

# JavaScript API of the `<audio>` and `<video>` elements


## METHODS, PROPERTIES, AND EVENTS

The JavaScript API gives you powerful tools to manipulate the `<video>` element, as the video object provides many properties, methods and events.

The complete list of events can be found at [the W3C specification page](#), and numerous examples of each event can be found on plenty of Web sites [like this one](#).

The complete list of properties can be found at [the W3C HTML5 Video Events and API page](#). This page is interesting for Web developers because it shows an interactive view of the different values and events changing over time while the video is playing within the page.

**Click the picture to see it running online (or try the [direct link](#)), then play with the different buttons and look at the table of events and properties that will change in real time. The displayed names show the properties, events, and methods from the API.**



load()play()pause()currentTime+=10currentTime-=10currentTime=60

playbackRate++playbackRate--playbackRate+=0.1playbackRate-=0.1

volume+=0.1volume-=0.1muted=truemuted=false

Sintel teaserBunny trailerBunny movieTest movie

Media Events					
loadstart	1	progress	52	suspend	23
abort	0	error	0	loadedmetadata	1
emptied	0	stalled	1	loadeddata	1
canplaythrough	1	playing	2	waiting	1
ended	0	durationchange	1	seeking	0
ratechange	22	volumechange	3	seeked	0
			timeupdate	258	play
					pause
					1

Media Properties		
error	src	currentSrc
crossOrigin	networkState	preload
buffered	readyState	seeking
currentTime	initialTime	duration
startOffsetTime	paused	defaultPlaybackRate
playbackRate	played	seekable
ended	autoplay	loop
mediaGroup	controller	controls
volume	muted	defaultMuted
audioTracks	videoTracks	textTracks
width	height	videoWidth
videoHeight	poster	

canPlayType

video/oggvideo/mp4video/webm

"maybe""maybe""maybe"

Tracks

AudioVideoText

? ? ?

HERE IS A TABLE THAT SHOWS **THE MOST INTERESTING METHODS, PROPERTIES, AND EVENTS** PROVIDED BY THE <VIDEO> ELEMENT API

We provide this as a quick reminder - keep in mind that the complete list is much longer!

Methods	Properties	Events
play()	currentSrc	play

<code>pause()</code>	<code>currentTime</code>	<code>pause</code>
<code>stop()</code>	<code>startTime (readonly)</code>	<code>progress</code>
<code>canPlayType()</code>	<code>videoWidth</code>	<code>error</code>
	<code>videoHeight</code>	<code>timeupdate</code>
	<code>duration (readonly)</code>	<code>ended</code>
	<code>ended (readonly)</code>	<code>abort</code>
	<code>error</code>	<code>empty</code>
	<code>paused (readonly)</code>	<code>emptied</code>
	<code>muted</code>	<code>waiting</code>
	<code>seeking</code>	<code>loadedmetadata</code>
	<code>volume</code>	
	<code>height</code>	
	<code>width</code>	
	<code>seekable (readonly)</code>	
	<code>played (readonly)</code>	

Let's see now, through a set of examples, how to use the most important of these properties, methods, and events...