**Module – 2 Advance JavaScript**

1. **What is JavaScript Output method?**

* JavaScript can "display" data in different ways: Writing into an HTML element, using innerHTML . Writing into the HTML output using document.write() . Writing into an alert box, using window.alert() . Writing into the browser console, using console.log() .

1. **How to used JavaScript Output method?**

* JavaScript Output defines the ways to display the output of a given code. The output can be displayed by using four different ways which are listed below:

**i)** [**innerHTML**](https://www.geeksforgeeks.org/html-dom-innerhtml-property/)**:** It is used to access an element. It defines the HTML content

document.getElementById("id").innerHTML;

**ii)**[**document.write()**](https://www.geeksforgeeks.org/html-dom-write-method/)**:**It is used for testing purpose.

document.write()

**iii)** [**window.alert()**](https://www.geeksforgeeks.org/html-window-alert-method/)**:**It displays the content using an alert box.

window.alert()

**iv)** [**console.log()**](https://www.geeksforgeeks.org/javascript-console-log-method/)**:** It is used for debugging purposes.

console.log()

**v)** [**window.prompt()**](https://www.geeksforgeeks.org/javascript-window-prompt-method/):- it Allows to take input from user

window.prompt()

1. How to used JavaScript Events to do all examples?

* I) **Input Events :-**

1. **onblur** - When a user leaves an input field

1. **onchange** - When a user changes the content of an input field

1. **onchange** - When a user selects a dropdown value

1. **onfocus** - When an input field gets focus

1. **onselect** - When input text is selected

1. **onsubmit** - When a user clicks the submit button

1. **onreset** - When a user clicks the reset button

1. **onkeydown** - When a user is pressing/holding down a key
2. **onkeypress** - When a user is pressing/holding down a key
3. **onkeyup** - When the user releases a key
4. **onkeyup** - When the user releases a key

**ii) Mouse Events :-**

1. **onmouseover/onmouseout** - When the mouse passes over anelement
2. **onmousedown/onmouseup** - When pressing/releasing a mousebutton
3. **onmousedown** - When mouse is clicked: Alert which element
4. **onmousedown** - When mouse is clicked: Alert which button
5. **onmousemove/onmouseout** - When moving the mouse pointerover/out of an image
6. **onmouseover/onmouseout** - When moving the mouse over/out of animage

**iii) Click Events**:-

1. **onclick** - When button is clicked
2. **ondblclick** - When a text is double-clicked

**iv) Load Events:-**

1. **onload** - When the page has been loaded
2. **onload** - When an image has been loaded
3. **onerror** - When an error occurs when loading an image
4. **onunload** - When the browser closes the document
5. **onresize** - When the browser window is resized