



HTML Attribute Reference

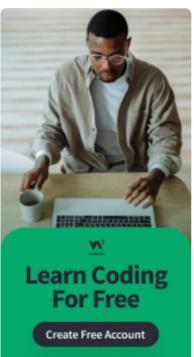
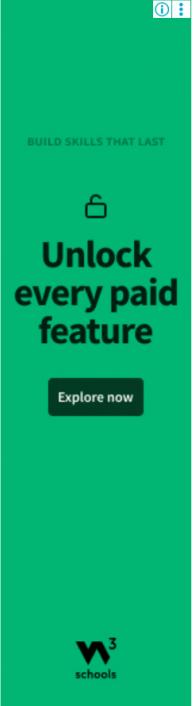
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HTML Attribute Reference

The table below lists all HTML attributes and what elements they can be used within:

Attribute	Belongs to	Description
<u>accept</u>	<u><input></u>	Specifies the types of files that the server accepts (only for type="file")
<u>accept-charset</u>	<u><form></u>	Specifies the character encodings that are to be used for the form submission
<u>accesskey</u>	<u>Global Attributes</u>	Specifies a shortcut key to activate/focus an element
<u>action</u>	<u><form></u>	Specifies where to send the form-data when a form is submitted
<u>align</u>	<u>Not supported in HTML 5.</u>	Specifies the alignment according to surrounding elements. Use CSS instead
<u>alt</u>	<u><area>, , <input></u>	Specifies an alternate text when the original element fails to display
<u>async</u>	<u><script></u>	Specifies that the script is executed asynchronously (only for external scripts)
<u>autocomplete</u>	<u><form>, <input></u>	Specifies whether the <form> or the <input> element should have autocomplete enabled
<u>autofocus</u>	<u><button>, <input>, <select>, <textarea></u>	Specifies that the element should automatically get focus when the page loads
<u>autoplay</u>	<u><audio>, <video></u>	Specifies that the audio/video will start playing as soon as it is ready
<u>bgcolor</u>	<u>Not supported in HTML 5.</u>	Specifies the background color of an element. Use CSS instead
<u>border</u>	<u>Not supported in HTML 5.</u>	Specifies the width of the border of an element. Use CSS instead
<u>charset</u>	<u><meta>, <script></u>	Specifies the character encoding
<u>checked</u>	<u><input></u>	Specifies that an <input> element should be pre-selected when the page loads (for type="checkbox" or type="radio")
<u>cite</u>	<u><blockquote>, , <ins>, <q></u>	Specifies a URL which explains the quote/deleted/inserted text
<u>class</u>	<u>Global Attributes</u>	Specifies one or more class names for an element (refers to a class in a style sheet)
<u>color</u>	<u>Not supported in HTML 5.</u>	Specifies the text color of an element. Use CSS instead

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<u>cols</u>	<u><textarea></u>	Specifies the visible width of a text area
<u>colspan</u>	<u><td>, <th></u>	Specifies the number of columns a table cell should span
<u>content</u>	<u><meta></u>	Gives the value associated with the http-equiv or name attribute
<u>contenteditable</u>	<u>Global Attributes</u>	Specifies whether the content of an element is editable or not
<u>controls</u>	<u><audio>, <video></u>	Specifies that audio/video controls should be displayed (such as a play/pause button etc.)
<u>coords</u>	<u><area></u>	Specifies the coordinates of the area
<u>data</u>	<u><object></u>	Specifies the URL of the resource to be used by the object
<u>data-*</u>	<u>Global Attributes</u>	Used to store custom data private to the page or application
<u>datetime</u>	<u>, <ins>, <time></u>	Specifies the date and time
<u>default</u>	<u><track></u>	Specifies that the track is to be enabled if the user's preferences do not indicate that another track would be more appropriate
<u>defer</u>	<u><script></u>	Specifies that the script is executed when the page has finished parsing (only for external scripts)
<u>dir</u>	<u>Global Attributes</u>	Specifies the text direction for the content in an element
<u>dirname</u>	<u><input>, <textarea></u>	Specifies that the text direction will be submitted
<u>disabled</u>	<u><button>, <fieldset>, <input>, <optgroup>, <option>, <select>, <textarea></u>	Specifies that the specified element/group of elements should be disabled
<u>download</u>	<u><a>, <area></u>	Specifies that the target will be downloaded when a user clicks on the hyperlink
<u>draggable</u>	<u>Global Attributes</u>	Specifies whether an element is draggable or not
<u>enctype</u>	<u><form></u>	Specifies how the form-data should be encoded when submitting it to the server (only for method="post")
<u>enterkeyhint</u>	<u>Global Attributes</u>	Specifies the text of the enter-key on a virtual keyboard
<u>for</u>	<u><label>, <output></u>	Specifies which form element(s) a label/calculation is bound to
<u>form</u>	<u><button>, <fieldset>, <input>, <label>, <meter>, <object>, <output>, <select>, <textarea></u>	Specifies the name of the form the element belongs to
<u>formaction</u>	<u><button>, <input></u>	Specifies where to send the form-data when a form is submitted. Only for type="submit"
<u>headers</u>	<u><td>, <th></u>	Specifies one or more headers cells a cell is related to
<u>height</u>	<u><canvas>, <embed>, <iframe>, , <input>, <object>, <video></u>	Specifies the height of the element
<u>hidden</u>	<u>Global Attributes</u>	Specifies that an element is not yet, or is no longer, relevant
<u>high</u>	<u><meter></u>	Specifies the range that is considered to be a high value

