JavaScript - Keyboard events

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Keyboard events

- keydown
  on pressing the key (auto-repeats if the key is pressed for long),

- keyup
  on releasing the key.

- Main keyboard event properties:

  - code: the "key code" ("KeyA", "ArrowLeft" and so on), specific to the physical location of the key on keyboard.

  - key: the character, for non-character keys, such as Esc, usually has the same value as code.

  - shiftKey
  - ctrlKey
  - altKey
  - metaKey
  - repeat

onchange - event

- The change event triggers when the element has finished changing.

- For text inputs that means that the event occurs when it loses focus.

- For other elements: select, input type=checkbox/radio it triggers right after the selection changes

oninput - event

- The input event triggers every time after a value is modified by the user.

  - So we can't use `event.preventDefault()` there – it's just too late, there would be no effect.

- Unlike keyboard events, it triggers on any value change, even those that does not involve keyboard actions: pasting with a mouse or using speech recognition to dictate the text.

- If we want to handle every modification of an <input> then this event is the best choice.

cut, copy and paste - events

- They belong to ClipboardEvent class and provide access to the data that is cut/copied/pasted.

contextmenu

- The contextmenu event fires when the user attempts to open a context menu.

- This event is typically triggered by clicking the right mouse button, or by pressing the context menu key.

Keyboard events - Summary

Event	Description	Specials
change	A value was changed.	For text inputs triggers on focus loss.
input	For text inputs on every change.	Triggers immediately unlike change.
cut/copy/paste	Cut/copy/paste actions.	The action can be prevented. The event.clipboardData property gives access to the clipboard. All browsers except Firefox also support navigator.clipboard.