WML - ONENTERBACKWARD EVENT

This event occurs when the user hits a card by normal backward navigational means. That is, user presses the Back key on a later card and arrives back at this card in the history stack.
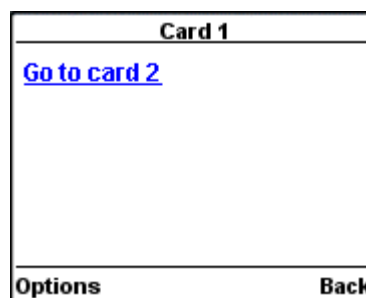
Here is the syntax to define an event handler for **onenterbackward** event:

```
<onevent type="onenterbackward">
    A task to be performed.
</onevent>
```
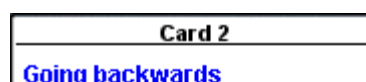
Following is the example showing how **onenterbackward** event occurs whenever you try to go back from second card to first card and defined event handler takes you to card number three instead of card number 1. Copy and past this program and try to play with it to understand **onenterbackward** event type.

```
<?xml version="1.0"?>
<!DOCTYPE wml PUBLIC "-//WAPFORUM//DTD WML 1.2//EN"
"http://www.wapforum.org/DTD/wml12.dtd">

<wml>
<card >
<onevent type="onenterbackward">
  <go href="#card3"/>
</onevent>
<p>
   <anchor>
       <go href="#card2"/>
       Go to card 2
   </anchor>
</p>
</card>
<card >
<p>
   <anchor>
   <prev/>
       Going backwards
   </anchor>
</p>
</card>
<card >
<p>
Hello World!
</p>
</card>
</wml>
```

When you load this program, you will get the following screen:

Now, press option **Go to card 2** to go to the second card this will take you to the following screen:

```
_____
Options                              Back
```

Now, you are on second page. Now, when you try to go back on card number, **onenterbackward** event is executed and it takes you on card number 3 instead of card number 2 and you see the following screen.

```
              Card 3
_____
Hello World!




_____
Options                              Back
```