DOM

Living Standard — Last Updated 16 June 2025

Participate:

GitHub whatwg/dom (new issue, open issues)
Chat on Matrix

Commits:

GitHub whatwg/dom/commits
Snapshot as of this commit
@thedomstandard

Tests:

web-platform-tests dom/ (ongoing work)

Translations (non-normative):

日本語
简体中文

Abstract

DOM defines a platform-neutral model for events, aborting activities, and node trees.

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1. Infrastructure §

This specification depends on the Infra Standard. [INFRA]

Some of the terms used in this specification are defined in *Encoding*, *Selectors*, *Web IDL*, *XML*, and *Namespaces in XML*. [ENCODING] [SELECTORS4] [WEBIDL] [XML] [XML-NAMES]

When extensions are needed, the DOM Standard can be updated accordingly, or a new standard can be written that hooks into the provided extensibility hooks for **applicable specifications**.

1.1. Trees §

A **tree** is a finite hierarchical tree structure. In **tree order** is preorder, depth-first traversal of a tree.

An object that **participates** in a tree has a **parent**, which is either null or an object, and has **children**, which is an ordered set of objects. An object *A* whose parent is object *B* is a child of *B*.

The **root** of an object is itself, if its parent is null, or else it is the root of its parent. The root of a tree is any object participating in that tree whose parent is null.

An object *A* is called a **descendant** of an object *B*, if either *A* is a child of *B* or *A* is a child of an object *C* that is a descendant of *B*.

An **inclusive descendant** is an object or one of its descendants.

An object *A* is called an **ancestor** of an object *B* if and only if *B* is a descendant of *A*.

An **inclusive ancestor** is an object or one of its ancestors.

An object *A* is called a **sibling** of an object *B*, if and only if *B* and *A* share the same non-null parent.

An **inclusive sibling** is an object or one of its siblings.

An object *A* is **preceding** an object *B* if *A* and *B* are in the same tree and *A* comes before *B* in tree order.

An object *A* is **following** an object *B* if *A* and *B* are in the same tree and *A* comes after *B* in tree order.

The **first child** of an object is its first child or null if it has no children.

The **last child** of an object is its last child or null if it has no children.

The **previous sibling** of an object is its first preceding sibling or null if it has no preceding sibling.

The **next sibling** of an object is its first following sibling or null if it has no following sibling.

The **index** of an object is its number of preceding siblings, or 0 if it has none.

1.2. Ordered sets §

The **ordered set parser** takes a string *input* and then runs these steps:

1. Let *inputTokens* be the result of splitting *input* on ASCII whitespace.
2. Let *tokens* be a new ordered set.
3. For each *token* of *inputTokens*, append *token* to *tokens*.
4. Return *tokens*.

The **ordered set serializer** takes a *set* and returns the concatenation of *set* using U+0020 SPACE.

1.3. Selectors §

To **scope-match a selectors string** *selectors* against a *node*, run these steps:

1. Let *s* be the result of parse a selector *selectors*. [SELECTORS4]
2. If *s* is failure, then throw a "`SyntaxError`" `DOMException`.
3. Return the result of match a selector against a tree with *s* and *node*'s root using scoping root *node*. [SELECTORS4].

Note

Support for namespaces within selectors is not planned and will not be added.

1.4. Name validation §

A string is a **valid namespace prefix** if its length is at least 1 and it does not contain ASCII whitespace, U+0000 NULL, U+002F (/), or U+003E (>).

A string is a **valid attribute local name** if its length is at least 1 and it does not contain ASCII whitespace, U+0000 NULL, U+002F (/), U+003D (=), or U+003E (>).

A string *name* is a **valid element local name** if the following steps return true:

1. If *name*'s length is 0, then return false.
2. If *name*'s 0th code point is an ASCII alpha, then:
    1. If *name* contains ASCII whitespace, U+0000 NULL, U+002F (/), or U+003E (>), then return false.
    2. Return true.
3. If *name*'s 0th code point is not U+003A (:), U+005F (_), or in the range U+0080 to U+10FFFF, inclusive, then return false.
4. If *name*'s subsequent code points, if any, are not ASCII alphas, ASCII digits, U+002D (-), U+002E (.), U+003A (:), U+005F (_), or in the range U+0080 to U+10FFFF, inclusive, then return false.
5. Return true.

Note

This concept is used to validate element local names, when constructed by DOM APIs. The intention is to allow any name that is possible to construct using the HTML parser (the branch where the first code point is an ASCII alpha), plus some additional possibilities. For those additional possibilities, the ASCII range is restricted for historical reasons, but beyond ASCII anything is allowed.

Note

The following JavaScript-compatible regular expression is an implementation of valid element local name:

```
/^(?:[A-Za-z][^\0\t\n\f\r\u0020/>]*|[:_\u0080-\u{10FFFF}][A-Za-z0-9-.:_\u0080-\u{10FFFF}]*)$/u
```

A string is a **valid doctype name** if it does not contain ASCII whitespace, U+0000 NULL, or U+003E (>).

Note

The empty string is a valid doctype name.

To **validate and extract** a *namespace* and *qualifiedName*, given a *context*:

1. If *namespace* is the empty string, then set it to null.
2. Let *prefix* be null.
3. Let *localName* be *qualifiedName*.
4. If *qualifiedName* contains a U+003A (:):
    1. Let *splitResult* be the result of running strictly split given *qualifiedName* and U+003A (:).
    2. Set *prefix* to *splitResult*[0].

3. Set *localName* to *splitResult*[1].

5. If *prefix* is not a valid namespace prefix, then throw an "`InvalidCharacterError`" `DOMException`.
6. If *context* is "`attribute`" and *localName* is not a valid attribute local name, then throw an "`InvalidCharacterError`" `DOMException`.
7. If *context* is "`element`" and *localName* is not a valid element local name, then throw an "`InvalidCharacterError`" `DOMException`.
8. If *prefix* is non-null and *namespace* is null, then throw a "`NamespaceError`" `DOMException`.
9. If *prefix* is "`xml`" and *namespace* is not the XML namespace, then throw a "`NamespaceError`" `DOMException`.
10. If either *qualifiedName* or *prefix* is "`xmlns`" and *namespace* is not the XMLNS namespace, then throw a "`NamespaceError`" `DOMException`.
11. If *namespace* is the XMLNS namespace and neither *qualifiedName* nor *prefix* is "`xmlns`", then throw a "`NamespaceError`" `DOMException`.
12. Return (*namespace*, *prefix*, *localName*).

Note

Various APIs in this specification used to validate namespace prefixes, attribute local names, element local names, and doctype names more strictly. This was done in a way that aligned with various XML-related specifications. (Although not all rules from the those specifications were enforced.)

This was found to be annoying for web developers, especially since it meant there were some names that could be created by the HTML parser, but not by DOM APIs. So, the validations have been loosened to just those described above.

2. Events §

2.1. Introduction to "DOM Events" §

Throughout the web platform events are dispatched to objects to signal an occurrence, such as network activity or user interaction. These objects implement the `EventTarget` interface and can therefore add event listeners to observe events by calling `addEventListener()`:

```
obj.addEventListener("load", imgFetched)

function imgFetched(ev) {
  // great success
  …
}
```

Event listeners can be removed by utilizing the `removeEventListener()` method, passing the same arguments.

Alternatively, event listeners can be removed by passing an `AbortSignal` to `addEventListener()` and calling `abort()` on the controller owning the signal.

Events are objects too and implement the `Event` interface (or a derived interface). In the example above *ev* is the event. *ev* is passed as an argument to the event listener's callback (typically a JavaScript Function as shown above). Event listeners key off the event's `type` attribute value ("`load`" in the above example). The event's `target` attribute value returns the object to which the event was dispatched (*obj* above).

Although events are typically dispatched by the user agent as the result of user interaction or the completion of some task, applications can dispatch events themselves by using what are commonly known as synthetic events:

```
// add an appropriate event listener
obj.addEventListener("cat", function(e) { process(e.detail) })

// create and dispatch the event
var event = new CustomEvent("cat", {"detail":{"hazcheeseburger":true}})
obj.dispatchEvent(event)
```

Apart from signaling, events are sometimes also used to let an application control what happens next in an operation. For instance as part of form submission an event whose `type` attribute value is "`submit`" is dispatched. If this event's `preventDefault()` method is invoked, form submission will be terminated. Applications who wish to make use of this functionality through events dispatched by the application (synthetic events) can make use of the return value of the `dispatchEvent()` method:

```
if(obj.dispatchEvent(event)) {
  // event was not canceled, time for some magic
  …
}
```

When an event is dispatched to an object that participates in a tree (e.g., an element), it can reach event listeners on that object's ancestors too. Effectively, all the object's inclusive ancestor event listeners whose capture is true are invoked, in tree order. And then, if event's `bubbles` is true, all the object's inclusive ancestor event listeners whose capture is false are invoked, now in reverse tree order.

Let's look at an example of how events work in a tree:

```
<!doctype html>
<html>
 <head>
  <title>Boring example</title>
 </head>
 <body>
  <p>Hello <span id=x>world</span>!</p>
  <script>
   function test(e) {
     debug(e.target, e.currentTarget, e.eventPhase)
   }
```

```
    document.addEventListener("hey", test, {capture: true})
    document.body.addEventListener("hey", test)
    var ev = new Event("hey", {bubbles:true})
    document.getElementById("x").dispatchEvent(ev)
   </script>
  </body>
 </html>
```

The `debug` function will be invoked twice. Each time the event's `target` attribute value will be the `span` element. The first time `currentTarget` attribute's value will be the document, the second time the `body` element. `eventPhase` attribute's value switches from `CAPTURING_PHASE` to `BUBBLING_PHASE`. If an event listener was registered for the `span` element, `eventPhase` attribute's value would have been `AT_TARGET`.

2.2. Interface `Event` §

IDL

```
[Exposed=*]
interface Event {
  constructor(DOMString type, optional EventInit eventInitDict = {});

  readonly attribute DOMString type;
  readonly attribute EventTarget? target;
  readonly attribute EventTarget? srcElement; // legacy
  readonly attribute EventTarget? currentTarget;
  sequence<EventTarget> composedPath();

  const unsigned short NONE = 0;
  const unsigned short CAPTURING_PHASE = 1;
  const unsigned short AT_TARGET = 2;
  const unsigned short BUBBLING_PHASE = 3;
  readonly attribute unsigned short eventPhase;

  undefined stopPropagation();
            attribute boolean cancelBubble; // legacy alias of .stopPropagation()
  undefined stopImmediatePropagation();

  readonly attribute boolean bubbles;
  readonly attribute boolean cancelable;
            attribute boolean returnValue;  // legacy
  undefined preventDefault();
  readonly attribute boolean defaultPrevented;
  readonly attribute boolean composed;

  [LegacyUnforgeable] readonly attribute boolean isTrusted;
  readonly attribute DOMHighResTimeStamp timeStamp;

  undefined initEvent(DOMString type, optional boolean bubbles = false, optional boolean cancelable = false);
// legacy
};

dictionary EventInit {
  boolean bubbles = false;
  boolean cancelable = false;
  boolean composed = false;
};
```

An `Event` object is simply named an **event**. It allows for signaling that something has occurred, e.g., that an image has completed downloading.

A **potential event target** is null or an `EventTarget` object.

An event has an associated **target** (a potential event target). Unless stated otherwise it is null.

An event has an associated **relatedTarget** (a potential event target). Unless stated otherwise it is null.

Note

Other specifications use relatedTarget to define a `relatedTarget` *attribute. [UIEVENTS]*

MDN

An event has an associated **touch target list** (a list of zero or more potential event targets). Unless stated otherwise it is the empty list.

Note

The touch target list is for the exclusive use of defining the `TouchEvent` *interface and related interfaces. [TOUCH-EVENTS]*

An event has an associated **path**. A path is a list of structs. Each struct consists of an **invocation target** (an `EventTarget` object), an **invocation-target-in-shadow-tree** (a boolean), a **shadow-adjusted target** (a potential event target), a **relatedTarget** (a potential event target), a **touch target list** (a list of potential event targets), a **root-of-closed-tree** (a boolean), and a **slot-in-closed-tree** (a boolean). A path is initially the empty list.

