**Preload - More Information**

**Preloading can be a very useful and is sometimes a life saver!**

We've seen that the rel="preload" attribute value can be applied to several file formats, including CSS, JS, fonts, images and more. When we use the rel="preload" we need to also set the corresponding as attribute depending on the type of file.  For example, if we're using CSS, the value should be as="style", and for JavaScript as="script".

But as I mentioned in the previous lectures, CSS and JS are not the only files we can preload. Many different content types can be preloaded. In fact, the possible as attribute values are\*:

* audio: Audio file, as typically used in [<audio>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/audio).
* document: An HTML document intended to be embedded by a [<frame>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/frame) or [<iframe>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/iframe).
* embed: A resource to be embedded inside an [<embed>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/embed) element.
* fetch: Resource to be accessed by a fetch or XHR request, such as an ArrayBuffer or JSON file.
* font: Font file.
* image: Image file.
* object: A resource to be embedded inside an [<object>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/object) element.
* script: JavaScript file.
* style: CSS stylesheet.
* track: WebVTT file.
* worker: A JavaScript web worker or shared worker.
* video: Video file, as typically used in [<video>](https://developer.mozilla.org/en-US/docs/Web/HTML/Element/video).

\* [MDN Web Docs](https://developer.mozilla.org/en-US/docs/Web/HTML/Preloading_content)