

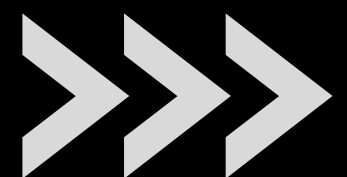
Day 13

EVENTS IN HTML

HTML Learning series



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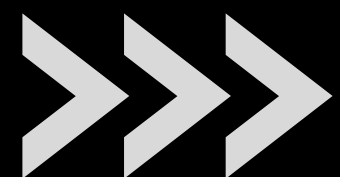


What are HTML Events?

HTML events are actions or occurrences that happen in the browser usually **triggered** by the user or browser itself that the browser can respond to using **JavaScript**.

Why HTML Events Matter

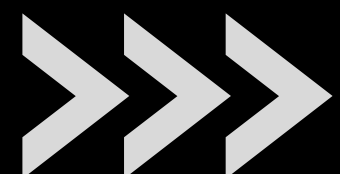
- Make your web pages interactive
- Allow you to respond to user actions
- Work with JavaScript to create dynamic behavior
- Used in everything from forms to games, apps, and more



1. Mouse Events


- **click** : Triggered when the mouse is clicked.
- **mouseover** : Fired when the mouse enters an element.
- **mouseout** : Fired when the mouse leaves an element.

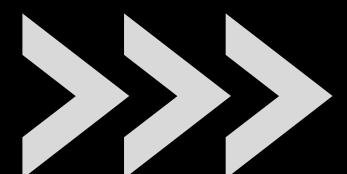
```
• • •  
  
<button onclick="handleClick()">Click me!</button>  
  
<script>  
  function handleClick() {  
    alert('Button clicked!');  
  }  
</script>
```



2. Keyboard Events


- **keydown:** Fired when a key is pressed down
- **keyup:** Fired when a key is released
- **keypress:** (Deprecated) Fired when a key is pressed (use keydown instead)

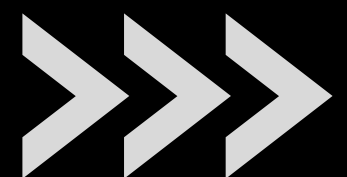
```
  
<input type="text" onkeydown="showKey(event)" placeholder="Type something" />  
  
<script>  
  function showKey(e) {  
    alert("You pressed: " + e.key);  
  }  
</script>
```



3. Form Events

- **submit** : Triggered when a form is submitted.
- **change** : Fired when the value of an input field changes and loses focus

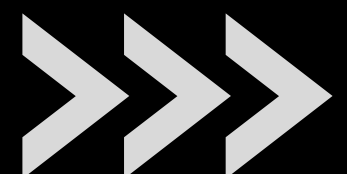
```
  
<form onchange="handleChange( )">  
  <input type="text" />  
</form>  
  
<script>  
  function handleChange( ) {  
    console.log( 'Input changed!' );  
  }  
</script>
```



4. Window Events

- **load** : Triggered when the entire page has finished loading.
- **resize** : Triggered whenever the browser window is resized.

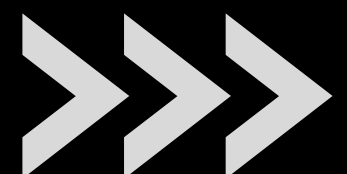
```
  
<body onload="handleLoad()" onresize="handleResize()">  
  <script>  
    function handleLoad() {  
      console.log('Page loaded!');  
    }  
  
    function handleResize() {  
      console.log('Window resized!');  
    }  
  </script>  
</body>
```



5. Clipboard Events

- **oncopy** : When content is copied
- **oncut** : When content is cut
- **onpaste** : When content is pasted

```
<input type="text" id="myInput"  
  oncopy="handleCopy( )"  
  oncut="handleCut( )"  
  onpaste="handlePaste( )"  
  placeholder="Try copy, cut or paste here" />
```

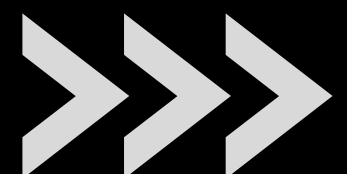


6. Media Events

- **onplay** : Fired when media starts playing
- **onpause** : Fired when media is paused
- **onended** : Fired when playback has stopped
- **onvolumechange** : Fired when volume is changed



```
<video controls onplay="console.log('Playing')">  
  <source src="movie.mp4" type="video/mp4">  
</video>
```

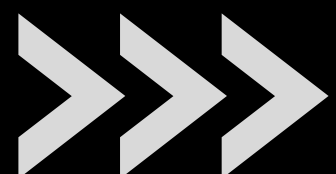


7. Drag & Drop Events

- **ondragstart** : Triggered when drag starts
- **ondrag** : While element is being dragged
- **ondragover** : When dragging over a valid drop target
- **ondrop** : When element is dropped



```
<div id="drag" draggable="true">Drag me</div>  
<div id="drop" style="color:white">Drop here</div>
```



Day 01

Introduction to **HTML**

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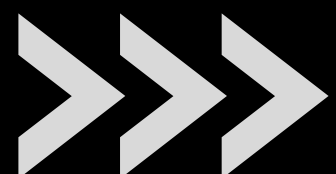
Day 02

Commonly Used **HTML** Tags

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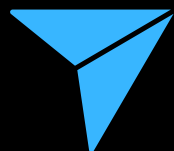
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