For web developers (non-normative)

***event* = new Event(*type* [, *eventInitDict*])**

Returns a new *event* whose `type` attribute value is set to *type*. The *eventInitDict* argument allows for setting the `bubbles` and `cancelable` attributes via object members of the same name.

***event* . type**

Returns the type of *event*, e.g. "`click`", "`hashchange`", or "`submit`".

***event* . target**

Returns the object to which *event* is dispatched (its target).

***event* . currentTarget**

Returns the object whose event listener's callback is currently being invoked.

***event* . composedPath()**

Returns the invocation target objects of *event*'s path (objects on which listeners will be invoked), except for any nodes in shadow trees of which the shadow root's mode is "`closed`" that are not reachable from *event*'s `currentTarget`.

***event* . eventPhase**

Returns the event's phase, which is one of `NONE`, `CAPTURING_PHASE`, `AT_TARGET`, and `BUBBLING_PHASE`.

***event* . stopPropagation()**

When dispatched in a tree, invoking this method prevents *event* from reaching any objects other than the current object.

***event* . stopImmediatePropagation()**

Invoking this method prevents *event* from reaching any registered event listeners after the current one finishes running and, when dispatched in a tree, also prevents *event* from reaching any other objects.

***event* . bubbles**

Returns true or false depending on how *event* was initialized. True if *event* goes through its target's ancestors in reverse tree order; otherwise false.

***event* . cancelable**

Returns true or false depending on how *event* was initialized. Its return value does not always carry meaning, but true can indicate that part of the operation during which *event* was dispatched, can be canceled by invoking the `preventDefault()` method.

***event* . preventDefault()**

If invoked when the `cancelable` attribute value is true, and while executing a listener for the *event* with `passive` set to false, signals to the operation that caused *event* to be dispatched that it needs to be canceled.

***event* . defaultPrevented**

Returns true if `preventDefault()` was invoked successfully to indicate cancelation; otherwise false.

***event* . composed**

Returns true or false depending on how *event* was initialized. True if *event* invokes listeners past a `ShadowRoot` node that is the root of its target; otherwise false.

***event* . isTrusted**

Returns true if *event* was dispatched by the user agent, and false otherwise.

***event* . timeStamp**

Returns the *event*'s timestamp as the number of milliseconds measured relative to the occurrence.

The `type` attribute must return the value it was initialized to. When an event is created the attribute must be initialized to the empty string.

The `target` getter steps are to return this's target.

The `srcElement` getter steps are to return this's target.

The `currentTarget` attribute must return the value it was initialized to. When an event is created the attribute must be initialized to null.

The `composedPath()` method steps are:

1. Let *composedPath* be an empty list.
2. Let *path* be this's path.
3. If *path* is empty, then return *composedPath*.
4. Let *currentTarget* be this's `currentTarget` attribute value.
5. Assert: *currentTarget* is an `EventTarget` object.
6. Append *currentTarget* to *composedPath*.
7. Let *currentTargetIndex* be 0.
8. Let *currentTargetHiddenSubtreeLevel* be 0.
9. Let *index* be *path*'s size − 1.
10. While *index* is greater than or equal to 0:
    1. If *path*[*index*]'s root-of-closed-tree is true, then increase *currentTargetHiddenSubtreeLevel* by 1.
    2. If *path*[*index*]'s invocation target is *currentTarget*, then set *currentTargetIndex* to *index* and break.
    3. If *path*[*index*]'s slot-in-closed-tree is true, then decrease *currentTargetHiddenSubtreeLevel* by 1.
    4. Decrease *index* by 1.
11. Let *currentHiddenLevel* and *maxHiddenLevel* be *currentTargetHiddenSubtreeLevel*.
12. Set *index* to *currentTargetIndex* − 1.
13. While *index* is greater than or equal to 0:
    1. If *path*[*index*]'s root-of-closed-tree is true, then increase *currentHiddenLevel* by 1.
    2. If *currentHiddenLevel* is less than or equal to *maxHiddenLevel*, then prepend *path*[*index*]'s invocation target to *composedPa*
    3. If *path*[*index*]'s slot-in-closed-tree is true:
        1. Decrease *currentHiddenLevel* by 1.
        2. If *currentHiddenLevel* is less than *maxHiddenLevel*, then set *maxHiddenLevel* to *currentHiddenLevel*.
    4. Decrease *index* by 1.
14. Set *currentHiddenLevel* and *maxHiddenLevel* to *currentTargetHiddenSubtreeLevel*.
15. Set *index* to *currentTargetIndex* + 1.
16. While *index* is less than *path*'s size:
    1. If *path*[*index*]'s slot-in-closed-tree is true, then increase *currentHiddenLevel* by 1.
    2. If *currentHiddenLevel* is less than or equal to *maxHiddenLevel*, then append *path*[*index*]'s invocation target to *composedPath*.
    3. If *path*[*index*]'s root-of-closed-tree is true:
        1. Decrease *currentHiddenLevel* by 1.
        2. If *currentHiddenLevel* is less than *maxHiddenLevel*, then set *maxHiddenLevel* to *currentHiddenLevel*.
    4. Increase *index* by 1.
17. Return *composedPath*.

The `eventPhase` attribute must return the value it was initialized to, which must be one of the following:

`NONE` **(numeric value 0)**

Events not currently dispatched are in this phase.

`CAPTURING_PHASE` **(numeric value 1)**

When an event is dispatched to an object that participates in a tree it will be in this phase before it reaches its target.

`AT_TARGET` **(numeric value 2)**

When an event is dispatched it will be in this phase on its target.

`BUBBLING_PHASE` **(numeric value 3)**

When an event is dispatched to an object that participates in a tree it will be in this phase after it reaches its target.

Initially the attribute must be initialized to `NONE`.

Each event has the following associated flags that are all initially unset:

- **stop propagation flag**
- **stop immediate propagation flag**
- **canceled flag**
- **in passive listener flag**
- **composed flag**
- **initialized flag**
- **dispatch flag**

The `stopPropagation()` method steps are to set this's stop propagation flag.

The `cancelBubble` getter steps are to return true if this's stop propagation flag is set; otherwise false.

The `cancelBubble` setter steps are to set this's stop propagation flag if the given value is true; otherwise do nothing.

The `stopImmediatePropagation()` method steps are to set this's stop propagation flag and this's stop immediate propagation flag.

The `bubbles` and `cancelable` attributes must return the values they were initialized to.

To **set the canceled flag**, given an event *event*, if *event*'s `cancelable` attribute value is true and *event*'s in passive listener flag is unset, then set *event*'s canceled flag, and do nothing otherwise.

The `returnValue` getter steps are to return false if this's canceled flag is set; otherwise true.

The `returnValue` setter steps are to set the canceled flag with this if the given value is false; otherwise do nothing.

The `preventDefault()` method steps are to set the canceled flag with this.

Note

There are scenarios where invoking `preventDefault()` has no effect. User agents are encouraged to log the precise cause in a developer console, to aid debugging.

The `defaultPrevented` getter steps are to return true if this's canceled flag is set; otherwise false.

The `composed` getter steps are to return true if this's composed flag is set; otherwise false.

The `isTrusted` attribute must return the value it was initialized to. When an event is created the attribute must be initialized to false.

Note

`isTrusted` is a convenience that indicates whether an event is dispatched by the user agent (as opposed to using `dispatchEvent()`). The sole legacy exception is `click()`, which causes the user agent to dispatch an event whose `isTrusted` attribute is initialized to false.

The `timeStamp` attribute must return the value it was initialized to.

To **initialize** an *event*, with *type*, *bubbles*, and *cancelable*, run these steps:

1. Set *event*'s initialized flag.
2. Unset *event*'s stop propagation flag, stop immediate propagation flag, and canceled flag.
3. Set *event*'s `isTrusted` attribute to false.
4. Set *event*'s target to null.
5. Set *event*'s `type` attribute to *type*.
6. Set *event*'s `bubbles` attribute to *bubbles*.
7. Set *event*'s `cancelable` attribute to *cancelable*.

The **`initEvent(type, bubbles, cancelable)`** method steps are:

1. If this's dispatch flag is set, then return.
2. Initialize this with *type*, *bubbles*, and *cancelable*.

Note

`initEvent()` is redundant with event constructors and incapable of setting `composed`. It has to be supported for legacy content.

2.3. Legacy extensions to the `Window` interface §

IDL

```
partial interface Window {
  [Replaceable] readonly attribute (Event or undefined) event; // legacy
};
```

Each `Window` object has an associated **current event** (undefined or an `Event` object). Unless stated otherwise it is undefined.

The **`event`** getter steps are to return this's current event.

Note

Web developers are strongly encouraged to instead rely on the `Event` object passed to event listeners, as that will result in more portable code. This attribute is not available in workers or worklets, and is inaccurate for events dispatched in shadow trees.

2.4. Interface `CustomEvent` §

IDL

```
[Exposed=*]
interface CustomEvent : Event {
  constructor(DOMString type, optional CustomEventInit eventInitDict = {});

  readonly attribute any detail;

  undefined initCustomEvent(DOMString type, optional boolean bubbles = false, optional boolean cancelable =
false, optional any detail = null); // legacy
};

dictionary CustomEventInit : EventInit {
  any detail = null;
};
```

Events using the `CustomEvent` interface can be used to carry custom data.

For web developers (non-normative)

***event* = new CustomEvent(*type* [, *eventInitDict*])**

Works analogously to the constructor for `Event` except that the *eventInitDict* argument now allows for setting the `detail` attribute too.

***event* . detail**

Returns any custom data *event* was created with. Typically used for synthetic events.

The `detail` attribute must return the value it was initialized to.

The `initCustomEvent(type, bubbles, cancelable, detail)` method steps are:

1. If this's dispatch flag is set, then return.
2. Initialize this with *type*, *bubbles*, and *cancelable*.
3. Set this's `detail` attribute to *detail*.

2.5. Constructing events §

Specifications may define **event constructing steps** for all or some events. The algorithm is passed an event *event* and an `EventInit` *eventInitDict* as indicated in the inner event creation steps.

Note

This construct can be used by `Event` subclasses that have a more complex structure than a simple 1:1 mapping between their initializing dictionary members and IDL attributes.

When a **constructor** of the `Event` interface, or of an interface that inherits from the `Event` interface, is invoked, these steps must be run, given the arguments *type* and *eventInitDict*:

1. Let *event* be the result of running the inner event creation steps with this interface, null, now, and *eventInitDict*.
2. Initialize *event*'s `type` attribute to *type*.
3. Return *event*.

To **create an event** using *eventInterface*, which must be either `Event` or an interface that inherits from it, and optionally given a realm *realm*, run these steps:

1. If *realm* is not given, then set it to null.
2. Let *dictionary* be the result of converting the JavaScript value undefined to the dictionary type accepted by *eventInterface*'s constructor. (This dictionary type will either be `EventInit` or a dictionary that inherits from it.)

   This does not work if members are required; see whatwg/dom#600.

3. Let *event* be the result of running the inner event creation steps with *eventInterface*, *realm*, the time of the occurrence that the event is signaling, and *dictionary*.

¶ Example

In macOS the time of the occurrence for input actions is available via the `timestamp` property of `NSEvent` objects.

4. Initialize *event*'s `isTrusted` attribute to true.
5. Return *event*.

Note

Create an event is meant to be used by other specifications which need to separately create and dispatch events, instead of simply firing them. It ensures the event's attributes are initialized to the correct defaults.

The **inner event creation steps**, given an *eventInterface*, *realm*, *time*, and *dictionary*, are as follows:

1. Let *event* be the result of creating a new object using *eventInterface*. If *realm* is non-null, then use that realm; otherwise, use the default behavior defined in Web IDL.

   As of the time of this writing Web IDL does not yet define any default behavior; see whatwg/webidl#135.

2. Set *event*'s initialized flag.

3. Initialize *event*'s `timeStamp` attribute to the relative high resolution coarse time given *time* and *event*'s relevant global object.

4. For each *member* → *value* of *dictionary*, if *event* has an attribute whose identifier is *member*, then initialize that attribute to *value*.

