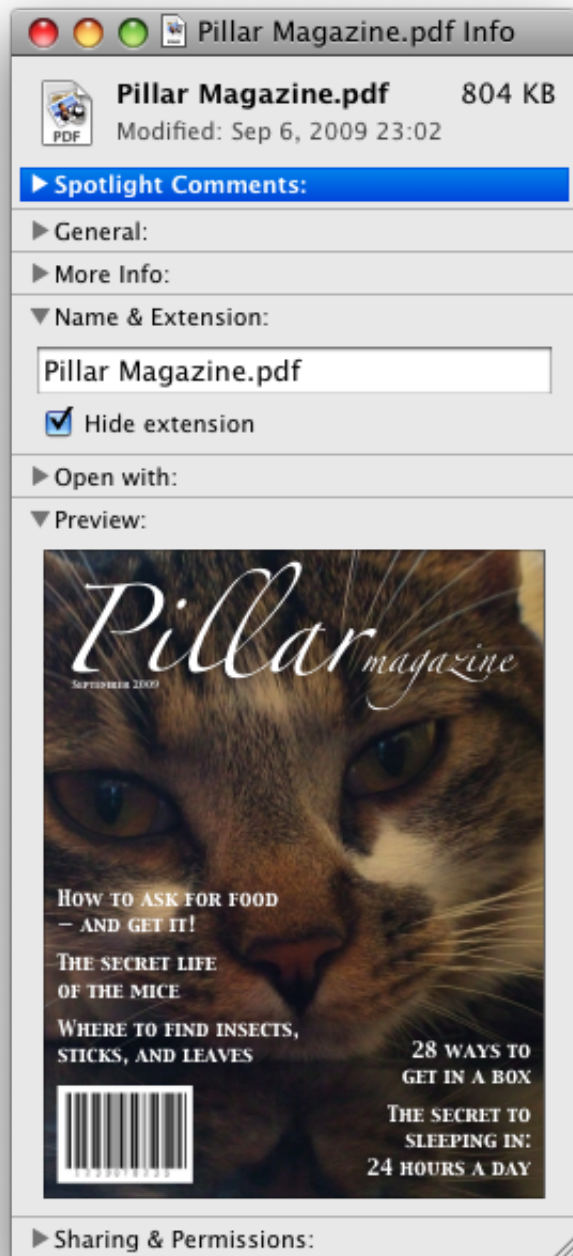


# `<details>` and `<summary>` elements

## INTRODUCTION

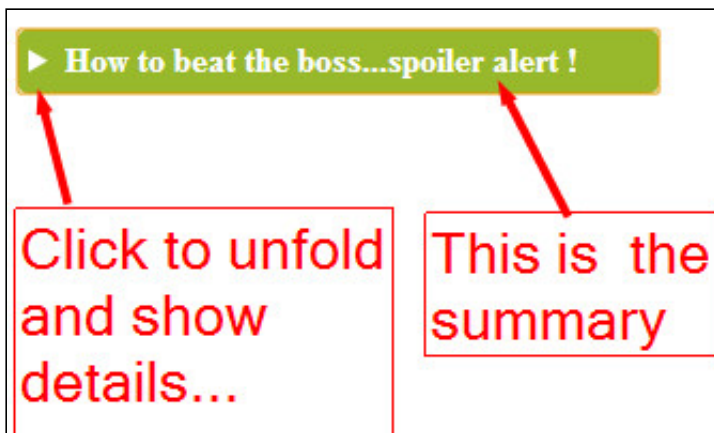
These elements have been introduced for displaying a foldable zone in an HTML document.

In the screenshot below, taken from the W3C specification page, the text next to the horizontal arrow is a `<summary>` element, and the text displayed when we click on the summary part, is the `<details>` element. This is a sort of "accordion" with foldable content.

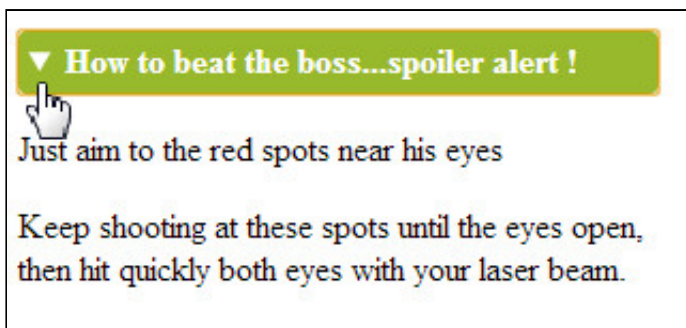


The `<details>` element generates a simple widget to show/hide element contents, optionally by clicking on its child `<summary>` element.

Here is an example of what can be done using these elements: <http://jsbin.com/ifofib/3/edit>



And here is what is displayed after clicking on the small arrow-shaped icon to the left of the summary:



Here is the code of this example:

```
<!DOCTYPE html>
<html>
<body>
<details>
  <summary>
    How to beat the boss...spoiler alert !
  </summary>
  <p> Just aim to the red spots near his eyes</p>
  <p>Keep shooting at these spots until the eyes open,
then hit quickly both eyes with your laser beam.</p>
</details>
</body>
12. </html>
```