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<u>href</u>	<u><a></u> , <u><area></u> , <u><base></u> , <u><link></u>	Specifies the URL of the page the link goes to
<u>hreflang</u>	<u><a></u> , <u><area></u> , <u><link></u>	Specifies the language of the linked document
<u>http-equiv</u>	<u><meta></u>	Provides an HTTP header for the information/value of the content attribute
<u>id</u>	<u>Global Attributes</u>	Specifies a unique id for an element
<u>inert</u>	<u>Global Attributes</u>	Specifies that the browser should ignore this section
<u>inputmode</u>	<u>Global Attributes</u>	Specifies the mode of a virtual keyboard
<u>ismap</u>	<u></u>	Specifies an image as a server-side image map
<u>kind</u>	<u><track></u>	Specifies the kind of text track
<u>label</u>	<u><track></u> , <u><option></u> , <u><optgroup></u>	Specifies the title of the text track
<u>lang</u>	<u>Global Attributes</u>	Specifies the language of the element's content
<u>list</u>	<u><input></u>	Refers to a <datalist> element that contains pre-defined options for an <input> element
<u>loop</u>	<u><audio></u> , <u><video></u>	Specifies that the audio/video will start over again, every time it is finished
<u>low</u>	<u><meter></u>	Specifies the range that is considered to be a low value
<u>max</u>	<u><input></u> , <u><meter></u> , <u><progress></u>	Specifies the maximum value
<u>maxlength</u>	<u><input></u> , <u><textarea></u>	Specifies the maximum number of characters allowed in an element
<u>media</u>	<u><a></u> , <u><area></u> , <u><link></u> , <u><source></u> , <u><style></u>	Specifies what media/device the linked document is optimized for
<u>method</u>	<u><form></u>	Specifies the HTTP method to use when sending form-data
<u>min</u>	<u><input></u> , <u><meter></u>	Specifies a minimum value
<u>multiple</u>	<u><input></u> , <u><select></u>	Specifies that a user can enter more than one value
<u>muted</u>	<u><video></u> , <u><audio></u>	Specifies that the audio output of the video should be muted
<u>name</u>	<u><button></u> , <u><fieldset></u> , <u><form></u> , <u><iframe></u> , <u><input></u> , <u><map></u> , <u><meta></u> , <u><object></u> , <u><output></u> , <u><param></u> , <u><select></u> , <u><textarea></u>	Specifies the name of the element
<u>novalidate</u>	<u><form></u>	Specifies that the form should not be validated when submitted
<u>onabort</u>	<u><audio></u> , <u><embed></u> , <u></u> , <u><object></u> , <u><video></u>	Script to be run on abort
<u>onafterprint</u>	<u><body></u>	Script to be run after the document is printed
<u>onbeforeprint</u>	<u><body></u>	Script to be run before the document is printed
<u>onbeforeunload</u>	<u><body></u>	Script to be run when the document is about to be unloaded
<u>onblur</u>	All visible elements.	Script to be run when the element loses focus
<u>oncanplay</u>	<u><audio></u> , <u><embed></u> , <u><object></u> .	Script to be run when a file is ready to start