5. Run the event constructing steps with *event* and *dictionary*.

6. Return *event*.

2.6. Defining event interfaces §

In general, when defining a new interface that inherits from `Event` please always ask feedback from the WHATWG or the W3C WebApps WG community.

The `CustomEvent` interface can be used as starting point. However, do not introduce any `init*Event()` methods as they are redundant with constructors. Interfaces that inherit from the `Event` interface that have such a method only have it for historical reasons.

2.7. Interface `EventTarget` §

IDL

```
[Exposed=*]
interface EventTarget {
  constructor();

  undefined addEventListener(DOMString type, EventListener? callback, optional (AddEventListenerOptions or
boolean) options = {});
  undefined removeEventListener(DOMString type, EventListener? callback, optional (EventListenerOptions or
boolean) options = {});
  boolean dispatchEvent(Event event);
};

callback interface EventListener {
  undefined handleEvent(Event event);
};

dictionary EventListenerOptions {
  boolean capture = false;
};

dictionary AddEventListenerOptions : EventListenerOptions {
  boolean passive;
  boolean once = false;
  AbortSignal signal;
};
```

An `EventTarget` object represents a target to which an event can be dispatched when something has occurred.

Each `EventTarget` object has an associated **event listener list** (a list of zero or more event listeners). It is initially the empty list.

An **event listener** can be used to observe a specific event and consists of:

- **type** (a string)
- **callback** (null or an `EventListener` object)
- **capture** (a boolean, initially false)
- **passive** (null or a boolean, initially null)
- **once** (a boolean, initially false)
- **signal** (null or an `AbortSignal` object)
- **removed** (a boolean for bookkeeping purposes, initially false)

Note

Although callback is an `EventListener` object, an event listener is a broader concept as can be seen above.

Each `EventTarget` object also has an associated **get the parent** algorithm, which takes an event *event*, and returns an `EventTarget` object. Unless specified otherwise it returns null.

Note

Nodes, shadow roots, and documents override the get the parent algorithm.

Each `EventTarget` object can have an associated **activation behavior** algorithm. The activation behavior algorithm is passed an event, as indicated in the dispatch algorithm.

Note

This exists because user agents perform certain actions for certain `EventTarget` objects, e.g., the `area` element, in response to synthetic `MouseEvent` events whose `type` attribute is `click`. Web compatibility prevented it from being removed and it is now the enshrined way of defining an activation of something. [HTML]

Each `EventTarget` object that has activation behavior, can additionally have both (not either) a **legacy-pre-activation behavior** algorithm and a **legacy-canceled-activation behavior** algorithm.

Note

These algorithms only exist for checkbox and radio `input` elements and are not to be used for anything else. [HTML]

For web developers (non-normative)

***target* = new EventTarget();**

Creates a new `EventTarget` object, which can be used by developers to dispatch and listen for events.

***target* . addEventListener(*type*, *callback* [, *options*])**

Appends an event listener for events whose `type` attribute value is *type*. The *callback* argument sets the callback that will be invoked when the event is dispatched.

The *options* argument sets listener-specific options. For compatibility this can be a boolean, in which case the method behaves exactly as if the value was specified as *options*'s `capture`.

When set to true, *options*'s `capture` prevents callback from being invoked when the event's `eventPhase` attribute value is `BUBBLING_PHASE`. When false (or not present), callback will not be invoked when event's `eventPhase` attribute value is `CAPTURING_PHASE`. Either way, callback will be invoked if event's `eventPhase` attribute value is `AT_TARGET`.

When set to true, *options*'s `passive` indicates that the callback will not cancel the event by invoking `preventDefault()`. This is used to enable performance optimizations described in § 2.8 Observing event listeners.

MDN

When set to true, *options*'s `once` indicates that the callback will only be invoked once after which the event listener will be removed.

If an `AbortSignal` is passed for *options*'s `signal`, then the event listener will be removed when signal is aborted.

The event listener is appended to *target*'s event listener list and is not appended if it has the same type, callback, and capture.

***target* . removeEventListener(*type*, *callback* [, *options*])**

Removes the event listener in *target*'s event listener list with the same *type*, *callback*, and *options*.

***target* . dispatchEvent(*event*)**

Dispatches a synthetic event *event* to *target* and returns true if either *event*'s `cancelable` attribute value is false or its `preventDefault()` method was not invoked; otherwise false.

To **flatten** *options*, run these steps:

1. If *options* is a boolean, then return *options*.
2. Return *options*["`capture`"].

To **flatten more** *options*, run these steps:

1. Let *capture* be the result of flattening *options*.
2. Let *once* be false.
3. Let *passive* and *signal* be null.
4. If *options* is a dictionary:
    1. Set *once* to *options*["`once`"].
    2. If *options*["`passive`"] exists, then set *passive* to *options*["`passive`"].
    3. If *options*["`signal`"] exists, then set *signal* to *options*["`signal`"].

MDN

5. Return *capture*, *passive*, *once*, and *signal*.

The `new EventTarget()` constructor steps are to do nothing.

MDN

Note

Because of the defaults stated elsewhere, the returned `EventTarget`'s get the parent algorithm will return null, and it will have no activation behavior, legacy-pre-activation behavior, or legacy-canceled-activation behavior.

Note

In the future we could allow custom get the parent algorithms. Let us know if this would be useful for your programs. For now, all author-created `EventTarget`s do not participate in a tree structure.

The **default passive value**, given an event type *type* and an `EventTarget` *eventTarget*, is determined as follows:

1. Return true if all of the following are true:
    - *type* is one of "`touchstart`", "`touchmove`", "`wheel`", or "`mousewheel`". [TOUCH-EVENTS] [UIEVENTS]
    - *eventTarget* is a `Window` object, or is a node whose node document is *eventTarget*, or is a node whose node document's document element is *eventTarget*, or is a node whose node document's body element is *eventTarget*. [HTML]
2. Return false.

To **add an event listener**, given an `EventTarget` object *eventTarget* and an event listener *listener*, run these steps:

1. If *eventTarget* is a `ServiceWorkerGlobalScope` object, its service worker's script resource's has ever been evaluated flag is set, and *listener*'s type matches the `type` attribute value of any of the service worker events, then report a warning to the console that this might not give the expected results. [SERVICE-WORKERS]
2. If *listener*'s signal is not null and is aborted, then return.
3. If *listener*'s callback is null, then return.
4. If *listener*'s passive is null, then set it to the default passive value given *listener*'s type and *eventTarget*.
5. If *eventTarget*'s event listener list does not contain an event listener whose type is *listener*'s type, callback is *listener*'s callback, and capture is *listener*'s capture, then append *listener* to *eventTarget*'s event listener list.
6. If *listener*'s signal is not null, then add the following abort steps to it:
    1. Remove an event listener with *eventTarget* and *listener*.

Note

The add an event listener concept exists to ensure event handlers use the same code path. [HTML]

The `addEventListener(type, callback, options)` method steps are:

1. Let *capture*, *passive*, *once*, and *signal* be the result of flattening more *options*.
2. Add an event listener with this and an event listener whose type is *type*, callback is *callback*, capture is *capture*, passive is *passive*, once is *once*, and signal is *signal*.

To **remove an event listener**, given an `EventTarget` object *eventTarget* and an event listener *listener*, run these steps:

1. If *eventTarget* is a `ServiceWorkerGlobalScope` object and its service worker's set of event types to handle contains *listener*'s type, then report a warning to the console that this might not give the expected results. [SERVICE-WORKERS]
2. Set *listener*'s removed to true and remove *listener* from *eventTarget*'s event listener list.

Note

HTML needs this to define event handlers. [HTML]

To **remove all event listeners**, given an `EventTarget` object *eventTarget*, for each *listener* of *eventTarget*'s event listener list, remove an event listener with *eventTarget* and *listener*.

Note

HTML needs this to define `document.open()`. [HTML]

The `removeEventListener(type, callback, options)` method steps are:

1. Let *capture* be the result of flattening *options*.
2. If this's event listener list contains an event listener whose type is *type*, callback is *callback*, and capture is *capture*, then remove an event listener with this and that event listener.

Note

The event listener list will not contain multiple event listeners with equal type, callback, *and* capture, *as add an event listener prevents that.*

The `dispatchEvent(event)` method steps are:

1. If *event*'s dispatch flag is set, or if its initialized flag is not set, then throw an "`InvalidStateError`" `DOMException`.
2. Initialize *event*'s `isTrusted` attribute to false.
3. Return the result of dispatching *event* to this.

2.8. Observing event listeners §

In general, developers do not expect the presence of an event listener to be observable. The impact of an event listener is determined by its callback. That is, a developer adding a no-op event listener would not expect it to have any side effects.

Unfortunately, some event APIs have been designed such that implementing them efficiently requires observing event listeners. This can make the presence of listeners observable in that even empty listeners can have a dramatic performance impact on the behavior of the application. For example, touch and wheel events which can be used to block asynchronous scrolling. In some cases this problem can be mitigated by specifying the event to be `cancelable` only when there is at least one non-`passive` listener. For example, non-`passive` `TouchEvent` listeners must block scrolling, but if all listeners are `passive` then scrolling can be allowed to start in parallel by making the `TouchEvent` uncancelable (so that calls to `preventDefault()` are ignored). So code dispatching an event is able to observe the absence of non-`passive` listeners, and use that to clear the `cancelable` property of the event being dispatched.

Ideally, any new event APIs are defined such that they do not need this property. (Use whatwg/dom for discussion.)

To **legacy-obtain service worker fetch event listener callbacks** given a `ServiceWorkerGlobalScope` *global*, run these steps. They return a list of `EventListener` objects.

1. Let *callbacks* be « ».
2. For each *listener* of *global*'s event listener list:
    1. If *listener*'s type is "`fetch`", and *listener*'s callback is not null, then append *listener*'s callback to *callbacks*.
3. Return *callbacks*.

2.9. Dispatching events §

To **dispatch** an *event* to a *target*, with an optional *legacy target override flag* and an optional *legacyOutputDidListenersThrowFlag*, run these steps:

1. Set *event*'s dispatch flag.
2. Let *targetOverride* be *target*, if *legacy target override flag* is not given, and *target*'s associated `Document` otherwise. [HTML]

    Note

    legacy target override flag *is only used by HTML and only when* target *is a* `Window` *object.*

3. Let *activationTarget* be null.
4. Let *relatedTarget* be the result of retargeting *event*'s relatedTarget against *target*.
5. Let *clearTargets* be false.
6. If *target* is not *relatedTarget* or *target* is *event*'s relatedTarget:
    1. Let *touchTargets* be a new list.
    2. For each *touchTarget* of *event*'s touch target list, append the result of retargeting *touchTarget* against *target* to *touchTargets*.

