The event handlers below are triggered by an event in the bubbling phase. To register an event handler for the capture phase, append Capture to the event name; for example, instead of using onClick, you would use onClickCapture to handle the click event in the capture phase.

**Clipboard Events**

onCopy

onCut

onPaste

**Composition Events**

onCompositionEnd

onCompositionStart

onCompositionUpdate

**Keyboard Events**

onKeyDown

onKeyPress

onKeyUp

**Focus Events**

onFocus

onBlur

**Form Events**

onChange

onInput

onInvalid

onSubmit

**Mouse Events**

onClick

onContextMenu

onDoubleClick

onDrag

onDragEnd

onDragEnter

onDragExit

onDragLeave

onDragOver

onDragStart

onDrop

onMouseDown

onMouseEnter

onMouseLeave

onMouseMove

onMouseOut

onMouseOver

onMouseUp

**Pointer Events**

onPointerDown

onPointerMove

onPointerUp

onPointerCancel

onGotPointerCapture

onLostPointerCapture

onPointerEnter

onPointerLeave

onPointerOver

onPointerOut

**Selection Events**

onSelect

**Touch Events**

onTouchCancel

onTouchEnd

onTouchMove

onTouchStart

**UI Events**

onScroll

**Wheel Events**

onWheel

**Media Events**

onAbort

onCanPlay

onCanPlayThrough

onDurationChange

onEmptied

onEncrypted

onEnded

onError

onLoadedData

onLoadedMetadata

onLoadStart

onPause

onPlay

onPlaying

onProgress

onRateChange

onSeeked

onSeeking

onStalled

onSuspend

onTimeUpdate

onVolumeChange

onWaiting

**Image Events**

onLoad

onError

**Animation Events**

onAnimationStart

onAnimationEnd

onAnimationIteration

**Transition Events**

onTransitionEnd

**Other Events**

onToggle