- 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

- 2 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

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

50

[running fiddle](#)

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

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answered Nov 29 '12 at 16:32



[Eat at Joes](#)

4,602 1 35 37

6 Your answer taught me alot, but not about jQuery / javascript. – [unicorn2](#) Mar 23 '15 at 14:32

2 @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.

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```
(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.

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answered Jun 18 '18 at 13:24



[Habeeb](#)

6,646 1 27 30

1 This is the only code that works with HTML Preview for GitHub: htmlpreview.github.io Other code, while correct, is ruined by this HTML Preview. – [Jason Doucette](#) Jan 14 '19 at 2:55

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

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15

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 curr.onload = window.onload;
        var newonload = function(evt) {
            curr.onload(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 :)

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answered Dec 5 '17 at 13:32



Will

171 1 6

thanks for providing additional insight into the `onload` usage – [CybeX](#) Jun 26 '18 at 17:43



Try [readystatechange](#)

6

```
document.addEventListener('readystatechange', () => {
    if (document.readyState == 'complete') codeAddress();
});
```



where states are:

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

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edited Nov 21 '19 at 9:50

answered Apr 8 '19 at 8:17



[Kamil Kięłczewski](#)

64.4k 24 308 267



2



Take a look at the [domReady script](#) 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);
```

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answered Jan 30 '11 at 11:30



[Russ Cam](#)

120k 30 195 256



2



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

```
(*your function goes here*)();
```



Alternatively:

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

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answered Nov 1 '20 at 1:48



[Dmitri Sanzharov](#)

426 4 5

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1



```
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>  
    <p id="test"></p>  
    <li>abcd</li>  
</body>  
</html>
```

Run code snippet

[Expand snippet](#)

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answered Jan 17 '19 at 6:15



Rudra

13 2



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

0



```
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.  
}
```

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answered Apr 6 '21 at 15:44



Obaidah

91 1 3