3. Append to an event path with *event*, *target*, *targetOverride*, *relatedTarget*, *touchTargets*, and false.
4. Let *isActivationEvent* be true, if *event* is a `MouseEvent` object and *event*'s `type` attribute is "`click`"; otherwise false.
5. If *isActivationEvent* is true and *target* has activation behavior, then set *activationTarget* to *target*.
6. Let *slottable* be *target*, if *target* is a slottable and is assigned, and null otherwise.
7. Let *slot-in-closed-tree* be false.
8. Let *parent* be the result of invoking *target*'s get the parent with *event*.
9. While *parent* is non-null:
    1. If *slottable* is non-null:
        1. Assert: *parent* is a slot.
        2. Set *slottable* to null.
        3. If *parent*'s root is a shadow root whose mode is "`closed`", then set *slot-in-closed-tree* to true.
    2. If *parent* is a slottable and is assigned, then set *slottable* to *parent*.
    3. Let *relatedTarget* be the result of retargeting *event*'s relatedTarget against *parent*.
    4. Let *touchTargets* be a new list.
    5. For each *touchTarget* of *event*'s touch target list, append the result of retargeting *touchTarget* against *parent* to *touchTargets*.
    6. If *parent* is a `Window` object, or *parent* is a node and *target*'s root is a shadow-including inclusive ancestor of *parent*:
        1. If *isActivationEvent* is true, *event*'s `bubbles` attribute is true, *activationTarget* is null, and *parent* has activation behavior, then set *activationTarget* to *parent*.
        2. Append to an event path with *event*, *parent*, null, *relatedTarget*, *touchTargets*, and *slot-in-closed-tree*.
    7. Otherwise, if *parent* is *relatedTarget*, then set *parent* to null.
    8. Otherwise:
        1. Set *target* to *parent*.
        2. If *isActivationEvent* is true, *activationTarget* is null, and *target* has activation behavior, then set *activationTarget* to *target*.
        3. Append to an event path with *event*, *parent*, *target*, *relatedTarget*, *touchTargets*, and *slot-in-closed-tree*.
    9. If *parent* is non-null, then set *parent* to the result of invoking *parent*'s get the parent with *event*.
    10. Set *slot-in-closed-tree* to false.
10. Let *clearTargetsStruct* be the last struct in *event*'s path whose shadow-adjusted target is non-null.
11. If *clearTargetsStruct*'s shadow-adjusted target, *clearTargetsStruct*'s relatedTarget, or an `EventTarget` object in *clearTargetsStruct*'s touch target list is a node whose root is a shadow root: set *clearTargets* to true.
12. If *activationTarget* is non-null and *activationTarget* has legacy-pre-activation behavior, then run *activationTarget*'s legacy-pre-activation behavior.
13. For each *struct* of *event*'s path, in reverse order:
    1. If *struct*'s shadow-adjusted target is non-null, then set *event*'s `eventPhase` attribute to `AT_TARGET`.
    2. Otherwise, set *event*'s `eventPhase` attribute to `CAPTURING_PHASE`.
    3. Invoke with *struct*, *event*, "`capturing`", and *legacyOutputDidListenersThrowFlag* if given.
14. For each *struct* of *event*'s path:
    1. If *struct*'s shadow-adjusted target is non-null, then set *event*'s `eventPhase` attribute to `AT_TARGET`.
    2. Otherwise:
        1. If *event*'s `bubbles` attribute is false, then continue.
        2. Set *event*'s `eventPhase` attribute to `BUBBLING_PHASE`.

3. Invoke with *struct*, *event*, "`bubbling`", and *legacyOutputDidListenersThrowFlag* if given.

7. Set *event*'s `eventPhase` attribute to `NONE`.
8. Set *event*'s `currentTarget` attribute to null.
9. Set *event*'s path to the empty list.
10. Unset *event*'s dispatch flag, stop propagation flag, and stop immediate propagation flag.
11. If *clearTargets* is true:
    1. Set *event*'s target to null.
    2. Set *event*'s relatedTarget to null.
    3. Set *event*'s touch target list to the empty list.
12. If *activationTarget* is non-null:
    1. If *event*'s canceled flag is unset, then run *activationTarget*'s activation behavior with *event*.
    2. Otherwise, if *activationTarget* has legacy-canceled-activation behavior, then run *activationTarget*'s legacy-canceled-activation behavior.
13. Return false if *event*'s canceled flag is set; otherwise true.

To **append to an event path**, given an *event*, *invocationTarget*, *shadowAdjustedTarget*, *relatedTarget*, *touchTargets*, and a *slot-in-closed-tree*, run these steps:

1. Let *invocationTargetInShadowTree* be false.
2. If *invocationTarget* is a node and its root is a shadow root, then set *invocationTargetInShadowTree* to true.
3. Let *root-of-closed-tree* be false.
4. If *invocationTarget* is a shadow root whose mode is "`closed`", then set *root-of-closed-tree* to true.
5. Append a new struct to *event*'s path whose invocation target is *invocationTarget*, invocation-target-in-shadow-tree is *invocationTargetInShadowTree*, shadow-adjusted target is *shadowAdjustedTarget*, relatedTarget is *relatedTarget*, touch target list is *touchTargets*, root-of-closed-tree is *root-of-closed-tree*, and slot-in-closed-tree is *slot-in-closed-tree*.

To **invoke**, given a *struct*, *event*, *phase*, and an optional *legacyOutputDidListenersThrowFlag*, run these steps:

1. Set *event*'s target to the shadow-adjusted target of the last struct in *event*'s path, that is either *struct* or preceding *struct*, whose shadow-adjusted target is non-null.
2. Set *event*'s relatedTarget to *struct*'s relatedTarget.
3. Set *event*'s touch target list to *struct*'s touch target list.
4. If *event*'s stop propagation flag is set, then return.
5. Initialize *event*'s `currentTarget` attribute to *struct*'s invocation target.
6. Let *listeners* be a clone of *event*'s `currentTarget` attribute value's event listener list.

> **Note**
> *This avoids event listeners added after this point from being run. Note that removal still has an effect due to the removed field.*

7. Let *invocationTargetInShadowTree* be *struct*'s invocation-target-in-shadow-tree.
8. Let *found* be the result of running inner invoke with *event*, *listeners*, *phase*, *invocationTargetInShadowTree*, and *legacyOutputDidListenersThrowFlag* if given.
9. If *found* is false and *event*'s `isTrusted` attribute is true:
    1. Let *originalEventType* be *event*'s `type` attribute value.
    2. If *event*'s `type` attribute value is a match for any of the strings in the first column in the following table, set *event*'s `type` attribute value to the string in the second column on the same row as the matching string, and return otherwise.

Event type	Legacy event type
"animationend"	"webkitAnimationEnd"
"animationiteration"	"webkitAnimationIteration"

Event type	Legacy event type
"animationstart"	"webkitAnimationStart"
"transitionend"	"webkitTransitionEnd"

3. Inner invoke with *event*, *listeners*, *phase*, *invocationTargetInShadowTree*, and *legacyOutputDidListenersThrowFlag* if given.
4. Set *event*'s `type` attribute value to *originalEventType*.

To **inner invoke**, given an *event*, *listeners*, *phase*, *invocationTargetInShadowTree*, and an optional *legacyOutputDidListenersThrowFlag*, run these steps:

1. Let *found* be false.
2. For each *listener* of *listeners*, whose removed is false:
    1. If *event*'s `type` attribute value is not *listener*'s type, then continue.
    2. Set *found* to true.
    3. If *phase* is "`capturing`" and *listener*'s capture is false, then continue.
    4. If *phase* is "`bubbling`" and *listener*'s capture is true, then continue.
    5. If *listener*'s once is true, then remove an event listener given *event*'s `currentTarget` attribute value and *listener*.
    6. Let *global* be *listener* callback's associated realm's global object.
    7. Let *currentEvent* be undefined.
    8. If *global* is a `Window` object:
        1. Set *currentEvent* to *global*'s current event.
        2. If *invocationTargetInShadowTree* is false, then set *global*'s current event to *event*.
    9. If *listener*'s passive is true, then set *event*'s in passive listener flag.
    10. If *global* is a `Window` object, then record timing info for event listener given *event* and *listener*.
    11. Call a user object's operation with *listener*'s callback, "`handleEvent`", « *event* », and *event*'s `currentTarget` attribute value. If this throws an exception *exception*:
        1. Report *exception* for *listener*'s callback's corresponding JavaScript object's associated realm's global object.
        2. Set *legacyOutputDidListenersThrowFlag* if given.

        Note

        The legacyOutputDidListenersThrowFlag *is only used by Indexed Database API. [INDEXEDDB]*
    12. Unset *event*'s in passive listener flag.
    13. If *global* is a `Window` object, then set *global*'s current event to *currentEvent*.
    14. If *event*'s stop immediate propagation flag is set, then break.
3. Return *found*.

2.10. Firing events §

To **fire an event** named *e* at *target*, optionally using an *eventConstructor*, with a description of how IDL attributes are to be initialized, and a *legacy target override flag*, run these steps:

1. If *eventConstructor* is not given, then let *eventConstructor* be `Event`.
2. Let *event* be the result of creating an event given *eventConstructor*, in the relevant realm of *target*.
3. Initialize *event*'s `type` attribute to *e*.
4. Initialize any other IDL attributes of *event* as described in the invocation of this algorithm.

Note

This also allows for the `isTrusted` attribute to be set to false.

5. Return the result of dispatching *event* at *target*, with *legacy target override flag* set if set.

Note

Fire in the context of DOM is short for creating, initializing, and dispatching an event. Fire an event makes that process easier to write down.

Example

If the event needs its `bubbles` or `cancelable` attribute initialized, one could write "fire an event named `submit` at *target* with its `cancelable` attribute initialized to true".

Or, when a custom constructor is needed, "fire an event named `click` at *target* using `MouseEvent` with its `detail` attribute initialized to 1".

Occasionally the return value is important:

1. Let *doAction* be the result of firing an event named `like` at *target*.
2. If *doAction* is true, then …

2.11. Action versus occurrence §

An event signifies an occurrence, not an action. Phrased differently, it represents a notification from an algorithm and can be used to influence the future course of that algorithm (e.g., through invoking `preventDefault()`). Events must not be used as actions or initiators that cause some algorithm to start running. That is not what they are for.

Note

This is called out here specifically because previous iterations of the DOM had a concept of "default actions" associated with events that gave folks all the wrong ideas. Events do not represent or cause actions, they can only be used to influence an ongoing one.

3. Aborting ongoing activities §

Though promises do not have a built-in aborting mechanism, many APIs using them require abort semantics. AbortController is meant to support these requirements by providing an abort() method that toggles the state of a corresponding AbortSignal object. The API which wishes to support aborting can accept an AbortSignal object, and use its state to determine how to proceed.

APIs that rely upon AbortController are encouraged to respond to abort() by rejecting any unsettled promise with the AbortSignal's abort reason.

Example

A hypothetical doAmazingness({ ... }) method could accept an AbortSignal object to support aborting as follows:

```
const controller = new AbortController();
const signal = controller.signal;

startSpinner();

doAmazingness({ ..., signal })
  .then(result => ...)
  .catch(err => {
    if (err.name == 'AbortError') return;
    showUserErrorMessage();
  })
  .then(() => stopSpinner());

// …

controller.abort();
```

doAmazingness could be implemented as follows:

```
function doAmazingness({signal}) {
  return new Promise((resolve, reject) => {
    signal.throwIfAborted();

    // Begin doing amazingness, and call resolve(result) when done.
    // But also, watch for signals:
    signal.addEventListener('abort', () => {
      // Stop doing amazingness, and:
      reject(signal.reason);
    });
  });
}
```

APIs that do not return promises can either react in an equivalent manner or opt to not surface the AbortSignal's abort reason at all. addEventListener() is an example of an API where the latter made sense.

APIs that require more granular control could extend both AbortController and AbortSignal objects according to their needs.

3.1. Interface AbortController §

IDL

```
[Exposed=*]
interface AbortController {
  constructor();

  [SameObject] readonly attribute AbortSignal signal;
```

```
  undefined abort(optional any reason);
};
```

For web developers (non-normative)

***controller* = new AbortController()**

Returns a new *controller* whose signal is set to a newly created AbortSignal object.

***controller* . signal**

Returns the AbortSignal object associated with this object.

***controller* . abort(*reason*)**

Invoking this method will store *reason* in this object's AbortSignal's abort reason, and signal to any observers that the associated activity is to be aborted. If *reason* is undefined, then an "AbortError" DOMException will be stored.

An AbortController object has an associated **signal** (an AbortSignal object).

The **new AbortController()** constructor steps are:

1. Let *signal* be a new AbortSignal object.
2. Set this's signal to *signal*.

The **signal** getter steps are to return this's signal.

The **abort(*reason*)** method steps are to signal abort on this with *reason* if it is given.

To **signal abort** on an AbortController *controller* with an optional *reason*, signal abort on *controller*'s signal with *reason* if it is given.

3.2. Interface AbortSignal §

IDL

```
[Exposed=*]
interface AbortSignal : EventTarget {
  [NewObject] static AbortSignal abort(optional any reason);
  [Exposed=(Window,Worker), NewObject] static AbortSignal timeout([EnforceRange] unsigned long long
milliseconds);
  [NewObject] static AbortSignal any(sequence<AbortSignal> signals);

  readonly attribute boolean aborted;
  readonly attribute any reason;
  undefined throwIfAborted();

  attribute EventHandler onabort;
};
```

For web developers (non-normative)

AbortSignal . abort(*reason*)

Returns an AbortSignal instance whose abort reason is set to *reason* if not undefined; otherwise to an "AbortError" DOMException.

