

JavaScript Event Driven Function

Topics Covered:

- JavaScript Events
- Mouse Events
- Keyboard Events
- Document Events
- Form Events
- Example

Topics in Detail:

JavaScript Events

- When the **user manipulates a page**, there will be a **change in the state of the object** known as **Event**.
- JavaScript **interacts** with the HTML. This interaction is **handled by Events**.
- The process of **handling the interaction** of JavaScript with the **HTML** is called **Event Handling**.
- The Events are **handled** via **Event Handlers**.
- **Event handler** is a **block of code** which will be **executed** when an **event** occurs.
- Event handlers are also known as **Event Listeners**.
- These events help JavaScript in providing a **dynamic interface** to a **webpage**.

Syntax

```
<element event='some JavaScript'>
```

Example

```
<button onclick="document.getElementById('demo').innerHTML=Date()">The time is?</button>
```

Mouse Events

Event	Event Handler	Description
click	onclick	<p>When mouse click on an element</p> <p>HTML</p> <pre><element onclick="myScript"></pre> <p>JavaScript</p> <pre>object.onclick = function(){myScript};</pre>
mouseover	onmouseover	<p>When the cursor of the mouse comes over the element</p> <p>HTML</p> <pre><element onmouseover="myScript"></pre> <p>JavaScript</p> <pre>object.onmouseover = function(){myScript};</pre>
mouseout	onmouseout	<p>When the cursor of the mouse leaves an element</p> <p>HTML</p> <pre><element onmouseout="myScript"></pre> <p>JavaScript</p> <pre>object.onmouseout = function(){myScript};</pre>
mousedown	onmousedown	<p>When the mouse button is pressed over the element</p> <p>HTML</p> <pre><element onmousedown="myScript"></pre> <p>JavaScript</p> <pre>object.onmousedown = function(){myScript};</pre>
mouseup	onmouseup	<p>When the mouse button is released over the element</p> <p>HTML</p> <pre><element onmouseup="myScript"></pre> <p>JavaScript</p> <pre>object.onmouseup = function(){myScript};</pre>
mousemove	onmousemove	<p>When the mouse movement takes place</p> <p>HTML</p> <pre><element onmousemove="myScript"></pre> <p>JavaScript</p> <pre>object.onmousemove = function(){myScript};</pre>

Keyboard Events

Event	Event Handler	Description
Keyup	onkeyup	<p>When the user press up key and then releases it</p> <p>HTML</p> <pre><element onkeyup="myScript"></pre> <p>JavaScript</p> <pre>object.onkeyup = function(){myScript};</pre>
Keydown	onkeydown	<p>When the user press down key and then releases it</p> <p>HTML</p> <pre><element onkeydown="myScript"></pre> <p>JavaScript</p> <pre>object.onkeydown = function(){myScript};</pre>

Window/ Document Events

Event	Event Handler	Description
load	onload	<p>When the browser finishes the loading of the page</p> <p>HTML</p> <pre><element onload="myScript"></pre> <p>JavaScript</p> <pre>object.onload = function(){myScript};</pre>
unload	onunload	<p>When the visitor leaves the current page, the browser unloads it</p> <p>HTML</p> <pre><element onunload="myScript"></pre> <p>JavaScript</p> <pre>object.onunload = function(){myScript};</pre>
resize	onresize	<p>When the visitor resizes the window of the browser</p> <p>HTML</p> <pre><element onresize="myScript"></pre> <p>JavaScript</p> <pre>object.onresize = function(){myScript};</pre>

Form Events

Event	Event Handler	Description
focus	onfocus	<p>When the user focuses on an element</p> <p>HTML</p> <pre><element onfocus="myScript"></pre> <p>JavaScript</p> <pre>object.onfocus = function(){myScript};</pre>
submit	onsubmit	<p>When the user submits the form</p> <p>HTML</p> <pre><element onsubmit="myScript"></pre> <p>JavaScript</p> <pre>object.onsubmit = function(){myScript};</pre>
blur	onblur	<p>When the focus is away from a form element</p> <p>HTML</p> <pre><element onblur="myScript"></pre> <p>JavaScript</p> <pre>object.onblur = function(){myScript};</pre>
change	onchange	<p>When the user modifies or changes the value of a form element</p> <p>HTML</p> <pre><element onchange="myScript"></pre> <p>JavaScript</p> <pre>object.onchange = function(){myScript};</pre>

Example

- **Onload Event**

- The onload event occurs when an object has been loaded.
- The onload event can be used in HTML and in JavaScript.
- **HTML:**

```
<element onload="myScript">
```

- **JavaScript:**

```
object.onload = function(){myScript};
```

- **Example:**

```
window.onload = function () {  
    //script to be executed  
}
```

- **OnClick event:**

- The on-click event occurs when the user clicks on an element.
- The onclick event can be used in HTML and JavaScript.

- **HTML:**

```
<element onclick="myScript">
```

- **JavaScript:**

```
object.onclick = function(){myScript};
```

- **Example:**

```
buttonStart.onclick = function(){  
    // script to be executed  
}
```