Title: Events in React

Answer:

React provides an easy way to manage events. Prepare to say goodbye to `addEventListener` :)

In the previous article about the State you saw this example:

```
const CurrencySwitcher = (props) => {
  return (
    <button onClick={props.handleChangeCurrency}>
      Current currency is {props.currency}. Change it!
    </button>
  )
}
```

If you've been using JavaScript for a while, this is just like plain old JavaScript event handlers, except that this time you're defining everything in JavaScript, not in your HTML, and you're passing a function, not a string.

The actual event names are a little bit different because in React you use camelCase for everything, so `onclick` becomes `onClick` , `onsubmit` becomes `onSubmit` .

For reference, this is old school HTML with JavaScript events mixed in:

```
<button onclick="handleChangeCurrency()">
  ...
</button>
```

EVENT HANDLERS

It's a convention to have event handlers defined as methods on the Component class:

```


  handleChangeCurrency = (event) => {
    this.setState({ currency: this.state.currency ===
      '€' ? '$' : '€' })
  }
```

All handlers receive an event object that adheres, cross-browser, to the W3C UI Events spec.

THE EVENTS REFERENCE

There are lots of events supported, here's a summary list.

CLIPBOARD

- onCopy
- onCut
- onPaste

COMPOSITION

- onCompositionEnd
- onCompositionStart
- onCompositionUpdate

KEYBOARD

- onKeyDown
- onKeyPress
- onKeyUp

FOCUS

- onFocus
- onBlur

FORM

- onChange
- onInput
- onSubmit

MOUSE

- onClick
- onContextMenu
- onDoubleClick
- onDrag
- onDragEnd
- onDragEnter
- onDragExit
- onDragLeave
- onDragOver
- onDragStart
- onDrop
- onMouseDown
- onMouseEnter
- onMouseLeave
- onMouseMove
- onMouseOut
- onMouseOver
- onMouseUp

SELECTION

- onSelect

TOUCH

- onTouchCancel
- onTouchEnd
- onTouchMove
- onTouchStart

UI

- onScroll

MOUSE WHEEL

- onWheel

MEDIA

- onAbort
- onCanPlay
- onCanPlayThrough
- onDurationChange
- onEmptied
- onEncrypted
- onEnded
- onError
- onLoadedData
- onLoadedMetadata
- onLoadStart
- onPause
- onPlay
- onPlaying
- onProgress
- onRateChange
- onSeeked
- onSeeking
- onStalled
- onSuspend
- onTimeUpdate
- onVolumeChange
- onWaiting

IMAGE

- onLoad
- onError

ANIMATION

- onAnimationStart
- onAnimationEnd
- onAnimationIteration

TRANSITION

- onTransitionEnd

Tags: react