

# Events in JavaScript



@\_codevalley



Zuhaib Asif



# What is Event?

Events are interactions or occurrences that happen in the browser, such as a user clicking a button, moving the mouse, pressing a key, or the browser finishing loading a webpage. JavaScript provides a way to respond to these events by using event listeners and handling functions.

**Swipe to see the events in JavaScript and their purposes:**





# Mouse Events:

## **click:**

- Triggered when the user clicks an element.

## **dblclick:**

- Triggered when the user double-clicks an element.

## **mousedown:**

- Triggered when the mouse button is pressed over an element.

## **mouseup:**

- Triggered when the mouse button is released over an element.

## **mouseup:**

- Triggered when the mouse button is released over an element.



# Keyboard Events:

## **keydown:**

- Triggered when a key on the keyboard is pressed.

## **keyup:**

- Triggered when a key on the keyboard is released.

## **keypress:**

- Triggered when a key on the keyboard is pressed and released.



# Form Events:

## **submit:**

- Triggered when a form is submitted.

## **reset:**

- Triggered when a form is reset.

## **change:**

- Triggered when the value of an input element changes.

## **input:**

- Similar to change, Triggered when the value of an input element changes (more real-time).



# Window Events:

## **load:**

- Triggered when the browser finishes loading a page.

## **unload:**

- Triggered when the user navigates away from a page.

## **resize:**

- Triggered when the browser window is resized

## **scroll:**

- Triggered when the user scrolls through a page.





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# Focus Events:

## **focus:**

- Triggered when an element gets focus.

## **blur:**

- Triggered when an element loses focus.