Activate Click Event - <a href="#" target="\_blank" id="my-link" onclick="javascript:Test('Test');">Google Chrome</a>

var l = document.getElementById('my-link'); l.click();

Hover in - <img onmouseover="bigImg(this)" onmouseout="normalImg(this)" border="0" src="smiley.gif" alt="Smiley" width="32" height="32">

function bigImg(x) {

x.style.height = "64px";

x.style.width = "64px";

}

function normalImg(x) {

x.style.height = "32px";

x.style.width = "32px";

}

Change Event -

<select id="mySelect" onchange="myFunction()">

<option value="Audi">Audi

<option value="BMW">BMW

<option value="Mercedes">Mercedes

<option value="Volvo">Volvo

</select>

function myFunction() {

var x = document.getElementById("mySelect").value;

document.getElementById("demo").innerHTML = "You selected: " + x;

}

Onfocus - Enter your name: <input type="text" onfocus="myFunction(this)">

function myFunction(x) {

x.style.background = "yellow";

}

OnbeforeUnload - <body onbeforeunload="return myFunction()">

<p>Close this window, press F5 or click on the link below to invoke the onbeforeunload event.</p>

<a href="http://www.w3schools.com">Click here to go to w3schools.com</a>

<script>

function myFunction() {

return "Write something clever here...";

}

Document onload - window.onload = function(){ // do something }

Keydown,Keyup,KeyPress - The **KeyDown** event is triggered when the user presses a Key.

The **KeyUp** event is triggered when the user releases a Key.

The **KeyPress** event is triggered when the user presses & releases a Key. (onKeyDown followed by onKeyUp)

<textarea type="text" onkeypress="this.value=this.value + 'onkeypress '"></textarea><br/> <textarea type="text" onkeydown="this.value=this.value + 'onkeydown '" ></textarea><br/> <textarea type="text" onkeyup="this.value=this.value + 'onkeyup '" ></textarea><br/>

<script type="text/javascript"> function myKeyPress(e){ var keynum; if(window.event) { // IE keynum = e.keyCode; } else if(e.which){ // Netscape/Firefox/Opera keynum = e.which; } alert(String.fromCharCode(keynum)); } </script> <form> <input type="text" onkeypress="return myKeyPress(event)" /> </form>

* **Content** - The content of the box, where text and images appear
* **Padding** - Clears an area around the content. The padding is transparent
* **Border** - A border that goes around the padding and content
* **Margin** - Clears an area outside the border. The margin is transparent

span#mySpan {

background-color:red;

display:**inline**;

}

span#mySpan {

background-color:red;

display:**block**;

}

span#mySpan {

background-color:red;

display:**list-item**;

}

span#mySpan {

background-color:red;

display:**none**;

}

span#mySpan {

background-color:red;

display:**initial**;

}

visibility: visible|hidden|collapse|initial|inherit;

|  |  |  |
| --- | --- | --- |
|  |  |  |
| static | Default value. Elements render in order, as they appear in the document flow | [Play it »](http://www.w3schools.com/cssref/playit.asp?filename=playcss_position) |
| absolute | The element is positioned relative to its first positioned (not static) ancestor element | [Play it »](http://www.w3schools.com/cssref/playit.asp?filename=playcss_position&preval=absolute) |
| fixed | The element is positioned relative to the browser window | [Play it »](http://www.w3schools.com/cssref/playit.asp?filename=playcss_position&preval=fixed) |
| relative | The element is positioned relative to its normal position, so "left:20px" adds 20 pixels to the element's LEFT position | [Play it »](http://www.w3schools.com/cssref/playit.asp?filename=playcss_position&preval=relative) |
| initial | Sets this property to its default value. [Read about *initial*](http://www.w3schools.com/cssref/css_initial.asp) | [Play it »](http://www.w3schools.com/cssref/playit.asp?filename=playcss_position&preval=initial) |
| inherit | Inherits this property from its parent element. [Read about *inherit*](http://www.w3schools.com/cssref/css_inherit.asp) |  |