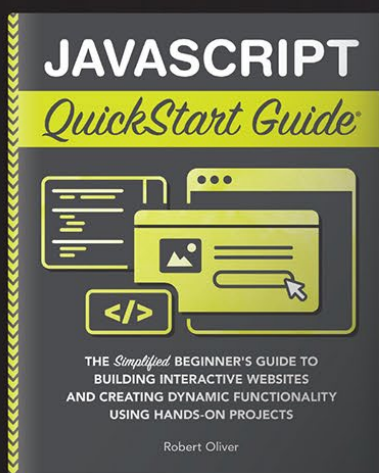


---

# JavaScript Events Cheat Sheet

Digital Asset for:



QUICKSTARTGUIDES.COM

EVENT NAME	THIS EVENT IS FIRED WHEN...
animationcancel	A CSS animation stops running without firing an animationend event.
animationend	A CSS animation has completed.
animationiteration	An iteration of a CSS animation ends and another begins.
animationstart	A CSS animation has started.
auxclick	A non-primary pointing device button (usually the middle or right mouse button) has been clicked and released on an element.
beforeinput	The value of an <input> or <textarea> element is about to be modified.
blur	An element has lost focus.
change	An input element is changed.
click	A button is clicked.
compositionend	A text composition system (such as a text editor) completes or cancels the current session.
compositionstart	A text composition system (such as a text editor) starts a new session.
compositionupdate	A text composition system (such as a text editor) receives a new character.
contentvisibilityautostatechange	An element with visible content starts or stops being relevant to a user and content is skipped.
contextmenu	The user attempt to open a context menu (usually by right-clicking a mouse).
copy	The user starts copying data (such as text or image) to the clipboard.
cut	The user starts cutting data (such as text or image) to the clipboard.
dblclick	A button is double-clicked.
DOMContentLoaded	The initial HTML document is fully loaded and parsed.

<code>focus</code>	An element receives focus.
<code>focusin</code>	An element receives focus and the event bubbles.
<code>focusout</code>	An element has lost focus and the event bubbles.
<code>fullscreenchange</code>	An element goes in or out of fullscreen mode.
<code>fullscreenerror</code>	The browser is unable to switch to fullscreen mode.
<code>gotpointercapture</code>	An element captures a pointer.
<code>input</code>	The user changes the value of an input, textarea, or select element.
<code>keydown</code>	The user presses any key.
<code>keyup</code>	The user releases any key.
<code>load</code>	The entire page, including all resources, is fully loaded in the browser.
<code>lostpointercapture</code>	A captured pointer is released.
<code>mousedown</code>	The user presses their mouse button while the pointer is on an element.
<code>mouseenter</code>	The user moves their mouse pointer over an element's hotspot (does not bubble).
<code>mouseleave</code>	The user moves their mouse pointer away from an element (does not bubble).
<code>mousemove</code>	The user moves their mouse pointer (typically within an element).
<code>mouseout</code>	The user moves their mouse away from an element where they had previously moused over.
<code>mouseover</code>	The user moves their mouse over a particular element.
<code>mouseup</code>	The user releases their mouse button while the pointer is on an element.
<code>paste</code>	The user pastes clipboard data (such as text or image).
<code>play</code>	A paused element (video, audio) is unpaused.

<code>pointercancel</code>	There are unlikely to be more pointer activities (such as when the user switches to a new browser).
<code>pointerdown</code>	A pointer becomes active (such as when a user touches a touchscreen or a mouse is clicked).
<code>pointerenter</code>	A pointer moves into an element's hotspot.
<code>pointerleave</code>	A pointer moves out of an element's hotspot.
<code>pointermove</code>	A pointer moves without any clicking.
<code>pointerout</code>	A pointer moves out of an element's boundaries or a pointer becomes undetectable.
<code>pointerover</code>	A pointer moves into an element's hotspot.
<code>pointerup</code>	A pointer becomes no longer active.
<code>scroll</code>	The user scrolls an element.
<code>scrollend</code>	An element's scroll is completed (experimental, not fully supported in all browsers).
<code>securitypolicyviolation</code>	A policy is violated.
<code>submit</code>	A form is submitted.
<code>touchcancel</code>	Touch activities are canceled (such as when the user switches apps or the user uses too many fingers accidentally).
<code>touchend</code>	The user lifts their finger from an element on a device with a touch screen.
<code>touchmove</code>	The user moves their finger to more than one point.
<code>touchstart</code>	When the user begins touching an element on a device with a touch screen.
<code>transitioncancel</code>	A CSS transition is canceled.
<code>transitionend</code>	A CSS transition has completed.
<code>transitionrun</code>	A CSS transition is first created.
<code>transitionstart</code>	A CSS transition has begun.
<code>wheel</code>	The user moves the wheel on their mouse.