	<code><video></code>	playing (when it has buffered enough to begin)
<u>oncanplaythrough</u>	<code><audio>, <video></code>	Script to be run when a file can be played all the way to the end without pausing for buffering
<u>onchange</u>	All visible elements.	Script to be run when the value of the element is changed
<u>onclick</u>	All visible elements.	Script to be run when the element is being clicked
<u>oncontextmenu</u>	All visible elements.	Script to be run when a context menu is triggered
<u>oncopy</u>	All visible elements.	Script to be run when the content of the element is being copied
<u>oncuechange</u>	<code><track></code>	Script to be run when the cue changes in a <code><track></code> element
<u>oncut</u>	All visible elements.	Script to be run when the content of the element is being cut
<u>ondblclick</u>	All visible elements.	Script to be run when the element is being double-clicked
<u>ondrag</u>	All visible elements.	Script to be run when the element is being dragged
<u>ondragend</u>	All visible elements.	Script to be run at the end of a drag operation
<u>ondragenter</u>	All visible elements.	Script to be run when an element has been dragged to a valid drop target
<u>ondragleave</u>	All visible elements.	Script to be run when an element leaves a valid drop target
<u>ondragover</u>	All visible elements.	Script to be run when an element is being dragged over a valid drop target
<u>ondragstart</u>	All visible elements.	Script to be run at the start of a drag operation
<u>ondrop</u>	All visible elements.	Script to be run when dragged element is being dropped
<u>ondurationchange</u>	<code><audio>, <video></code>	Script to be run when the length of the media changes
<u>onemptied</u>	<code><audio>, <video></code>	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
<u>onended</u>	<code><audio>, <video></code>	Script to be run when the media has reached the end (a useful event for messages like "thanks for listening")
<u>onerror</u>	<code><audio>, <body>, <embed>, , <object>, <script>, <style>, <video></code>	Script to be run when an error occurs
<u>onfocus</u>	All visible elements.	Script to be run when the element gets focus
<u>onhashchange</u>	<code><body></code>	Script to be run when there has been changes to the anchor part of the a URL
<u>oninput</u>	All visible elements.	Script to be run when the element gets user input
<u>oninvalid</u>	All visible elements.	Script to be run when the element is invalid
<u>onkeydown</u>	All visible elements.	Script to be run when a user is pressing a key

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<u>onkeypress</u>	All visible elements.	Script to be run when a user presses a key
<u>onkeyup</u>	All visible elements.	Script to be run when a user releases a key
<u>onload</u>	<u><body></u> , <u><iframe></u> , <u></u> , <u><input></u> , <u><link></u> , <u><script></u> , <u><style></u>	Script to be run when the element is finished loading
<u>onloadeddata</u>	<u><audio></u> , <u><video></u>	Script to be run when media data is loaded
<u>onloadedmetadata</u>	<u><audio></u> , <u><video></u>	Script to be run when meta data (like dimensions and duration) are loaded
<u>onloadstart</u>	<u><audio></u> , <u><video></u>	Script to be run just as the file begins to load before anything is actually loaded
<u>onmousedown</u>	All visible elements.	Script to be run when a mouse button is pressed down on an element
<u>onmousemove</u>	All visible elements.	Script to be run as long as the mouse pointer is moving over an element
<u>onmouseout</u>	All visible elements.	Script to be run when a mouse pointer moves out of an element
<u>onmouseover</u>	All visible elements.	Script to be run when a mouse pointer moves over an element
<u>onmouseup</u>	All visible elements.	Script to be run when a mouse button is released over an element
<u>onmousewheel</u>	All visible elements.	Script to be run when a mouse wheel is being scrolled over an element
<u>onoffline</u>	<u><body></u>	Script to be run when the browser starts to work offline
<u>ononline</u>	<u><body></u>	Script to be run when the browser starts to work online
<u>onpagehide</u>	<u><body></u>	Script to be run when a user navigates away from a page
<u>onpageshow</u>	<u><body></u>	Script to be run when a user navigates to a page
<u>onpaste</u>	All visible elements.	Script to be run when the user pastes some content in an element
<u>onpause</u>	<u><audio></u> , <u><video></u>	Script to be run when the media is paused either by the user or programmatically
<u>onplay</u>	<u><audio></u> , <u><video></u>	Script to be run when the media has started playing
<u>onplaying</u>	<u><audio></u> , <u><video></u>	Script to be run when the media has started playing
<u>onpopstate</u>	<u><body></u>	Script to be run when the window's history changes.
<u>onprogress</u>	<u><audio></u> , <u><video></u>	Script to be run when the browser is in the process of getting the media data
<u>onratechange</u>	<u><audio></u> , <u><video></u>	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode).
<u>onreset</u>	<u><form></u>	Script to be run when a reset button in a form is clicked.
<u>onresize</u>	<u><body></u>	Script to be run when the browser window is being resized.
<u>onscroll</u>	All visible elements.	Script to be run when an element's scrollbar is being scrolled
<u>onsearch</u>	<u><input></u>	Script to be run when the user writes something in a search field (for <u>input</u> elements)

