

JavaScript HTML DOM Events

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HTML DOM allows JavaScript to react to HTML events:

Mouse Over Me

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Reacting to Events

A JavaScript can be executed when an event occurs, like when a user clicks on an HTML element.

To execute code when a user clicks on an element, add JavaScript code to an HTML event attribute:

```
onclick=JavaScript
```

Examples of HTML events:

- When a user clicks the mouse
- When a web page has loaded
- When an image has been loaded
- When the mouse moves over an element
- When an input field is changed
- When an HTML form is submitted
- When a user strokes a key

Example

```
<!DOCTYPE html>
<html>
<body>

<h1 onclick="this.innerHTML = 'Oops!'">Click on this text!</h1>

</body>
</html>
```

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In this example, a function is called from the event handler:

Example

```
<!DOCTYPE html>
<html>
<body>

<h1 onclick="changeText(this)">Click on this text!</h1>

<script>
function changeText(id) {
  id.innerHTML = "Oops!";
}
</script>

</body>
</html>
```

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Example

Assign an onclick event to a button element:

```
<button onclick="displayDate()">Try it</button>
```

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In the example above, a function named `displayDate` will be executed when the button is clicked.

Assign Events Using the HTML DOM

The HTML DOM allows you to assign events to HTML elements using JavaScript:

Example

Assign an onclick event to a button element:

```
<script>  
document.getElementById("myBtn").onclick = displayDate;  
</script>
```

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In the example above, a function named `displayDate` is assigned to an HTML element with the `id="myBtn"`.

The function will be executed when the button is clicked.

The onload and onunload Events

version, and load the proper version of the web page based on the information.

The `onload` and `onunload` events can be used to deal with cookies.

Example

```
<body onload="checkCookies()">
```

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The oninput Event

The `oninput` event is often to some action while the user input data.

Below is an example of how to use the `oninput` to change the content of an input field.

Example

```
<input type="text" id="fname" oninput="upperCase()">
```

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The onchange Event

The `onchange` event is often used in combination with validation of input fields.

Below is an example of how to use the `onchange`. The `upperCase()` function will be called when a user changes the content of an input field.

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The onmouseover and onmouseout Events

The `onmouseover` and `onmouseout` events can be used to trigger a function when the user mouses over, or out of, an HTML element:

Mouse Over Me

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The onmousedown, onmouseup and onclick Events

The `onmousedown`, `onmouseup`, and `onclick` events are all parts of a mouse-click. First when a mouse-button is clicked, the `onmousedown` event is triggered, then, when the mouse-button is released, the `onmouseup` event is triggered, finally, when the mouse-click is completed, the `onclick` event is triggered.

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More Examples

[onmousedown and onmouseup](#)

Change an image when a user holds down the mouse button.

Change the background-color of an input field when it gets focus.

Mouse Events

Change the color of an element when the cursor moves over it.

HTML DOM Event Object Reference

For a list of all HTML DOM events, look at our complete [HTML DOM Event Object Reference](#).

Exercise [?]

What is a legal HTML attribute used for adding some action when a button is clicked?

- ☐ `<button onclick='alert(10) '>Click me</button>`
- ☐ `<button click='alert(10) '>Click me</button>`
- ☐ `<button press='alert(10) '>Click me</button>`

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