**JAVASCRIPT DOM EVENT HANDLERS**

**Mouse Events**

❖ **onclick** — When a user clicks on an element, an event is triggered.

❖ **oncontextmenu** — When a user right-clicks on an element, a context menu appears.

❖ **ondblclick** — When a user double-clicks on an element, it is called ondblclick.

❖ **onmousedown** — When a user moves their mouse over an element, it is called onmousedown.

❖ **onmouseenter** — The mouse pointer is moved to a certain element.

❖ **onmouseleave** — The pointer leaves an element.

❖ **onmousemove** — When the pointer is over an element, it moves.

❖ **onmouseover** — When the cursor is moved onto an element or one of its descendants, the term onmouseover is used.

❖ **onmouseout** — When the user moves the mouse cursor away from an element or one of its descendants, it is called onmouseout.

❖ **onmouseup** — When a user releases a mouse button while hovering over an element, it is known as onmouseup.

**Form Events**

❖ **onblur** — When an element loses focus, it is called onblur.

❖ **onchange** — A form element’s content changes. (for the input>, select>, and textarea> elements)

❖ **onfocus** — An aspect is brought into focus.

❖ **onfocusin** — When an element is ready to become the centre of attention.

❖ **onfocusout** — The element is about to lose focus.

❖ **oninput** — When a user inputs something into an element, it’s called oninput.

❖ **oninvalid** — If an element isn’t valid, it’s called oninvalid.

❖ **onreset** — The state of a form is reset.

❖ **onsearch** — A user enters text into a search field (for input=”search”>).

❖ **onselect** — The user chooses some text (input> and textarea>).

❖ **onsubmit** — A form is filled out and submitted.

**Drag Events**

❖ **ondrag** — When an element is dragged, it is called ondrag.

❖ **ondragend** — The element has been dragged to its final position.

❖ **ondragenter** — When a dragged element enters a drop target, it is called ondragenter.

❖ **ondragleave** — When a dragged element departs the drop target, it is called ondragleave.

❖ **ondragover** — The dropped element is on top of the dragged element.

❖ **ondragstart** — The user begins dragging an element.

❖ **ondrop** — When a dragged element is dropped on a drop target, it is called ondrop.

**Keyboard Events**

❖ **onkeydown** — When the user presses a key down

❖ **onkeypress** — When the user begins to press a key.

❖ **onkeyup** — A key is released by the user.

**Frame Events**

❖ **onabort** — The loading of a media is aborted with onabort.

❖ **onerror** — When loading an external file, an error occurs.

❖ **onpagehide** — When a user leaves a webpage, it is called onpagehide.

❖ **onpageshow** — When the user navigates to a webpage

❖ **onhashchange** — The anchor component of a URL has been changed.

❖ **onload** — When an object has loaded

❖ **onresize** — The document view gets resized when onresize is called.

❖ **onscroll** — The scrollbar of an element is being scrolled.

❖ **onbeforeunload** — Before the document is due to be emptied, an event occurs.

❖ **onunload** — When a page is emptied, this event occurs.

**Animation Events**

❖ **animationstart** — The animation in CSS has begun.

❖ **animationend** — When a CSS animation is finished, it is called animationend.

❖ **animationiteration** — CSS animation is repeated using animationiteration.

**Clipboard Events**

❖ **oncut** — The content of an element is cut by the user.

❖ **onpaste** — When a user pastes material into an element, it is called onpaste.

❖ **oncopy** — The content of an element is copied by the user

**Media Events**

❖ **onloadeddata** — Media data has been loaded

❖ **onloadedmetadata** — Metadata is loaded (such as size and duration).

❖ **onloadstart** — The browser begins looking for the media that has been specified.

❖ **onabort** — The loading of media has been halted.

❖ **onerror** — When an error occurs while loading an external file, the event onerror is triggered.

❖ **onpause** — Media is paused, either manually or automatically, by the user.

❖ **onplay** — The video or audio has begun or is no longer paused.

❖ **onstalled** — The browser is attempting to load the media, but it is not currently accessible.

❖ **oncanplay** — The browser has the ability to begin playing media (e.g. a file has buffered enough)

❖ **oncanplaythrough** — The browser is capable of playing media without pausing.

❖ **ondurationchange** — The media’s duration changes.

❖ **onended** — The media’s time has come to an end.

❖ **onsuspend** — The browser is not loading media on purpose.

❖ **ontimeupdate** — The situation has shifted (e.g. because of fast forward)

❖ **onvolumechange** — The volume of the media has changed (including mute)

❖ **onwaiting** — The media has taken a break, but it is anticipated to resume soon (for example, buffering)

❖ **onplaying** — Media that has been paused or halted for buffering is now playing.

❖ **onprogress** — The media is being downloaded by the browser.

❖ **onratechange** — The media’s playback speed changes.

❖ **onseeking** — The user begins to move/skip.

**Miscellaneous Events**

❖ **transitionend** — When a CSS transition is complete, this event is triggered.

❖ **onmessage** — The event source has received a message.

❖ **onpopstate** — When the history of the window changes

❖ **onshow** — A element is shown as a context menu when it is onshow.

❖ **onoffline** — The browser switches to offline mode.

❖ **ononline** — The browser enters the online mode.

❖ **ontouchcancel** — The user’s ability to touch the screen has been halted.

❖ **ontouchstart** — The touch-screen is activated by placing a finger on it.

❖ **onstorage** — An part of Web Storage has been upgraded.

❖ **ontoggle** — The user toggles the details> element open or closed.

❖ **onwheel** — The mouse wheel moves up and down when it passes over an element.

❖ **ontouchend** — A touch-screen user’s finger is withdrawn.

❖ **ontouchmove** — When a finger is dragged over the screen, it is called ontouchmove.