AbortSignal . any(*signals*)

Returns an AbortSignal instance which will be aborted once any of *signals* is aborted. Its abort reason will be set to whichever one of *signals* caused it to be aborted.

AbortSignal . timeout(*milliseconds*)

Returns an AbortSignal instance which will be aborted in *milliseconds* milliseconds. Its abort reason will be set to a "TimeoutError" DOMException.

***signal* . aborted**

Returns true if *signal*'s AbortController has signaled to abort; otherwise false.

***signal* . reason**

Returns *signal*'s abort reason.

***signal* . throwIfAborted()**

Throws *signal*'s abort reason, if *signal*'s AbortController has signaled to abort; otherwise, does nothing.

An AbortSignal object has an associated **abort reason** (a JavaScript value), which is initially undefined.

An AbortSignal object has associated **abort algorithms**, (a set of algorithms which are to be executed when it is aborted), which is initially empty.

Note

The abort algorithms enable APIs with complex requirements to react in a reasonable way to abort(). For example, a given API's abort reason might need to be propagated to a cross-thread environment, such as a service worker.

An AbortSignal object has a **dependent** (a boolean), which is initially false.

An AbortSignal object has associated **source signals** (a weak set of AbortSignal objects that the object is dependent on for its aborted state), which is initially empty.

An AbortSignal object has associated **dependent signals** (a weak set of AbortSignal objects that are dependent on the object for their aborted state), which is initially empty.

The static **abort(*reason*)** method steps are:

1. Let *signal* be a new AbortSignal object.
2. Set *signal*'s abort reason to *reason* if it is given; otherwise to a new "AbortError" DOMException.
3. Return *signal*.

The static **timeout(*milliseconds*)** method steps are:

1. Let *signal* be a new AbortSignal object.
2. Let *global* be *signal*'s relevant global object.
3. Run steps after a timeout given *global*, "AbortSignal-timeout", *milliseconds*, and the following step:
    1. Queue a global task on the timer task source given *global* to signal abort given *signal* and a new "TimeoutError" DOMException.

    For the duration of this timeout, if *signal* has any event listeners registered for its abort event, there must be a strong reference from *global* to *signal*.
4. Return *signal*.

The static **any(*signals*)** method steps are to return the result of creating a dependent abort signal from *signals* using AbortSignal and the current realm.

The **aborted** getter steps are to return true if this is aborted; otherwise false.

The **reason** getter steps are to return this's abort reason.

The **throwIfAborted()** method steps are to throw this's abort reason, if this is aborted.

Example

This method is primarily useful for when functions accepting AbortSignals want to throw (or return a rejected promise) at specific checkpoints, instead of passing along the AbortSignal to other methods. For example, the following function allows aborting in between each attempt to poll for a condition. This gives opportunities to abort the polling process, even though the actual asynchronous operation (i.e., `await func()`) does not accept an AbortSignal.

```
async function waitForCondition(func, targetValue, { signal } = {}) {
  while (true) {
    signal?.throwIfAborted();

    const result = await func();
    if (result === targetValue) {
      return;
    }
```

```
  }
}
```

The **onabort** attribute is an event handler IDL attribute for the **onabort** event handler, whose event handler event type is **abort**.

Note

Changes to an AbortSignal object represent the wishes of the corresponding AbortController object, but an API observing the AbortSignal object can choose to ignore them. For instance, if the operation has already completed.

An AbortSignal object is **aborted** when its abort reason is not undefined.

To **add** an algorithm *algorithm* to an AbortSignal object *signal*:

1. If *signal* is aborted, then return.
2. Append *algorithm* to *signal*'s abort algorithms.

To **remove** an algorithm *algorithm* from an AbortSignal *signal*, remove *algorithm* from *signal*'s abort algorithms.

To **signal abort**, given an AbortSignal object *signal* and an optional *reason*:

1. If *signal* is aborted, then return.
2. Set *signal*'s abort reason to *reason* if it is given; otherwise to a new "AbortError" DOMException.
3. Let *dependentSignalsToAbort* be a new list.
4. For each *dependentSignal* of *signal*'s dependent signals:
    1. If *dependentSignal* is not aborted:
        1. Set *dependentSignal*'s abort reason to *signal*'s abort reason.
        2. Append *dependentSignal* to *dependentSignalsToAbort*.
5. Run the abort steps for *signal*.
6. For each *dependentSignal* of *dependentSignalsToAbort*, run the abort steps for *dependentSignal*.

To **run the abort steps** for an AbortSignal *signal*:

1. For each *algorithm* of *signal*'s abort algorithms: run *algorithm*.
2. Empty *signal*'s abort algorithms.
3. Fire an event named abort at *signal*.

To **create a dependent abort signal** from a list of AbortSignal objects *signals*, using *signalInterface*, which must be either AbortSignal or an interface that inherits from it, and a *realm*:

1. Let *resultSignal* be a new object implementing *signalInterface* using *realm*.
2. For each *signal* of *signals*: if *signal* is aborted, then set *resultSignal*'s abort reason to *signal*'s abort reason and return *resultSignal*.
3. Set *resultSignal*'s dependent to true.
4. For each *signal* of *signals*:
    1. If *signal*'s dependent is false:
        1. Append *signal* to *resultSignal*'s source signals.
        2. Append *resultSignal* to *signal*'s dependent signals.
    2. Otherwise, for each *sourceSignal* of *signal*'s source signals:
        1. Assert: *sourceSignal* is not aborted and not dependent.
        2. Append *sourceSignal* to *resultSignal*'s source signals.

3. Append *resultSignal* to *sourceSignal*'s dependent signals.

5. Return *resultSignal*.

3.2.1. Garbage collection §

A non-aborted dependent `AbortSignal` object must not be garbage collected while its source signals is non-empty and it has registered event listeners for its `abort` event or its abort algorithms is non-empty.

3.3. Using `AbortController` and `AbortSignal` objects in APIs §

Any web platform API using promises to represent operations that can be aborted must adhere to the following:

- Accept `AbortSignal` objects through a `signal` dictionary member.
- Convey that the operation got aborted by rejecting the promise with `AbortSignal` object's abort reason.
- Reject immediately if the `AbortSignal` is already aborted, otherwise:
- Use the abort algorithms mechanism to observe changes to the `AbortSignal` object and do so in a manner that does not lead to clashes with other observers.

Example

The method steps for a promise-returning method `doAmazingness(options)` could be as follows:

1. Let *global* be this's relevant global object.
2. Let *p* be a new promise.
3. If *options*["`signal`"] exists:
    1. Let *signal* be *options*["`signal`"].
    2. If *signal* is aborted, then reject *p* with *signal*'s abort reason and return *p*.
    3. Add the following abort steps to *signal*:
        1. Stop doing amazing things.
        2. Reject *p* with *signal*'s abort reason.
4. Run these steps in parallel:
    1. Let *amazingResult* be the result of doing some amazing things.
    2. Queue a global task on the amazing task source given *global* to resolve *p* with *amazingResult*.
5. Return *p*.

APIs not using promises should still adhere to the above as much as possible.

4. Nodes §

4.1. Introduction to "The DOM" §

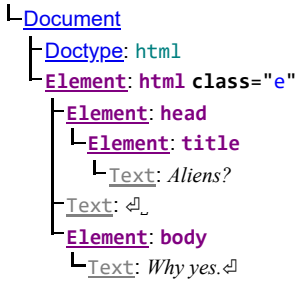
In its original sense, "The DOM" is an API for accessing and manipulating documents (in particular, HTML and XML documents). In this specification, the term "document" is used for any markup-based resource, ranging from short static documents to long essays or reports with rich multimedia, as well as to fully-fledged interactive applications.

Each such document is represented as a node tree. Some of the nodes in a tree can have children, while others are always leaves.

To illustrate, consider this HTML document:

```
<!DOCTYPE html>
<html class=e>
 <head><title>Aliens?</title></head>
 <body>Why yes.</body>
</html>
```

It is represented as follows:



Note that, due to the magic that is HTML parsing, not all ASCII whitespace were turned into `Text` nodes, but the general concept is clear. Markup goes in, a tree of nodes comes out.

Note

The most excellent Live DOM Viewer can be used to explore this matter in more detail.

4.2. Node tree §

Nodes are objects that implement `Node`. Nodes participate in a tree, which is known as the **node tree**.

Note

In practice you deal with more specific objects.

Objects that implement `Node` *also implement an inherited interface:* `Document`, `DocumentType`, `DocumentFragment`, `Element`, `CharacterData`, *or* `Attr`.

Objects that implement `DocumentFragment` *sometimes implement* `ShadowRoot`.

Objects that implement `Element` *also typically implement an inherited interface, such as* `HTMLAnchorElement`.

Objects that implement `CharacterData` *also implement an inherited interface:* `Text`, `ProcessingInstruction`, *or* `Comment`.

Objects that implement `Text` *sometimes implement* `CDATASection`.

Thus, every node's primary interface is one of: `Document`, `DocumentType`, `DocumentFragment`, `ShadowRoot`, `Element` *or an inherited interface of* `Element`, `Attr`, `Text`, `CDATASection`, `ProcessingInstruction`, *or* `Comment`.

For brevity, this specification refers to an object that implements Node and an inherited interface `NodeInterface`, as a `NodeInterface` node.

A node tree is constrained as follows, expressed as a relationship between a node and its potential children:

Document

In tree order:

1. Zero or more ProcessingInstruction or Comment nodes.
2. Optionally one DocumentType node.
3. Zero or more ProcessingInstruction or Comment nodes.
4. Optionally one Element node.
5. Zero or more ProcessingInstruction or Comment nodes.

DocumentFragment

Element

Zero or more Element or CharacterData nodes.

DocumentType

CharacterData

Attr

No children.

Note

Attr nodes participate in a tree for historical reasons; they never have a (non-null) parent or any children and are therefore alone in a tree.

To determine the **length** of a node *node*, run these steps:

1. If *node* is a DocumentType or Attr node, then return 0.
2. If *node* is a CharacterData node, then return *node*'s data's length.
3. Return the number of *node*'s children.

A node is considered **empty** if its length is 0.

4.2.1. Document tree §

A **document tree** is a node tree whose root is a document.

The **document element** of a document is the element whose parent is that document, if it exists; otherwise null.

Note

Per the node tree constraints, there can be only one such element.

A node is **in a document tree** if its root is a document.

A node is **in a document** if it is in a document tree. Note *The term in a document is no longer supposed to be used. It indicates that the standard using it has not been updated to account for shadow trees.*

4.2.2. Shadow tree §

A **shadow tree** is a node tree whose root is a shadow root.

A shadow root is always attached to another node tree through its host. A shadow tree is therefore never alone. The node tree of a shadow root's host is sometimes referred to as the **light tree**.

Note

A shadow tree's corresponding light tree can be a shadow tree itself.

A node is **connected** if its shadow-including root is a document.

4.2.2.1. Slots §

A shadow tree contains zero or more elements that are **slots**.

Note

A slot can only be created through HTML's `slot` element.

A slot has an associated **name** (a string). Unless stated otherwise it is the empty string.

Use these attribute change steps to update a slot's name:

1. If *element* is a slot, *localName* is `name`, and *namespace* is null:
    1. If *value* is *oldValue*, then return.
    2. If *value* is null and *oldValue* is the empty string, then return.
    3. If *value* is the empty string and *oldValue* is null, then return.
    4. If *value* is null or the empty string, then set *element*'s name to the empty string.
    5. Otherwise, set *element*'s name to *value*.
    6. Run assign slottables for a tree with *element*'s root.

Note

The first slot in a shadow tree, in tree order, whose name is the empty string, is sometimes known as the "default slot".

A slot has an associated **assigned nodes** (a list of slottables). Unless stated otherwise it is empty.

4.2.2.2. Slottables §

`Element` and `Text` nodes are **slottables**.

Note

A slot can be a slottable.

A slottable has an associated **name** (a string). Unless stated otherwise it is the empty string.

