

# JavaScript Events and Their Uses

## Mouse Events

- click - Fires when an element is clicked.
- dblclick - Fires when an element is double-clicked.
- mousedown - Fires when a mouse button is pressed.
- mouseup - Fires when a mouse button is released.
- mousemove - Fires when the mouse is moved over an element.
- mouseenter - Fires when the mouse enters an element.
- mouseleave - Fires when the mouse leaves an element.
- mouseover - Fires when the mouse moves over an element or its children.
- mouseout - Fires when the mouse moves out of an element or its children.
- contextmenu - Fires when the right mouse button is clicked.

## Keyboard Events

- keydown - Fires when a key is pressed down.
- keyup - Fires when a key is released.
- keypress (deprecated) - Fires when a key is pressed.

## Form Events

- submit - Fires when a form is submitted.
- change - Fires when the value of an input element changes.
- input - Fires when a user types into an input field.
- focus - Fires when an element gains focus.
- blur - Fires when an element loses focus.
- reset - Fires when a form is reset.

## Clipboard Events

- copy - Fires when text is copied.
- cut - Fires when text is cut.
- paste - Fires when text is pasted.

## Drag & Drop Events

- drag - Fires when an element is dragged.
- dragstart - Fires when dragging starts.
- dragend - Fires when dragging ends.
- dragover - Fires when an element is dragged over a valid drop target.
- dragenter - Fires when an element enters a valid drop target.
- dragleave - Fires when an element leaves a valid drop target.
- drop - Fires when a draggable element is dropped.

## Window & Document Events

- load - Fires when the page has fully loaded.

- DOMContentLoaded - Fires when the HTML is completely loaded and parsed.
- resize - Fires when the window is resized.
- scroll - Fires when the page is scrolled.
- unload - Fires when the page is being unloaded.
- beforeunload - Fires before the page is unloaded.

### Touch Events (Mobile)

- touchstart - Fires when a touch point is placed on the screen.
- touchmove - Fires when a touch point moves across the screen.
- touchend - Fires when a touch point is removed from the screen.
- touchcancel - Fires when a touch event is interrupted.

### Media Events

- play - Fires when media starts playing.
- pause - Fires when media is paused.
- ended - Fires when media playback has ended.
- volumechange - Fires when volume changes.
- timeupdate - Fires when the current playback position changes.

### Network & Connection Events

- online - Fires when the browser goes online.
- offline - Fires when the browser goes offline.
- error - Fires when an error occurs.

### Animation & Transition Events

- animationstart - Fires when a CSS animation starts.
- animationend - Fires when a CSS animation ends.
- animationiteration - Fires when a CSS animation repeats.
- transitionstart - Fires when a CSS transition starts.
- transitionend - Fires when a CSS transition ends.

### Pointer Events

- pointerdown - Fires when a pointer (mouse, touch, or stylus) is pressed down.
- pointermove - Fires when a pointer moves.
- pointerup - Fires when a pointer is released.
- pointerenter - Fires when a pointer enters an element.
- pointerleave - Fires when a pointer leaves an element.