1. **What are Javascript events?**

According to W3 Schools, JavaScript events are “things” that happed to HTML events. To elaborate, the events are functionality and actions that HTML elements cannot do with JavaScript like animation.

1. **List at least six JavaScript events, and explain what they do.**

Straight from W3 Schools, here are six events: onclick, onmouseover, onmouseout, onkeydown, onload, onchange.

1. **Show with code segments how you can call a JavaScript function for each of the events listed in (2).**

Here are my favorite two events so far: onclick, and onmouseover.

**onclick** is an event that, when implemented, an HTML element can be clicked on and will execute what ever the code is set to do. When clicked, an image can change, text color can be changed, an element can animate, and many other things the code can do.

**onmouseover** is similar to onclick except instead of having to click on an event, the user can just hover over and element. All functionality can still be implemented.