Use these attribute change steps to update a slottable's name:

1. If *localName* is `slot` and *namespace* is null:
    1. If *value* is *oldValue*, then return.
    2. If *value* is null and *oldValue* is the empty string, then return.
    3. If *value* is the empty string and *oldValue* is null, then return.
    4. If *value* is null or the empty string, then set *element*'s name to the empty string.
    5. Otherwise, set *element*'s name to *value*.
    6. If *element* is assigned, then run assign slottables for *element*'s assigned slot.
    7. Run assign a slot for *element*.

A slottable has an associated **assigned slot** (null or a slot). Unless stated otherwise it is null. A slottable is **assigned** if its assigned slot is non-null.

A slottable has an associated **manual slot assignment** (null or a slot). Unless stated otherwise, it is null.

Note

A slottable's manual slot assignment can be implemented using a weak reference to the slot, because this variable is not directly accessible from script.

4.2.2.3. Finding slots and slottables §

To **find a slot** for a given slottable *slottable* and an optional boolean *open* (default false):

1. If *slottable*'s parent is null, then return null.
2. Let *shadow* be *slottable*'s parent's shadow root.
3. If *shadow* is null, then return null.
4. If *open* is true and *shadow*'s mode is not "`open`", then return null.
5. If *shadow*'s slot assignment is "`manual`", then return the slot in *shadow*'s descendants whose manually assigned nodes contains *slottable*, if any; otherwise null.
6. Return the first slot in tree order in *shadow*'s descendants whose name is *slottable*'s name, if any; otherwise null.

To **find slottables** for a given slot *slot*:

1. Let *result* be « ».
2. Let *root* be *slot*'s root.
3. If *root* is not a shadow root, then return *result*.
4. Let *host* be *root*'s host.
5. If *root*'s slot assignment is "`manual`":
    1. For each slottable *slottable* of *slot*'s manually assigned nodes, if *slottable*'s parent is *host*, append *slottable* to *result*.
6. Otherwise, for each slottable child *slottable* of *host*, in tree order:
    1. Let *foundSlot* be the result of finding a slot given *slottable*.
    2. If *foundSlot* is *slot*, then append *slottable* to *result*.
7. Return *result*.

To **find flattened slottables** for a given slot *slot*:

1. Let *result* be « ».
2. If *slot*'s root is not a shadow root, then return *result*.
3. Let *slottables* be the result of finding slottables given *slot*.
4. If *slottables* is the empty list, then append each slottable child of *slot*, in tree order, to *slottables*.
5. For each *node* of *slottables*:
    1. If *node* is a slot whose root is a shadow root:
        1. Let *temporaryResult* be the result of finding flattened slottables given *node*.
        2. Append each slottable in *temporaryResult*, in order, to *result*.
    2. Otherwise, append *node* to *result*.
6. Return *result*.

4.2.2.4. Assigning slottables and slots §

To **assign slottables** for a slot *slot*:

1. Let *slottables* be the result of finding slottables for *slot*.

2. If *slottables* and *slot*'s assigned nodes are not identical, then run signal a slot change for *slot*.
3. Set *slot*'s assigned nodes to *slottables*.
4. For each *slottable* of *slottables*, set *slottable*'s assigned slot to *slot*.

To **assign slottables for a tree**, given a node *root*, run assign slottables for each slot of *root*'s inclusive descendants, in tree order.

To **assign a slot**, given a slottable *slottable*:

1. Let *slot* be the result of finding a slot with *slottable*.
2. If *slot* is non-null, then run assign slottables for *slot*.

4.2.2.5. Signaling slot change §

Each similar-origin window agent has **signal slots** (a set of slots), which is initially empty. [HTML]

To **signal a slot change**, for a slot *slot*:

1. Append *slot* to *slot*'s relevant agent's signal slots.
2. Queue a mutation observer microtask.

4.2.3. Mutation algorithms §

To **ensure pre-insert validity** of a node *node* into a node *parent* before a node *child*:

1. If *parent* is not a `Document`, `DocumentFragment`, or `Element` node, then throw a "`HierarchyRequestError`" `DOMException`.
2. If *node* is a host-including inclusive ancestor of *parent*, then throw a "`HierarchyRequestError`" `DOMException`.
3. If *child* is non-null and its parent is not *parent*, then throw a "`NotFoundError`" `DOMException`.
4. If *node* is not a `DocumentFragment`, `DocumentType`, `Element`, or `CharacterData` node, then throw a "`HierarchyRequestError`" `DOMException`.
5. If either *node* is a `Text` node and *parent* is a document, or *node* is a doctype and *parent* is not a document, then throw a "`HierarchyRequestError`" `DOMException`.
6. If *parent* is a document, and any of the statements below, switched on the interface *node* implements, are true, then throw a "`HierarchyRequestError`" `DOMException`.

   ↪ **`DocumentFragment`**

   If *node* has more than one element child or has a `Text` node child.

   Otherwise, if *node* has one element child and either *parent* has an element child, *child* is a doctype, or *child* is non-null and a doctype is following *child*.

   ↪ **`Element`**

   parent has an element child, *child* is a doctype, or *child* is non-null and a doctype is following *child*.

   ↪ **`DocumentType`**

   parent has a doctype child, *child* is non-null and an element is preceding *child*, or *child* is null and *parent* has an element child.

To **pre-insert** a *node* into a *parent* before a *child*, run these steps:

1. Ensure pre-insert validity of *node* into *parent* before *child*.
2. Let *referenceChild* be *child*.
3. If *referenceChild* is *node*, then set *referenceChild* to *node*'s next sibling.
4. Insert *node* into *parent* before *referenceChild*.
5. Return *node*.

Specifications may define **insertion steps** for all or some nodes. The algorithm is passed *insertedNode*, as indicated in the insert algorithm below. These steps must not modify the node tree that *insertedNode* participates in, create browsing contexts, fire events, or otherwise execute JavaScript. These steps may queue tasks to do these things asynchronously, however.

Example

While the insertion steps cannot execute JavaScript (among other things), they will indeed have script-observable consequences. Consider the below example:

```
const h1 = document.querySelector('h1');

const fragment = new DocumentFragment();
const script = fragment.appendChild(document.createElement('script'));
const style = fragment.appendChild(document.createElement('style'));

script.innerText= 'console.log(getComputedStyle(h1).color)'; // Logs 'rgb(255, 0, 0)'
style.innerText = 'h1 {color: rgb(255, 0, 0);}';

document.body.append(fragment);
```

The script in the above example logs `'rgb(255, 0, 0)'` because the following happen in order:

1. The insert algorithm runs, which will insert the `script` and `style` elements in order.
    1. The HTML Standard's insertion steps run for the `script` element; they do nothing. [HTML]
    2. The HTML Standard's insertion steps run for the `style` element; they immediately apply its style rules to the document. [HTML]
    3. The HTML Standard's post-connection steps run for the `script` element; they run the script, which immediately observes the style rules that were applied in the above step. [HTML]

Specifications may also define **post-connection steps** for all or some nodes. The algorithm is passed *connectedNode*, as indicated in the insert algorithm below.

Note

The purpose of the post-connection steps is to provide an opportunity for nodes to perform any connection-related operations that modify the node tree that connectedNode *participates in, create browsing contexts, or otherwise execute JavaScript. These steps allow a batch of nodes to be inserted* atomically *with respect to script, with all major side effects occurring* after *the batch insertions into the node tree is complete. This ensures that all pending node tree insertions completely finish before more insertions can occur.*

Specifications may define **children changed steps** for all or some nodes. The algorithm is passed no argument and is called from insert, remove, and replace data.

To **insert** a *node* into a *parent* before a *child*, with an optional *suppress observers flag*, run these steps:

1. Let *nodes* be *node*'s children, if *node* is a `DocumentFragment` node; otherwise « *node* ».
2. Let *count* be *nodes*'s size.
3. If *count* is 0, then return.
4. If *node* is a `DocumentFragment` node:
    1. Remove its children with the *suppress observers flag* set.
    2. Queue a tree mutation record for *node* with « », *nodes*, null, and null.

    Note

    This step intentionally does not pay attention to the suppress observers flag.
5. If *child* is non-null:
    1. For each live range whose start node is *parent* and start offset is greater than *child*'s index, increase its start offset by *count*.
    2. For each live range whose end node is *parent* and end offset is greater than *child*'s index, increase its end offset by *count*.
6. Let *previousSibling* be *child*'s previous sibling or *parent*'s last child if *child* is null.
7. For each *node* in *nodes*, in tree order:

1. Adopt *node* into *parent*'s node document.
2. If *child* is null, then append *node* to *parent*'s children.
3. Otherwise, insert *node* into *parent*'s children before *child*'s index.
4. If *parent* is a shadow host whose shadow root's slot assignment is "`named`" and *node* is a slottable, then assign a slot for *node*.
5. If *parent*'s root is a shadow root, and *parent* is a slot whose assigned nodes is the empty list, then run signal a slot change for *parent*.
6. Run assign slottables for a tree with *node*'s root.
7. For each shadow-including inclusive descendant *inclusiveDescendant* of *node*, in shadow-including tree order:
    1. Run the insertion steps with *inclusiveDescendant*.
    2. If *inclusiveDescendant* is not connected, then continue.
    3. If *inclusiveDescendant* is an element:
        1. If *inclusiveDescendant*'s custom element registry is null, then set *inclusiveDescendant*'s custom element registry to the result of looking up a custom element registry given *inclusiveDescendant*'s parent.
        2. Otherwise, if *inclusiveDescendant*'s custom element registry's is scoped is true, append *inclusiveDescendant*'s node document to *inclusiveDescendant*'s custom element registry's scoped document set.
        3. If *inclusiveDescendant* is custom, then enqueue a custom element callback reaction with *inclusiveDescendant*, callback name "`connectedCallback`", and « ».
        4. Otherwise, try to upgrade *inclusiveDescendant*.

        > **Note**
        > *If this successfully upgrades* inclusiveDescendant*, its* `connectedCallback` *will be enqueued automatically during the upgrade an element algorithm.*
    4. Otherwise, if *inclusiveDescendant* is a shadow root:
        1. If *inclusiveDescendant*'s custom element registry is null and *inclusiveDescendant*'s keep custom element registry null is false, then set *inclusiveDescendant*'s custom element registry to the result of looking up a custom element registry given *inclusiveDescendant*'s host.
        2. Otherwise, if *inclusiveDescendant*'s custom element registry is non-null and *inclusiveDescendant*'s custom element registry's is scoped is true, append *inclusiveDescendant*'s node document to *inclusiveDescendant*'s custom element registry's scoped document set.
8. If *suppress observers flag* is unset, then queue a tree mutation record for *parent* with *nodes*, « », *previousSibling*, and *child*.
9. Run the children changed steps for *parent*.
10. Let *staticNodeList* be a list of nodes, initially « ».

    > **Note**
    > *We collect all nodes before calling the post-connection steps on any one of them, instead of calling the post-connection steps while we're traversing the node tree. This is because the post-connection steps can modify the tree's structure, making live traversal unsafe, possibly leading to the post-connection steps being called multiple times on the same node.*
11. For each *node* of *nodes*, in tree order:
    1. For each shadow-including inclusive descendant *inclusiveDescendant* of *node*, in shadow-including tree order, append *inclusiveDescendant* to *staticNodeList*.
12. For each *node* of *staticNodeList*, if *node* is connected, then run the post-connection steps with *node*.

Specifications may define **moving steps** for all or some nodes. The algorithm is passed a node *movedNode*, and a node-or-null *oldParent* as indicated in the move algorithm below. Like the insertion steps, these steps must not modify the node tree that *movedNode* participates in, create browsing contexts, fire events, or otherwise execute JavaScript. These steps may queue tasks to do these things asynchronously, however.

To **move** a node *node* into a node *newParent* before a node-or-null *child*:

1. If *newParent*'s shadow-including root is not the same as *node*'s shadow-including root, then throw a "`HierarchyRequestError`" `DOMException`.

Note

This has the side effect of ensuring that a move is only performed if newParent's *connected* *is* node's *connected*.

