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  DOM [Events]

  - Use Events On HTML

  - USe Events On JS

  - onclick // when u click the button

  - oncontextmenu // when u right click u can change the menu that it shows

  - onmouseenter // when u hover at it, it will count it as clicked

  - onmouseleave // when u unhover the word it will count it as a click

  - onload

  - onscroll // counts the scrolls

  - onresize // counts the length

  - onfocus

  - onblur

  - onsubmit

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let myBtn = document.getElementById("btn");

myBtn.onclick = function () {

  console.log("Clicked");

};

window.onscroll = function () {

  console.log("scroll");

};

<!DOCTYPE html>

<html lang="en">

<head>

    <meta charset="UTF-8" />

    <meta name="viewport" content="width=device-width, initial-scale=1.0" />

    <title>Learn JavaScript</title>

    <style>

        body {

            height: 5000px;

        }

    </style>

</head>

<body>

    <button id="btn">Button</button>

    <hr>

    <form action="">

        <input type="text">

        <input type="submit" value="Submit Data">

    </form>

    <script src="main.js"></script>

</body>

</html>