

# Java script Event Handling

An HTML event can be something the browser does, or something a user does.

Here are some examples of HTML events:

- An HTML web page has finished loading
- An HTML input field was changed
- An HTML button was clicked

Often, when events happen, you may want to do something.

JavaScript lets you execute code when events are detected.

HTML allows event handler attributes, **with JavaScript code**, to be added to HTML elements.

The change in the state of an object is known as an **Event**. In html, there are various events which represents that some activity is performed by the user or by the browser.

When [java script](#) code is included in [HTML](#), js react over these events and allow the execution. This process of reacting over the events is called **Event Handling**. Thus, js handles the HTML events via **Event Handlers**.

**For example**, when a user clicks over the browser, add js code, which will execute the task to be performed on the event.

Most oftenly used events are: **Mouse Events**, **Keyboard Events**, **Document/Window Event**, Form Events

Event Performed	Event Handler	Description
click	onclick	When mouse click on an element
mouseover	onmouseover	When the cursor of the mouse comes over the element
mouseout	onmouseout	When the cursor of the mouse leaves an element
mousedown	onmousedown	When the mouse button is pressed over the element
mouseup	onmouseup	When the mouse button is released over the element
mousemove	onmousemove	When the mouse movement takes place.

Event Performed	Event Handler	Description
Keydown & Keyup	onkeydown & onkeyup	When the user press and then release the key

Event Performed	Event Handler	Description
focus	onfocus	When the user focuses on an element
submit	onsubmit	When the user submits the form
blur	onblur	When the focus is away from a form element
change	onchange	When the user modifies or changes the value of a form element

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change	onchange	When the user modifies or changes the value of a form element

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<button onclick="document.getElementById('demo').innerHTML=Date()">
```

```
Date and Time
```

```
</button>
```

```
<p id="demo"></p>
```

```
</body>
```

```
</html>
```





```
<!DOCTYPE HTML>
<html>
<head>
<style>
#div1 {
  width: 350px;
  height: 70px;
  padding: 10px;
  border: 1px solid #aaaaaa;
}
</style>
```

```
<script>
function allowDrop(ev) {
  ev.preventDefault();
}

function drag(ev) {
  ev.dataTransfer.setData("text", ev.target.id);
}

function drop(ev) {
  ev.preventDefault();
  var data = ev.dataTransfer.getData("text");

  ev.target.appendChild(document.getElementById(data));
}
</script>
</head>
```

```
<body>
```

```
<p>Drag the image into the rectangle:</p>
```

```
<div id="div1" ondrop="drop(event)" ondragover="allowDrop(event)"></div>
```

```
<div id="div1" ondrop="drop(event)" ondragover="allowDrop(event)"></div>
```

```
<div id="div1" ondrop="drop(event)" ondragover="allowDrop(event)"></div>
```

```
<br>
```

```
<div id="drag1" draggable="true" ondragstart="drag(event)" >Sri Harsha</div>
```

```
<div id="drag2" draggable="true" ondragstart="drag(event)" >Mohan Krishna</div>
```

```
<div id="drag3" draggable="true" ondragstart="drag(event)" >Hari </div>
```

```
</body>
```

```
</html>
```