



Event Handlers



What is an event handler?

An event handler is a code block that triggers when an event happens on your webpage

Things like OnClick, mouse scroll, onLoad, etc are types of events

Events allow you to capture user input or metrics on your side

Common Event Handlers

- onclick
- onload
- onchange
- onmouseover
- onkeydown

Pass variables for onclick events

We can also pass variables in events

```
onClick='FunctionName(this.id)'
```

```
onClick='FunctionName("Hello")'
```

In the above “this” refers to the actual element

onclick

Up until now we have been using onclick for buttons

```
<button onclick="functionName()">Click Me</button>
```

But you can use onclick in divs, paragraphs, monkeys, anything!

```
document.getElementById("divName").addEventListener("click", myFunction);
```

```
document.getElementById("divName").addEventListener("click", function () { myFunction(VARIABLE); });
```

Lets try it



onload

Onload will run after an object has fully loaded

Typically this is placed in the body tag

```
<body onload="functionName">
```

You can also accomplish this through a listener

```
document.getElementById("body").addEventListener("load", functionName);
```

Note that onload only works on the following tags

```
<body>, <frame>, <iframe>, <img>, <input type="image">, <link>, <script>, <style>
```

Lets try it



onchange

Onchange will run when the value of an element or object has changed

```
<input type="text" id="userId" onchange="functionName()">
```

You can also accomplish this through a listener

```
document.getElementById("userId").addEventListener("change",  
functionName);
```

Lets try it



onmouseover and onmouseout

Onmouseover will run when a user moves their mouse over the object or element

```
<div onmouseover="functionName()">
```

You can also accomplish this through a listener

```
document.getElementById("DivID").addEventListener("mouseover",  
functionName);
```

Lets try it



onkeydown

Onkeydown will run when a user presses any button on the keyboard

```
<input type="text" id="keyDownTest" onkeydown="functionName()">
```

You can also accomplish this through a listener

```
document.getElementById("keyDownTest").addEventListener("keydown",  
functionName);
```

Lets try it



Lots and lots of event handlers

https://www.w3schools.com/jsref/dom_obj_event.asp