

Javascript HTML DOM Events

- description : Javascript HTML DOM Events
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- lastupdate : 2021-04-20

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- [Javascript HTML DOM Events](#)

HTML DOM JavaScript가 HTML :

Reacting to Events

가 HTML 가 , JavaScript .

가 , HTML JavaScript 가 .

onclick=JavaScript

HTML :

- 가
- 가
- 가
- 가
- 가
- HTML
- 가

, 가 <h1> 가 .

```

<!DOCTYPE html>
<html>
<body>

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

```

```
</body>  
</html>
```

, (event handler)가 :

```
<!DOCTYPE html>  
<html>  
<body>  
  
  <h1 onclick="changeText(this)">Click on this text!</h1>  
  
  <script>  
    function changeText(id) {  
      id.innerHTML = "Je t'aime~~";  
    }  
  </script>  
  
</body>  
</html>
```

HTML Event Attributes

HTML

onclick

```
<!DOCTYPE html>  
<html>  
<body>  
  
  <p>Click the button to display the date.</p>  
  
  <button onclick="displayDate()">The time is?</button>  
  
  <p id="demo"></p>  
  
  <script>  
    function displayDate() {  
      document.getElementById("demo").innerHTML = Date();  
    }  
  </script>
```

```

    }
  </script>

</body>
</html>

```

, displayDate()

Assign Events Using the HTML DOM

HTML DOM

JavaScript

HTML

onclick

```

<script>
  document.getElementById("myBtn").onclick = displayDate;

  function displayDate() {
    document.getElementById("demo").innerHTML = Date();
  }
</script>

```

displayDate id="myBtn" 가 HTML

가

The onload and onunload Events

onload onunload

가

가

onload

onload onunload

```

<!DOCTYPE html>
<html>
<body onload="checkCookies()">

```

```
<p id="demo"></p>

<script>
  function checkCookies() {
    var text = "";
    if (navigator.cookieEnabled == true) {
      text = "Cookies are enabled.";
    } else {
      text = "Cookies are not enabled.";
    }
    document.getElementById("demo").innerHTML = text;
  }
</script>

</body>
</html>
```

The onchange Event

onchange

onchange
upperCase() 가

```
<!DOCTYPE html>
<html>
<body>

  Enter your name: <input type="text" id="fname" onchange="myFunction()">

  <p>When you leave the input field, a function is triggered which
  transforms the input text to upper case.</p>

  <script>
    function myFunction() {
      var x = document.getElementById("fname");
      x.value = x.value.toUpperCase();
    }
  </script>

</body>
</html>
```

The onmouseover and onmouseout Events

onmouseover onmouseout 가 HTML 가 가 HTML

```

<!DOCTYPE html>
<html>
<body>

  <div onmouseover="mOver(this)" onmouseout="mOut(this)" style="background-color: #D94A38; width:120px; height: 20px; padding:40px;">Mouse Over Me</div>

  <script>
    function mOver(obj) {
      obj.innerHTML = "Thank you"
    }

    function mOut(obj) {
      obj.innerHTML = "Mouse Over Me"
    }
  </script>

</body>
</html>

```

The onmousedown, onmouseup and onclick Events

onmousedown, onmouseup onclick onmousedown onmouseup , onclick 가 가 가

```

<!DOCTYPE html>
<html>
<body>

  <div onmousedown="mDown(this)" onmouseup="mUp(this)" style="background-color: #D94A38; width:90px ; height:20px; padding:40px; color:white">Click Me</div>

  <script>
    function mDown(obj) {
      obj.style.backgroundColor = "#1ec5e5";
      obj.innerHTML = "Release Me";
    }
  </script>

```

```
function mUp(obj) {
  obj.style.backgroundColor = "#D94A38";
  obj.innerHTML = "Merci";
}
</script>

</body>
</html>
```

More Examples

onmousedown and onmouseup
가

```
<!DOCTYPE html>
<html>
<body>

  

  <p>Click mouse and hold down!</p>

  <script>
    function lighton() {
      document.getElementById('myimage').src = "bulbon.gif";
    }
    function lightoff() {
      document.getElementById('myimage').src = "bulboff.gif";
    }
  </script>

</body>
</html>
```

onload
alert

```
<!DOCTYPE html>
<html>
<body onload="mymessage()">

  <script>
    function mymessage() {
      alert("This message was triggered from the onload event");
    }
  </script>
</body>
</html>
```

```
    }  
  </script>  
  
</body>  
</html>
```

onfocus

```
<!DOCTYPE html>  
<html>  
<body>  
  
  Enter your name: <input type="text" onfocus="myFunction(this)">  
  
  <p>When the input field gets focus, a function is triggered which changes  
  the background-color</p>  
  
  <script>  
    function myFunction(x) {  
      x.style.background = "yellow";  
    }  
  </script>  
  
</body>  
</html>
```

Mouse Events

```
<!DOCTYPE html>  
<html>  
<body>  
  
  <h1 onmouseover="style.color='red'" onmouseout="style.color='black'">Mouse  
  over this text</h1>  
  
</body>  
</html>
```

HTML DOM Event Object Reference

HTML DOM

[HTML DOM Event Object Reference](#)

,, [Javascript](#), [HTML](#), [DOM](#), [Events](#)

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