

Events & Event Listeners

JS

1. Mouse Events:

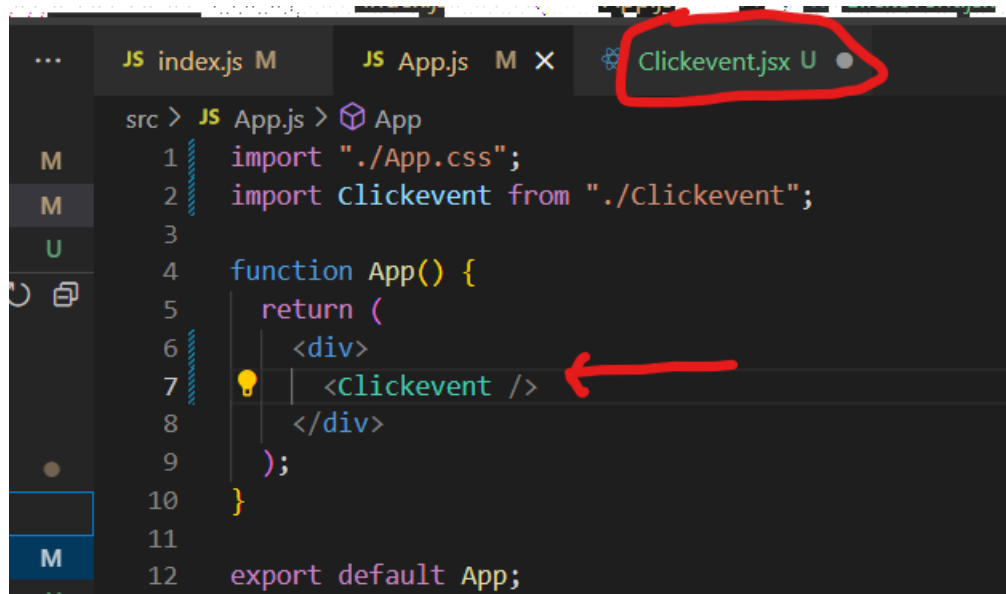
click
dblclick (double click)
mouseover
mouseout
mouseenter
mouseleave
mousedown
mouseup

2. Keyboard Events:

keydown
keyup
keypress

3. Form Events:

submit
reset
focus
blur
change
input



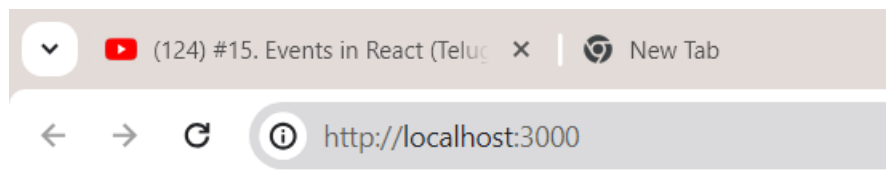
The screenshot shows a code editor with three tabs: 'index.js M', 'App.js M X', and 'Clickevent.jsx U'. The 'Clickevent.jsx U' tab is selected and highlighted with a red circle. The code in the editor is as follows:

```
src > JS App.js > App
1 import './App.css';
2 import Clickevent from './Clickevent';
3
4 function App() {
5   return (
6     <div>
7       <Clickevent />
8     </div>
9   );
10 }
11
12 export default App;
```

A red arrow points to the `<Clickevent />` tag on line 7, indicating its use in the JSX element.

```
JS index.js M    JS App.js M    Clিকেভেন্ট.jsx U X
src > Clিকেভেন্ট.jsx > Clিকেভেন্ট
1  import React from "react";
2  import { useState } from "react";
3
4  const Clিকেভেন্ট = () => {
5    const [number, setNumber] = useState(0);
6    return (
7      <div>
8      ⚠️ | <h1>{number}</h1>
9      </div>
10   );
11 };
12
13 export default Clিকেভেন্ট;
14
```

Import this in App.js to see output.



0

1)onClick

```
JS index.js M JS App.js M Clিকেvent.jsx U ●
src > Clিকেvent.jsx > Clিকেvent
2 import { useState } from "react";
3
4 const Clিকেvent = () => {
5   ⚡const [number, setNumber] = useState(0);
6
7   const increment = () => {
8     setNumber(number + 1);
9   };
10
11   const decrease = () => {
12     setNumber(number - 1);
13   };
14
15   const reset = () => {
16     setNumber(0);
17   };
18   return (
19     <div>
20       <h1>{number}</h1>
21       <button onClick={increment}>INCREMENT</button>
22       <button onClick={decrease}>DECREMENT</button>
23       <button onClick={reset}>RESET</button>
24     </div>
  )
}
```

⏪ ⏩ ↺ ⓘ http://localhost:3000

6

INCREMENT DECREMENT RESET

now all increment , decrease , reset all will works