Html Global Event Attributes

HTML has the ability to let events trigger actions in a browser, like starting a JavaScript when a user clicks on an element.

Below are the global event attributes that can be added to HTML elements to define event actions.

Window Event Attributes

Events triggered for the window object (applies to the <body> tag):

1. onafterprint: script to be run after the document is printed.
2. onbeforeprint: script to be run before the document is printed.
3. onbeforeunload: script to be run when the document is about to be unloaded.
4. onerror: script to be run when an error occurs.

5. onhashchange: script to be run when there has been changes to the anchor part of the URL.
6. onload: fires after the page is finished loading.
7. onmessage: script to be run when the message is triggered.
8. onoffline: script to be run when the browsers starts to work online.
9. ononline: script to be run when the browser starts to work online.
10. onpagehide: script to be run when a user navigates away from a page.
11. onpageshow: script to be run when a user navigates to a page.
12. onpopstate: script to be run when the window's history changes.
13. onresize: fires when the browswer window is resized.
14. onstorage: script to be run when a web storage area is updated.

15. onunload: fires once a page has unloaded (or the browswer has been closed)

Form Events

Events triggered by actions inside a HTML from (applies to almost all HTML elements, but is most used in form elements):

1. onblur: fires the moment that the element loses focus.
2. onchange: fires the moment when teh value of the element is changed.
3. oncontextmenu: script to be context menu is triggered.
4. onfocus: fires the moment when the element gets focus.
5. oninput: script to be run when an element gets user input.
6. oninvalid: script to be run when an element gets user input.

7. onreset: fires when the Reset button in a form is clicked.
8. onsearch: fires when the user writes something in a search field (for <input=”search”>).
9. onselect: fires after some text has been selected in a element.
10. onsubmit: fires when a form is submitted.

Keyboard Events

1. onkeydown: fires when a user is pressing a key.
2. onkeypress: fires when a user presses a key.
3. onkeyup: fires when a user releases a key.

Mouse Events

1. onclick: fires on a mouse click on the element.
2. ondbclick: fires on a mouse double-click on the element.

3. onmousedown: fires when a mouse button is pressed down on an element.
4. onmousemove: fires when the mouse pointer is moving while it is over an element.
5. onmouseout: fires when the mouse pointer moves out of the element.
6. onmouseover: fires when the mouse pointer moves over an element.
7. onmouseup: fires when a mouse button is released over an element.
8. onwheel: fires when the mouse wheel rolls up or down over an element.

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