

## EXPERIMENT NO: 7

**Aim:** Create web page to implement Form Events.

### Lab Outcomes:

1. To understand the fundamental theory of events, how they work in browsers.
2. Write HTML using JavaScript event handlers.

### Theory:

- JavaScript's interaction with HTML is handled through events that occur when the user or the browser manipulates a page.
- When the page loads, it is called an event. When the user clicks a button, that click too is an event. Other examples include events like pressing any key, closing a window, resizing a window, etc.
- Developers can use these events to execute JavaScript coded responses, which cause buttons to close windows, messages to be displayed to users, data to be validated, and virtually any other type of response imaginable.

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HTML allows event handler attributes, **with JavaScript code**, to be added to HTML elements. With single quotes:

```
<element  
event='someJavaScript'  
>
```

With double quotes:

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

### Event & Event handlers for Form Elements.

Event	Occurs when...	Event Handler
<b>click</b>	User clicks on form element or link	onClick
<b>change</b>	User changes value of text, text area, or select element	onChange
<b>focus</b>	User gives form element input focus	onFocus
<b>blur</b>	User removes input focus from form element	onBlur
<b>mouseover</b>	User moves mouse pointer over a link or anchor	onMouseOver
<b>mouseout</b>	User moves mouse pointer off of link or anchor	onMouseOut
<b>select</b>	User selects form element's input field	onSelect
<b>submit</b>	User submits a form	onSubmit
<b>resize</b>	User resizes the browser window	onResize

<b>load</b>	User loads the page in the Navigator	onLoad
<b>unload</b>	User exits the page	onUnload

### 1. onclick Event

```

<html>
<head>
<script type =
"text/javascript">
function sayHello()
{
alert("Hello World")
}
</script>
</head>
<body>
<form><input type = "button" onclick = "sayHello()" value = "Say Hello" />
</form>
</body>
</html>

```

### 2. ondblclick event

```

<html>
<head>
<script>
function myFunction() {
document.getElementById("demo").innerHTML = "Hello World";
}
</script>
</head>
<body>
<p ondblclick="myFunction()">
Doubleclick this paragraph to trigger a function.</p>
<p id="demo"></p>
</body>
</html>

```

### Mouse Events:-

#### 1. onmouseover & onmouseout event

```

<!DOCTYPE html>

```

```
<html>
<body>
<h1 onmouseover="style.color='red'" onmouseout="style.color='black'">Mouse over this
text</h1>
</body>
</html>
```

## **2.onmouseup&onmousedown event**

```
<html>
<head>
<script> functionmyFunction(elmnt, clr)
{   elmnt.style.color = clr;
}
</script>
</head>
<body>
<p onmousedown="myFunction(this,'red')" onmouseup="myFunction(this,'green')">
Hi how are you?</p>
</body>
</html>
```

## **Load Events:-**

### **1.onload event**

```
<html>
<head>
<script> functionmyFunction() { alert("Page is loaded");
}
</script>
</head>
<body onload="myFunction()">
<h2>Hello World!</h2>
</body>
</html>
```

### **2.unload event**

```
<html>
<head>
<script> functionmyFunction()
{
alert("Thank you for visiting My page!");
}
</script>
```

```
</head>
<body onunload="myFunction()">
</body>
</html>
```

## Key Events

### 1.onkeypress event

```
<html>
<head>
<script> functionmyFunction() {
alert("You pressed a key inside the input field");
}
</script>
</head>
<body>
<input type="text" onkeypress="myFunction()">
</body></html>
```

### 2. onkeyup event

```
<html>
<head>
<script> functionmyFunction() {
var x = document.getElementById("fname"); x.value = x.value.toUpperCase();
}
</script>
</head>
<body>
Enter your name: <input type="text" id="fname" onkeyup="myFunction()">
</body>
</html>
```

### 3.onkeydown event

```
<html>
<head>
<script> functionmyFunction() {
alert("You pressed a key inside the input field");
}
</script>
</head>
<body>
<input type="text" onkeydown="myFunction()">
</body>
```

```
</html>
```

## Other Events

### 1.onchange event

```
<html>
<head>
<script> functionmyFunction() {
var x = document.getElementById("fname"); x.value = x.value.toUpperCase();
}
</script>
</head>
<body>
Enter your name: <input type="text" id="fname" onchange="myFunction()">
</body>
</html>
```

### 2.onselect event

```
<html>
<head>
<script> functionmyFunction()
{
document.write("selected some text");
}
</script>
</head>
<body>
Some text: <input type="text" value="Hello world!" onselect="myFunction()">
</body>
</html>
```

### 3.onfocus event

```
<html>
<head>
<script> functionmyFunction(x)
{
x.style.background = "yellow";
}
</script>
</head>
<body>
Enter your name: <input type="text" onfocus="myFunction(this)">
```

```
</body>
</html>
```

#### **4.onblur event**

```
<html>
<head>
<script> functionmyFunction()
{
var x = document.getElementById("fname"); x.value = x.value.toUpperCase();
}
</script>
</head>
<body>
Enter your name: <input type="text" id="fname" onblur="myFunction()">
</body>
</html>
```

#### **5.onreset event**

```
<html>
<head>
<script>
function message() {
alert("This alert box was triggered by the onreset event handler");
}
</script>
</head>
<body>
<form onreset="message()">
Enter your name: <input type="text" size="20">
<input type="reset">
</form>
</body>
</html>
```

#### **6.onsubmit event**

```
<html>
<head>
<script> functionconfirmInput()
{
fname = document.forms[0].fname.value;
alert("Hello " + fname + "! You will now be redirected to My Page");
}

```

```
</script>
</head>
<body>
<form onsubmit="confirmInput()" action="https://google.com/"> Enter your name: <input
id="fname" type="text" size="20">
<input type="submit">
</form>
</body>
</form>
```