

DOM event types

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The browser triggers many events. A full list is available in [MDN](#), but here are some of the most common event types and event names:

- **mouse events** ([MouseEvent](#)): mousedown, mouseup, click, dblclick, mousemove, mouseover, mousewheel, mouseout, contextmenu
- **touch events** ([TouchEvent](#)): touchstart, touchmove, touchend, touchcancel
- **keyboard events** ([KeyboardEvent](#)): keydown, keypress, keyup
- **form events**: focus, blur, change, submit
- **window events**: scroll, resize, hashchange, load, unload

Note that some events are device-specific. Touch events are only triggered on touch-enabled devices like smartphones and touch-screen laptops. Mouse events are triggered on most browsers, but sometimes they're slower than touch events on smartphones. The "mouseover" event isn't triggered at all in smartphones, since there's no way to hover over the screen without touching it.

Some developers add listeners for both the touch events and mouse events, so that their interface responds quickly across all devices, other developers use libraries like [FastClick](#) that automatically figures out which events to listen to on each device (that's what we do here at Khan Academy). Since you're just getting started, the easiest thing to do is to listen to mouse events, because those are the most universal.