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		something in a search field (for <input type="search">)
<u>onseeked</u>	<audio>, <video>	Script to be run when the seeking attribute is set to false indicating that seeking has ended
<u>onseeking</u>	<audio>, <video>	Script to be run when the seeking attribute is set to true indicating that seeking is active
<u>onselect</u>	All visible elements.	Script to be run when the element gets selected
<u>onstalled</u>	<audio>, <video>	Script to be run when the browser is unable to fetch the media data for whatever reason
onstorage	<body>	Script to be run when a Web Storage area is updated
<u>onsubmit</u>	<form>	Script to be run when a form is submitted
<u>onsuspend</u>	<audio>, <video>	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
<u>ontimeupdate</u>	<audio>, <video>	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
<u>ontoggle</u>	<details>	Script to be run when the user opens or closes the <details> element
<u>onunload</u>	<body>	Script to be run when a page has unloaded (or the browser window has been closed)
<u>onvolumechange</u>	<audio>, <video>	Script to be run each time the volume of a video/audio has been changed
<u>onwaiting</u>	<audio>, <video>	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)
<u>onwheel</u>	All visible elements.	Script to be run when the mouse wheel rolls up or down over an element
<u>open</u>	<details>	Specifies that the details should be visible (open) to the user
<u>optimum</u>	<meter>	Specifies what value is the optimal value for the gauge
<u>pattern</u>	<input>	Specifies a regular expression that an <input> element's value is checked against
<u>placeholder</u>	<input>, <textarea>	Specifies a short hint that describes the expected value of the element
<u>popover</u>	Global Attributes	Specifies a popover element
<u>popovertarget</u>	<button>, <input>	Specifies which popover element to invoke
<u>popovertargetaction</u>	<button>, <input>	Specifies what happens to the popover element when the button is clicked
<u>poster</u>	<video>	Specifies an image to be shown while the video is downloading, or until the user hits the play button
<u>preload</u>	<audio>, <video>	Specifies if and how the author thinks the audio/video should be loaded when the page loads
<u>readonly</u>	<input>, <textarea>	Specifies that the element is read-only
<u>rel</u>	<a>, <area>, <form>, <link>	Specifies the relationship between the current document and the linked document
<u>required</u>	<input>, <select>, <textarea>	Specifies that the element must be filled out

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		before submitting the form
<u>reversed</u>	<u></u>	Specifies that the list order should be descending (9,8,7...)
<u>rows</u>	<u><textarea></u>	Specifies the visible number of lines in a text area
<u>rowspan</u>	<u><td>, <th></u>	Specifies the number of rows a table cell should span
<u>sandbox</u>	<u><iframe></u>	Enables an extra set of restrictions for the content in an <iframe>
<u>scope</u>	<u><th></u>	Specifies whether a header cell is a header for a column, row, or group of columns or rows
<u>selected</u>	<u><option></u>	Specifies that an option should be pre-selected when the page loads
<u>shape</u>	<u><area></u>	Specifies the shape of the area
<u>size</u>	<u><input>, <select></u>	Specifies the width, in characters (for <input>) or specifies the number of visible options (for <select>)
<u>sizes</u>	<u>, <link>, <source></u>	Specifies the size of the linked resource
<u>span</u>	<u><col>, <colgroup></u>	Specifies the number of columns to span
<u>spellcheck</u>	<u>Global Attributes</u>	Specifies whether the element is to have its spelling and grammar checked or not
<u>src</u>	<u><audio>, <embed>, <iframe>, , <input>, <script>, <source>, <track>, <video></u>	Specifies the URL of the media file
<u>srcdoc</u>	<u><iframe></u>	Specifies the HTML content of the page to show in the <iframe>
<u>srclang</u>	<u><track></u>	Specifies the language of the track text data (required if kind="subtitles")
<u>srcset</u>	<u>, <source></u>	Specifies the URL of the image to use in different situations
<u>start</u>	<u></u>	Specifies the start value of an ordered list
<u>step</u>	<u><input></u>	Specifies the legal number intervals for an input field
<u>style</u>	<u>Global Attributes</u>	Specifies an inline CSS style for an element
<u>tabindex</u>	<u>Global Attributes</u>	Specifies the tabbing order of an element
<u>target</u>	<u><a>, <area>, <base>, <form></u>	Specifies the target for where to open the linked document or where to submit the form
<u>title</u>	<u>Global Attributes</u>	Specifies extra information about an element
<u>translate</u>	<u>Global Attributes</u>	Specifies whether the content of an element should be translated or not
<u>type</u>	<u><a>, <button>, <embed>, <input>, <link>, <menu>, <object>, <script>, <source>, <style></u>	Specifies the type of element
<u>usemap</u>	<u>, <object></u>	Specifies an image as a client-side image map
<u>value</u>	<u><button>, <input>, , <option>, <meter>, <progress>, <param></u>	Specifies the value of the element
<u>width</u>	<u><canvas>, <embed>, <iframe>, , <input>, <object>, <video></u>	Specifies the width of the element

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wrap

<textarea>

Specifies how the text in a text area is to be wrapped when submitted in a form

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