

## onload Function Chaining

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### onload Function Chaining

#### onload Function Chaining using addEventListener

If it does not matter when during the onload event the JavaScript code is executed, simply add an event listener using `addEventListener`, passing the event object as a parameter:

```
function init(ev) {
    if (! ev) ev = window.event;
    <b mode="pre">... any JavaScript code here runs when the onload event has been triggered ..
}
window.addEventListener("load", init);
```

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### Running JavaScript code before other onload functions

To run JavaScript code during the **onload event** at specific times relative to other code in the same event, simply replace the `window.onload` function with a new function that runs the previous onload function at the desired time.

```
window.onload = function(prevOnloadFunction) {
    return function(ev) {
        if (! ev) ev = window.event;
        <b mode="pre">... any JavaScript code here runs before other onload code ...</b>
        if (typeof prevOnloadFunction == "function") prevOnloadFunction();
        else alert("prevOnloadFunction should be a function, not " + typeof
    prevOnloadFunction);
        <b mode="pre">... any JavaScript code here runs after other onload code ...</b>
    };
}(window.onload);
```

The previous `window.onload` function is passed as a parameter to a function that builds the new function (via `(window.onload)` near the end) so that it is resolved when the new function is being defined. However, since the inner function does *not* include a parameter list, its code, including the call to the `prevOnloadFunction()` will not be executed until the onload event has been triggered.

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*THE END*