2. If *node* is a host-including inclusive ancestor of *newParent*, then throw a "`HierarchyRequestError`" `DOMException`.
3. If *child* is non-null and its parent is not *newParent*, then throw a "`NotFoundError`" `DOMException`.
4. If *node* is not an `Element` or a `CharacterData` node, then throw a "`HierarchyRequestError`" `DOMException`.
5. If *node* is a `Text` node and *newParent* is a document, then throw a "`HierarchyRequestError`" `DOMException`.
6. If *newParent* is a document, *node* is an `Element` node, and either *newParent* has an element child, *child* is a doctype, or *child* is non-null and a doctype is following *child* then throw a "`HierarchyRequestError`" `DOMException`.
7. Let *oldParent* be *node*'s parent.
8. Assert: *oldParent* is non-null.
9. Run the live range pre-remove steps, given *node*.
10. For each `NodeIterator` object *iterator* whose root's node document is *node*'s node document, run the `NodeIterator` pre-remove steps given *node* and *iterator*.
11. Let *oldPreviousSibling* be *node*'s previous sibling.
12. Let *oldNextSibling* be *node*'s next sibling.
13. Remove *node* from *oldParent*'s children.
14. If *node* is assigned, then run assign slottables for *node*'s assigned slot.
15. If *oldParent*'s root is a shadow root, and *oldParent* is a slot whose assigned nodes is empty, then run signal a slot change for *oldParent*.
16. If *node* has an inclusive descendant that is a slot:
    1. Run assign slottables for a tree with *oldParent*'s root.
    2. Run assign slottables for a tree with *node*.
17. If *child* is non-null:
    1. For each live range whose start node is *newParent* and start offset is greater than *child*'s index, increase its start offset by 1.
    2. For each live range whose end node is *newParent* and end offset is greater than *child*'s index, increase its end offset by 1.
18. Let *newPreviousSibling* be *child*'s previous sibling if *child* is non-null, and *newParent*'s last child otherwise.
19. If *child* is null, then append *node* to *newParent*'s children.
20. Otherwise, insert *node* into *newParent*'s children before *child*'s index.
21. If *newParent* is a shadow host whose shadow root's slot assignment is "`named`" and *node* is a slottable, then assign a slot for *node*.
22. If *newParent*'s root is a shadow root, and *newParent* is a slot whose assigned nodes is empty, then run signal a slot change for *newParent*.
23. Run assign slottables for a tree with *node*'s root.
24. For each shadow-including inclusive descendant *inclusiveDescendant* of *node*, in shadow-including tree order:
    1. If *inclusiveDescendant* is *node*, then run the moving steps with *inclusiveDescendant* and *oldParent*. Otherwise, run the moving steps with *inclusiveDescendant* and null.

       Note

       Because the move algorithm is a separate primitive from insert and remove, it does not invoke the traditional insertion steps or removing steps for inclusiveDescendant.

    2. If *inclusiveDescendant* is custom and *newParent* is connected, then enqueue a custom element callback reaction with *inclusiveDescendant*, callback name "`connectedMoveCallback`", and « ».
25. Queue a tree mutation record for *oldParent* with « », « *node* », *oldPreviousSibling*, and *oldNextSibling*.
26. Queue a tree mutation record for *newParent* with « *node* », « », *newPreviousSibling*, and *child*.

To **append** a *node* to a *parent*, pre-insert *node* into *parent* before null.

To **replace** a *child* with *node* within a *parent*, run these steps:

1. If *parent* is not a `Document`, `DocumentFragment`, or `Element` node, then throw a "`HierarchyRequestError`" `DOMException`.
2. If *node* is a host-including inclusive ancestor of *parent*, then throw a "`HierarchyRequestError`" `DOMException`.
3. If *child*'s parent is not *parent*, then throw a "`NotFoundError`" `DOMException`.
4. If *node* is not a `DocumentFragment`, `DocumentType`, `Element`, or `CharacterData` node, then throw a "`HierarchyRequestError`" `DOMException`.
5. If either *node* is a `Text` node and *parent* is a document, or *node* is a doctype and *parent* is not a document, then throw a "`HierarchyRequestError`" `DOMException`.
6. If *parent* is a document, and any of the statements below, switched on the interface *node* implements, are true, then throw a "`HierarchyRequestError`" `DOMException`.

   ↪ **`DocumentFragment`**

   If *node* has more than one element child or has a `Text` node child.

   Otherwise, if *node* has one element child and either *parent* has an element child that is not *child* or a doctype is following *child*.

   ↪ **`Element`**

   parent has an element child that is not *child* or a doctype is following *child*.

   ↪ **`DocumentType`**

   parent has a doctype child that is not *child*, or an element is preceding *child*.

Note

The above statements differ from the pre-insert algorithm.

7. Let *referenceChild* be *child*'s next sibling.
8. If *referenceChild* is *node*, then set *referenceChild* to *node*'s next sibling.
9. Let *previousSibling* be *child*'s previous sibling.
10. Let *removedNodes* be the empty set.
11. If *child*'s parent is non-null:
    1. Set *removedNodes* to « *child* ».
    2. Remove *child* with the *suppress observers flag* set.

Note

The above can only be false if child *is* node.

12. Let *nodes* be *node*'s children if *node* is a `DocumentFragment` node; otherwise « *node* ».
13. Insert *node* into *parent* before *referenceChild* with the *suppress observers flag* set.
14. Queue a tree mutation record for *parent* with *nodes*, *removedNodes*, *previousSibling*, and *referenceChild*.
15. Return *child*.

To **replace all** with a *node* within a *parent*, run these steps:

1. Let *removedNodes* be *parent*'s children.
2. Let *addedNodes* be the empty set.
3. If *node* is a `DocumentFragment` node, then set *addedNodes* to *node*'s children.
4. Otherwise, if *node* is non-null, set *addedNodes* to « *node* ».
5. Remove all *parent*'s children, in tree order, with the *suppress observers flag* set.
6. If *node* is non-null, then insert *node* into *parent* before null with the *suppress observers flag* set.
7. If either *addedNodes* or *removedNodes* is not empty, then queue a tree mutation record for *parent* with *addedNodes*, *removedNodes*, null, and null.

Note

This algorithm does not make any checks with regards to the node tree constraints. Specification authors need to use it wisely.

To **pre-remove** a *child* from a *parent*, run these steps:

1. If *child*'s parent is not *parent*, then throw a "`NotFoundError`" `DOMException`.
2. Remove *child*.
3. Return *child*.

Specifications may define **removing steps** for all or some nodes. The algorithm is passed a node *removedNode* and a node-or-null *oldParent*, as indicated in the remove algorithm below.

To **remove** a node *node*, with an optional *suppress observers flag*, run these steps:

1. Let *parent* be *node*'s parent.
2. Assert: *parent* is non-null.
3. Run the live range pre-remove steps, given *node*.
4. For each `NodeIterator` object *iterator* whose root's node document is *node*'s node document, run the `NodeIterator` pre-remove steps given *node* and *iterator*.
5. Let *oldPreviousSibling* be *node*'s previous sibling.
6. Let *oldNextSibling* be *node*'s next sibling.
7. Remove *node* from its *parent*'s children.
8. If *node* is assigned, then run assign slottables for *node*'s assigned slot.
9. If *parent*'s root is a shadow root, and *parent* is a slot whose assigned nodes is the empty list, then run signal a slot change for *parent*.
10. If *node* has an inclusive descendant that is a slot:
    1. Run assign slottables for a tree with *parent*'s root.
    2. Run assign slottables for a tree with *node*.
11. Run the removing steps with *node* and *parent*.
12. Let *isParentConnected* be *parent*'s connected.
13. If *node* is custom and *isParentConnected* is true, then enqueue a custom element callback reaction with *node*, callback name "`disconnectedCallback`", and « ».

    Note

    It is intentional for now that custom elements do not get parent *passed. This might change in the future if there is a need.*

14. For each shadow-including descendant *descendant* of *node*, in shadow-including tree order:
    1. Run the removing steps with *descendant* and null.
    2. If *descendant* is custom and *isParentConnected* is true, then enqueue a custom element callback reaction with *descendant*, callback name "`disconnectedCallback`", and « ».
15. For each inclusive ancestor *inclusiveAncestor* of *parent*, and then for each *registered* of *inclusiveAncestor*'s registered observer list, if *registered*'s options["`subtree`"] is true, then append a new transient registered observer whose observer is *registered*'s observer, options is *registered*'s options, and source is *registered* to *node*'s registered observer list.
16. If *suppress observers flag* is unset, then queue a tree mutation record for *parent* with « », « *node* », *oldPreviousSibling*, and *oldNextSibling*.
17. Run the children changed steps for *parent*.

4.2.4. Mixin `NonElementParentNode` §

Note

Web compatibility prevents the `getElementById()` method from being exposed on elements (and therefore on `ParentNode`).

IDL

```
interface mixin NonElementParentNode {
  Element? getElementById(DOMString elementId);
```

```
};
Document includes NonElementParentNode;
DocumentFragment includes NonElementParentNode;
```

For web developers (non-normative)

***node* . getElementById(*elementId*)**

Returns the first element within *node*'s descendants whose ID is *elementId*.

The **getElementById(*elementId*)** method steps are to return the first element, in tree order, within this's descendants, whose ID is *elementId*; otherwise, if there is no such element, null.

4.2.5. Mixin DocumentOrShadowRoot §

IDL

```
interface mixin DocumentOrShadowRoot {
  readonly attribute CustomElementRegistry? customElementRegistry;
};
Document includes DocumentOrShadowRoot;
ShadowRoot includes DocumentOrShadowRoot;
```

For web developers (non-normative)

***registry* = *documentOrShadowRoot* . customElementRegistry**

Returns *documentOrShadowRoot*'s CustomElementRegistry object, if any; otherwise null.

The **customElementRegistry** getter steps are:

1. If this is a document, then return this's custom element registry.
2. Assert: this is a ShadowRoot node.
3. Return this's custom element registry.

Note

The DocumentOrShadowRoot mixin is also expected to be used by other standards that want to define APIs shared between documents and shadow roots.

4.2.6. Mixin ParentNode §

To **convert nodes into a node**, given *nodes* and *document*, run these steps:

1. Let *node* be null.
2. Replace each string in *nodes* with a new Text node whose data is the string and node document is *document*.
3. If *nodes* contains one node, then set *node* to *nodes*[0].
4. Otherwise, set *node* to a new DocumentFragment node whose node document is *document*, and then append each node in *nodes*, if any, to it.
5. Return *node*.

IDL

```
interface mixin ParentNode {
  [SameObject] readonly attribute HTMLCollection children;
  readonly attribute Element? firstElementChild;
  readonly attribute Element? lastElementChild;
  readonly attribute unsigned long childElementCount;

  [CEReactions, Unscopable] undefined prepend((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined append((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined replaceChildren((Node or DOMString)... nodes);

  [CEReactions] undefined moveBefore(Node node, Node? child);
```

```
  Element? querySelector(DOMString selectors);
  [NewObject] NodeList querySelectorAll(DOMString selectors);
};
Document includes ParentNode;
DocumentFragment includes ParentNode;
Element includes ParentNode;
```

For web developers (non-normative)

***collection* = *node* . children**

Returns the child elements.

***element* = *node* . firstElementChild**

Returns the first child that is an element; otherwise null.

***element* = *node* . lastElementChild**

Returns the last child that is an element; otherwise null.

***node* . prepend(*nodes*)**

Inserts *nodes* before the first child of *node*, while replacing strings in *nodes* with equivalent Text nodes.

Throws a "HierarchyRequestError" DOMException if the constraints of the node tree are violated.

***node* . append(*nodes*)**

Inserts *nodes* after the last child of *node*, while replacing strings in *nodes* with equivalent Text nodes.

Throws a "HierarchyRequestError" DOMException if the constraints of the node tree are violated.

***node* . replaceChildren(*nodes*)**

Replace all children of *node* with *nodes*, while replacing strings in *nodes* with equivalent Text nodes.

Throws a "HierarchyRequestError" DOMException if the constraints of the node tree are violated.

***node* . moveBefore(*movedNode*, *child*)**

Moves, without first removing, *movedNode* into *node* after *child* if *child* is non-null; otherwise after the last child of *node*. This method preserves state associated with *movedNode*.

Throws a "HierarchyRequestError" DOMException if the constraints of the node tree are violated, or the state associated with the moved node cannot be preserved.

***node* . querySelector(*selectors*)**

Returns the first element that is a descendant of *node* that matches *selectors*.