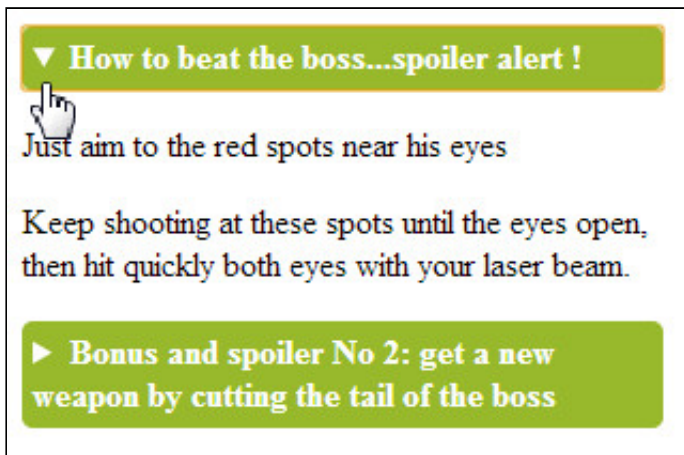
The `<summary>...</summary>` is inside a `<details>...</details>` element. By clicking on the icon at the left of the summary, the content of the `<details>` value is displayed/hidden.

`<details>` blocks can be embedded inside one another, like in this example: <http://jsbin.com/ayojup/2/edit>

Step 1: all folded:



Step 2: click on top level summary icon, the first "hidden" part appears...



Step3: click on embedded summary icon inside the part that has been previously unfolded:

▼ How to beat the boss...spoiler alert !

Just aim to the red spots near his eyes

Keep shooting at these spots until the eyes open, then hit quickly both eyes with your laser beam.

▼ Bonus and spoiler No 2: get a new weapon by cutting the tail of the boss

Before finishing him, try to cut his trail, you will get a new weapon

Just try to stay behind him as long as you can, hitting his tail with your melee weapon, after a few hits the trail will fall and you will get a new bonus weapon, then finish the boss.

Source code of this example, see the summary/details inside another one:

```
<details>
```

```
  <summary>
```

```
    How to beat the boss...spoiler alert !
```

```
  </summary>
```

```
  <p> Just aim to the red spots near his eyes</p>
```

```
  <p>Keep shooting at these spots until the eyes open,  
then hit quickly both eyes with your laser beam.</p>
```

```
  <details>
```

```
    <summary>
```

```
      Bonus and spoiler No 2: get a new weapon by  
cutting the tail of the boss.
```

```
    </summary>
```

```
    <p>Before finishing him, try to cut his trail, you  
will get a new weapon</p>
```

```
    <p>Just try to stay behind him as long as you can,  
hitting his tail with your melee weapon, after a few hits the  
trail will fall and you will get a new bonus weapon, then  
finish the boss.</p>
```

```
  </details>
```

```
</details>
```

13.

## CSS PSEUDO CLASSES FOR STYLING SUMMARY ICONS

There are CSS pseudo classes to style this icon when it is in the open or closed state. Support for these is still unofficial (works on Google Chrome).

Examples adapted from: <http://www.alsacreations.com/article/lire/1335-html5-details-summary.html> (tirial available in French language).

Example1: <http://jsbin.com/ifofib/46/edit>

The color and background of the icon on the left are specified by the following CSS rule, which uses the pseudo class `::-webkit-details-marker`

In this example: red arrow, white background.

```
summary::-webkit-details-marker {  
    color:#FF0000;  
    background:#FFFFFF;  
}
```

Just aim to the red spots near his eyes

Keep shooting at these spots until the eyes open, then hit quickly both eyes with your laser beam.

Once opened, the selector `details[open]` can style the icon when `<details>` is unfolded. In this example: blue arrow, turquoise background. Here is the corresponding CSS rule:

```
details[open] summary::-webkit-details-marker {  
    color:#0000FF;  
    background:#00FFFF;  
}
```

It is also possible to change the icon itself using the CSS pseudo class `:after`

Example 2: <http://jsbin.com/ifofib/8/edit>

**+ How to beat the boss...spoiler alert !**

**- How to beat the boss...spoiler alert !**

Just aim to the red spots near his eyes

Keep shooting at these spots until the eyes open, then hit quickly both eyes with your laser beam.

CSS rules used in this example:

Use a "+" shaped icon, pink, bold, etc... :

```
summary:after {  
    content: "+";  
    color: #FF00FF;  
    float: left;  
    font-size: 1.5em;  
    font-weight: bold;  
    margin: -5px 5px 0 0;  
    padding: 0;  
    text-align: center;  
10. width: 20px;  
}
```

Use a "-" shaped icon, white, when details are displayed:

```
details[open] summary:after {  
  content: "-";  
  color: #FFFFFF  
}
```

## CURRENT SUPPORT

Support as of October 2015:

Current aligned	Usage relative		Show all						
IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Chrome for Android
								4.1	
8		38	31					4.3	
9		39	43					4.4	
10		40	44	8		8.4		4.4.4	
11	12	41	45	9	32	9	8	44	45
	13	42	46		33				
		43	47		34				
		44	48						

You will find an up-to-date version of this table  
at: <http://caniuse.com/#feat=details>

As you will have noticed, Internet Explorer and Firefox still do not support `<details>..<summary>`. In the next section of this course, you will see how to add retro-compatibility to a Web site that uses these elements, so that they will be shown correctly even on browsers that do not support them.

---

## KNOWLEDGE CHECK 1.4.1 (NOT GRADED)

Select the good way to define the widget:



```
<summary>
  <details>
    How to beat the boss
  </detaill>
</summary>
```

```
<summary>
  How to beat the boss
</summary>
<details>
  <p>Just aim to the red spots near
his eyes</p>
</details>
```

```
<details>
  <summary>
    How to beat the boss
  </summary>
  <p>Just aim to the red spots
near his eyes</p>
</details>
```