**JS Events:**

Events are actions or occurrence that happen in system. In HTML events are something that happens to the HTML elements. But when javascript is used in HTML pages, it can react to these events. For e.g.,

When a user clicks over the browser, js code will execute the task to be performed on the event. Some events and their event handlers are:

1)Mouse events: onclick, onmouseover, onmouseout, onmousedown, onmouseup, onmousemove.

2)Keyboard events: onkeydown, onkeyup.

3)Form events: submit, focus,change.

4)Window/Document events: onload, onresize.

Example: **click event**

<script>

function clickevent()

    {

        document.write("This is a text");

}

</script>

<form>

<input type="button" onclick="clickevent()" value="Who's this?"/>

</form>

Example: **mouseover event**

<script>

function mouseoverevent()

{

alert("This is a text");

}

</script>

<p onmouseover="mouseoverevent()"> Keep cursor over me</p>

Example: **keydown event**

<script>

function keydownevent()

    {

        document.getElementById(“input1”);

alert("Pressed a key");

}

</script>

<form>

<input type="text" id=”input1”onclick=”keydownevent()” />

</form>

Example: **onfocus event**

<input type="text" id="input1" onfocus="focusevent()"/>

<script>

function focusevent()

{

document.getElementById("input1").style.background=" blue";

}

</script>

Example: **onsubmit event**

<form action=" " method="post" onsubmit="submitevent()">

<label>First Name:</label>

<input type="text" name="first-name" required>

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

</form>

<script>

function submitevent(){

alert("form is submitted");

}

</script>

<script>

document.getElementById("myBtn").addEventListener("click", function() {

alert("Hello World!");

});

</script>

**Example: addEventListener**

<button id="myBtn">Try it</button>

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

<script>

var x = document.getElementById("myBtn");

x.addEventListener("mouseover", myFunction);

x.addEventListener("click", mySecondFunction);

x.addEventListener("mouseout", myThirdFunction);

function myFunction() {

document.getElementById("demo").innerHTML += "Moused over!<br>";

}

function mySecondFunction() {

document.getElementById("demo").innerHTML += "Clicked!<br>";

}

function myThirdFunction() {

document.getElementById("demo").innerHTML += "Moused out!<br>";

}

</script>