# **DHTML Event Handlers**

**Creating dynamic web pages using events.**

**HTML events can trigger actions in the browser, like starting a JavaScript when a user clicks on an element.**

## **Examples**

[**onclick**](https://w3schools.sinsixx.com/dhtml/tryit.asp@filename=trydhtml_examples_image.htm)

**How to change an image when the user clicks it.**

<html>

<head>

<script type="text/javascript">

cc=0;

function changeimage()

{

if (cc==0)

{

cc=1;

document.getElementById('myimage').src="bulbon.gif";

}

else

{

cc=0;

document.getElementById('myimage').src="bulboff.gif";

}

}

</script>

</head>

<body>

<img id="myimage" onclick="changeimage()"

border="0" src="bulboff.gif"

width="100" height="180" />

<p>Click to turn on/off the light</p>

</body>

</html>

[**onmousedown & onmouseup**](https://w3schools.sinsixx.com/dhtml/tryit.asp@filename=trydhtml_event_onmousedown.htm) **-**

**This time the light is on only when the user holds down the mouse button.**

**<html>**

**<head>**

**<script type="text/javascript">**

**function lighton()**

**{**

**document.getElementById('myimage').src="bulbon.gif";**

**}**

**function lightoff()**

**{**

**document.getElementById('myimage').src="bulboff.gif";**

**}**

**</script>**

**</head>**

**<body>**

**<img id="myimage" onmousedown="lighton()"**

**onmouseup="lightoff()"**

**src="bulboff.gif" width="100"**

**height="180">**

**<p>Click to turn on the light</p>**

**</body>**

**</html>**

[**Onload**](https://w3schools.sinsixx.com/dhtml/tryit.asp@filename=trydhtml_event_onload.htm)**-**

**Displays an alert box when the page has finished loading.**

**<html>**

**<head>**

**<script type="text/javascript">**

**function mymessage()**

**{**

**alert("This message was triggered from the onload event");**

**}**

**</script>**

**</head>**

**<body onload="mymessage()">**

**</body>**

**</html>**

**Output:**

**This message was triggered from the onload event**

## **Event handlers**

**An event handler allows you to execute code when an event occurs.**

**Events are generated by the browser when the user clicks an element, when the page loads, when a form is submitted, etc.**

### **Example**

**A header changes when the user clicks it:**

**<h1 onclick="this.innerHTML='Ooops!'">Click on this text</h1>**

Output:

# **Ooops!**

**You can also add a script in the head section of the page and then call the function from the event handler:**

**<html>**

**<head>**

**<script type="text/javascript">**

**function changetext(id)**

**{**

**id.innerHTML="Ooops!";**

**}**

**</script>**

**</head>**

**<body>**

**<h1 onclick="changetext(this)">Click on this text</h1>**

**</body>**

**</html>**

**HTML 4.0 Event Handlers**

|  |  |
| --- | --- |
| **Event** | **Occurs when...** |
| **onabort** | **a user aborts page loading** |
| **onblur** | **a user leaves an object** |
| **onchange** | **a user changes the value of an object** |
| **onclick** | **a user clicks on an object** |
| **ondblclick** | **a user double-clicks on an object** |
| **onfocus** | **a user makes an object active** |
| **onkeydown** | **a keyboard key is on its way down** |
| **onkeypress** | **a keyboard key is pressed** |
| **onkeyup** | **a keyboard key is released** |
| **onload** | **a page is finished loading** |
| **onmousedown** | **a user presses a mouse-button** |
| **onmousemove** | **a cursor moves on an object** |
| **onmouseover** | **a cursor moves over an object** |
| **onmouseout** | **a cursor moves off an object** |
| **onmouseup** | **a user releases a mouse-button** |
| **onreset** | **a user resets a form** |
| **onselect** | **a user selects content on a page** |
| **onsubmit** | **a user submits a form** |
| **onunload** | **a user closes a page** |

## **More About HTML Events**

**For a full overview please refer to the complete** [**DOM Event Object Reference**](https://w3schools.sinsixx.com/htmldom/dom_obj_event.asp.htm) **in our HTML DOM tutorial.**