

# Attributes in HTML : by Gagan Baghel

Attributes provide additional information about HTML elements.

1. They are always defined in the opening tag and are typically key-value pairs.
2. Attributes define element properties, control behavior, or provide metadata.

## Types of Attributes

- **Core Attributes**

1. `id` : Specifies a unique identifier for an element.
2. `title` : Provides additional information about the element.
3. `class` : Specifies the class for the element.
4. `style` : Applies inline styles to an element.

- **Internationalization Attributes**

1. `dir` : Specifies text direction (e.g., left-to-right).
2. `lang` : Defines the language of the document (e.g., "en" for English).

- **Generic Attributes**

1. `align` : Aligns content within an element.
2. `src` : Specifies the location of an external resource.
3. `alt` : Provides alternative text for an image.
4. `width` & `height` : Specifies the size of an element.
5. `href` : Specifies the link target for anchor tags.

- **Global Attributes**

1. `accesskey` : Defines a shortcut key for an element.
2. `translate` : Specifies if content should be translated.
3. `class` : Used to select an element via CSS.
4. `title` : Provides additional information about an element.
5. `contenteditable` : Specifies whether an element's content is editable.
6. `tabindex` : Sets the tabbing order of elements.
7. `dir` : Specifies the text direction (e.g., "ltr" for left-to-right).
8. `spellcheck` : Enables or disables spelling and grammar checking.
9. `draggable` : Specifies if an element is draggable.
10. `dropzone` : Specifies what happens when dragged content is dropped.

- **Other Types of Attributes**

1. **Event Attributes:** Handle page events such as `onload` , `onerror` , `onpagehide` .
2. **Form Event Attributes:** Handle form-related events like `onfocus` , `onblur` , `onchange` .
3. **Key Event Attributes:** Handle keyboard events such as `onkeydown` , `onkeypress` , `onkeyup` .
4. **Mouse Event Attributes:** Handle mouse events such as `onclick` , `onmousemove` , `onmouseup` , `onwheel` .