***node* . querySelectorAll(*selectors*)**

Returns all element descendants of *node* that match *selectors*.

The **children** getter steps are to return an HTMLCollection collection rooted at this matching only element children.

The **firstElementChild** getter steps are to return the first child that is an element; otherwise null.

The **lastElementChild** getter steps are to return the last child that is an element; otherwise null.

The **childElementCount** getter steps are to return the number of children of this that are elements.

The **prepend(*nodes*)** method steps are:

1. Let *node* be the result of converting nodes into a node given *nodes* and this's node document.
2. Pre-insert *node* into this before this's first child.

The **append(*nodes*)** method steps are:

1. Let *node* be the result of converting nodes into a node given *nodes* and this's node document.
2. Append *node* to this.

The **replaceChildren(*nodes*)** method steps are:

1. Let *node* be the result of converting nodes into a node given *nodes* and this's node document.
2. Ensure pre-insert validity of *node* into this before null.
3. Replace all with *node* within this.

The `moveBefore(node, child)` method steps are:

1. Let *referenceChild* be *child*.
2. If *referenceChild* is *node*, then set *referenceChild* to *node*'s next sibling.
3. Move *node* into this before *referenceChild*.

The `querySelector(selectors)` method steps are to return the first result of running scope-match a selectors string *selectors* against this, if the result is not an empty list; otherwise null.

The `querySelectorAll(selectors)` method steps are to return the static result of running scope-match a selectors string *selectors* against this.

4.2.7. Mixin `NonDocumentTypeChildNode` §

Note

Web compatibility prevents the `previousElementSibling` and `nextElementSibling` attributes from being exposed on doctypes (and therefore on `ChildNode`).

IDL

```
interface mixin NonDocumentTypeChildNode {
  readonly attribute Element? previousElementSibling;
  readonly attribute Element? nextElementSibling;
};
Element includes NonDocumentTypeChildNode;
CharacterData includes NonDocumentTypeChildNode;
```

For web developers (non-normative)

***element* = *node* . previousElementSibling**

Returns the first preceding sibling that is an element; otherwise null.

***element* = *node* . nextElementSibling**

Returns the first following sibling that is an element; otherwise null.

The `previousElementSibling` getter steps are to return the first preceding sibling that is an element; otherwise null.

The `nextElementSibling` getter steps are to return the first following sibling that is an element; otherwise null.

4.2.8. Mixin `ChildNode` §

IDL

```
interface mixin ChildNode {
  [CEReactions, Unscopable] undefined before((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined after((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined replaceWith((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined remove();
};
DocumentType includes ChildNode;
Element includes ChildNode;
CharacterData includes ChildNode;
```

For web developers (non-normative)

***node* . before(...nodes)**

Inserts *nodes* just before *node*, while replacing strings in *nodes* with equivalent `Text` nodes.

Throws a "`HierarchyRequestError`" `DOMException` if the constraints of the node tree are violated.

***node* . after(...nodes)**

Inserts *nodes* just after *node*, while replacing strings in *nodes* with equivalent `Text` nodes.

Throws a "`HierarchyRequestError`" `DOMException` if the constraints of the node tree are violated.

***node* . replaceWith(...nodes)**

Replaces *node* with *nodes*, while replacing strings in *nodes* with equivalent `Text` nodes.

Throws a "HierarchyRequestError" DOMException if the constraints of the node tree are violated.

node . remove()

Removes *node*.

The before(*nodes*) method steps are:

1. Let *parent* be this's parent.
2. If *parent* is null, then return.
3. Let *viablePreviousSibling* be this's first preceding sibling not in *nodes*; otherwise null.
4. Let *node* be the result of converting nodes into a node, given *nodes* and this's node document.
5. If *viablePreviousSibling* is null, then set it to *parent*'s first child; otherwise to *viablePreviousSibling*'s next sibling.
6. Pre-insert *node* into *parent* before *viablePreviousSibling*.

The after(*nodes*) method steps are:

1. Let *parent* be this's parent.
2. If *parent* is null, then return.
3. Let *viableNextSibling* be this's first following sibling not in *nodes*; otherwise null.
4. Let *node* be the result of converting nodes into a node, given *nodes* and this's node document.
5. Pre-insert *node* into *parent* before *viableNextSibling*.

The replaceWith(*nodes*) method steps are:

1. Let *parent* be this's parent.
2. If *parent* is null, then return.
3. Let *viableNextSibling* be this's first following sibling not in *nodes*; otherwise null.
4. Let *node* be the result of converting nodes into a node, given *nodes* and this's node document.
5. If this's parent is *parent*, replace this with *node* within *parent*.

   Note

   This could have been inserted into node.

6. Otherwise, pre-insert *node* into *parent* before *viableNextSibling*.

The remove() method steps are:

1. If this's parent is null, then return.
2. Remove this.

4.2.9. Mixin Slottable §

IDL

```
interface mixin Slottable {
  readonly attribute HTMLSlotElement? assignedSlot;
};
Element includes Slottable;
Text includes Slottable;
```

The assignedSlot getter steps are to return the result of find a slot given this and true.

4.2.10. Old-style collections: NodeList and HTMLCollection §

A **collection** is an object that represents a list of nodes. A collection can be either **live** or **static**. Unless otherwise stated, a collection must be live.

If a collection is live, then the attributes and methods on that object must operate on the actual underlying data, not a snapshot of the data.

When a collection is created, a filter and a root are associated with it.

The collection then **represents** a view of the subtree rooted at the collection's root, containing only nodes that match the given filter. The view is linear. In the absence of specific requirements to the contrary, the nodes within the collection must be sorted in tree order.

4.2.10.1. Interface `NodeList` §

A `NodeList` object is a collection of nodes.

IDL
```
[Exposed=Window]
interface NodeList {
  getter Node? item(unsigned long index);
  readonly attribute unsigned long length;
  iterable<Node>;
};
```

For web developers (non-normative)

***collection* . `length`**

Returns the number of nodes in the collection.

***element* = *collection* . `item(index)`**

***element* = *collection*[*index*]**

Returns the node with index *index* from the collection. The nodes are sorted in tree order.

The object's supported property indices are the numbers in the range zero to one less than the number of nodes represented by the collection. If there are no such elements, then there are no supported property indices.

The `length` attribute must return the number of nodes represented by the collection.

The `item(index)` method must return the *index*th node in the collection. If there is no *index*th node in the collection, then the method must return null.

4.2.10.2. Interface `HTMLCollection` §

IDL
```
[Exposed=Window, LegacyUnenumerableNamedProperties]
interface HTMLCollection {
  readonly attribute unsigned long length;
  getter Element? item(unsigned long index);
  getter Element? namedItem(DOMString name);
};
```

An `HTMLCollection` object is a collection of elements.

Note

`HTMLCollection` is a historical artifact we cannot rid the web of. While developers are of course welcome to keep using it, new API standard designers ought not to use it (use `sequence<T>` in IDL instead).

For web developers (non-normative)

***collection* . `length`**

Returns the number of elements in the collection.

***element* = *collection* . `item(index)`**

***element* = *collection*[*index*]**

Returns the element with index *index* from the collection. The elements are sorted in tree order.

***element* = *collection* . `namedItem(name)`**

***element* = *collection*[*name*]**

Returns the first element with ID or name *name* from the collection.

The object's supported property indices are the numbers in the range zero to one less than the number of elements represented by the collection. If there are no such elements, then there are no supported property indices.

The `length` getter steps are to return the number of nodes represented by the collection.

The `item(index)` method steps are to return the *index*th element in the collection. If there is no *index*th element in the collection, then the method must return null.

The supported property names are the values from the list returned by these steps:

1. Let *result* be an empty list.
2. For each *element* represented by the collection, in tree order:
    1. If *element* has an ID which is not in *result*, append *element*'s ID to *result*.
    2. If *element* is in the HTML namespace and has a `name` attribute whose value is neither the empty string nor is in *result*, append *element*'s `name` attribute value to *result*.
3. Return *result*.

The `namedItem(key)` method steps are:

1. If *key* is the empty string, return null.
2. Return the first element in the collection for which at least one of the following is true:
    - it has an ID which is *key*;
    - it is in the HTML namespace and has a `name` attribute whose value is *key*;

    or null if there is no such element.

4.3. Mutation observers §

Each similar-origin window agent has a **mutation observer microtask queued** (a boolean), which is initially false. [HTML]

Each similar-origin window agent also has **pending mutation observers** (a set of zero or more `MutationObserver` objects), which is initially empty.

To **queue a mutation observer microtask**, run these steps:

1. If the surrounding agent's mutation observer microtask queued is true, then return.
2. Set the surrounding agent's mutation observer microtask queued to true.
3. Queue a microtask to notify mutation observers.

To **notify mutation observers**, run these steps:

1. Set the surrounding agent's mutation observer microtask queued to false.
2. Let *notifySet* be a clone of the surrounding agent's pending mutation observers.
3. Empty the surrounding agent's pending mutation observers.
4. Let *signalSet* be a clone of the surrounding agent's signal slots.
5. Empty the surrounding agent's signal slots.
6. For each *mo* of *notifySet*:
    1. Let *records* be a clone of *mo*'s record queue.
    2. Empty *mo*'s record queue.
    3. For each *node* of *mo*'s node list, remove all transient registered observers whose observer is *mo* from *node*'s registered observer list.
    4. If *records* is not empty, then invoke *mo*'s callback with « *records*, *mo* » and "`report`", and with callback this value *mo*.
7. For each *slot* of *signalSet*, fire an event named `slotchange`, with its `bubbles` attribute set to true, at *slot*.

Each node has a **registered observer list** (a list of zero or more registered observers), which is initially empty.

A **registered observer** consists of an **observer** (a `MutationObserver` object) and **options** (a `MutationObserverInit` dictionary).

A **transient registered observer** is a registered observer that also consists of a **source** (a registered observer).

Note

Transient registered observers are used to track mutations within a given node's descendants after node has been removed so they do not get lost when `subtree` is set to true on node's parent.

4.3.1. Interface `MutationObserver` §

IDL

```
[Exposed=Window]
interface MutationObserver {
  constructor(MutationCallback callback);

  undefined observe(Node target, optional MutationObserverInit options = {});
  undefined disconnect();
  sequence<MutationRecord> takeRecords();
};

callback MutationCallback = undefined (sequence<MutationRecord> mutations, MutationObserver observer);

dictionary MutationObserverInit {
  boolean childList = false;
  boolean attributes;
  boolean characterData;
  boolean subtree = false;
  boolean attributeOldValue;
  boolean characterDataOldValue;
  sequence<DOMString> attributeFilter;
};
```

A `MutationObserver` object can be used to observe mutations to the tree of nodes.

Each `MutationObserver` object has these associated concepts:

- A **callback** set on creation.
- A **node list** (a list of weak references to nodes), which is initially empty.
- A **record queue** (a queue of zero or more `MutationRecord` objects), which is initially empty.

For web developers (non-normative)

***observer* = new MutationObserver(callback)**

Constructs a `MutationObserver` object and sets its callback to *callback*. The *callback* is invoked with a list of `MutationRecord` objects as first argument and the constructed `MutationObserver` object as second argument. It is invoked after nodes registered with the `observe()` method, are mutated.

***observer* . observe(target, options)**

Instructs the user agent to observe a given *target* (a node) and report any mutations based on the criteria given by *options* (an object).

The *options* argument allows for setting mutation observation options via object members. These are the object members that can be used:

`childList`
Set to true if mutations to *target*'s children are to be observed.

`attributes`
Set to true if mutations to *target*'s attributes are to be observed. Can be omitted if `attributeOldValue` or `attributeFilter` is specified.

`characterData`
Set to true if mutations to *target*'s data are to be observed. Can be omitted if `characterDataOldValue` is specified.

`subtree`
Set to true if mutations to not just *target*, but also *target*'s descendants are to be observed.

`attributeOldValue`
Set to true if `attributes` is true or omitted and *target*'s attribute value before the mutation needs to be recorded.

`characterDataOldValue`
Set to true if `characterData` is set to true or omitted and *target*'s data before the mutation needs to be recorded.

`attributeFilter`
Set to a list of attribute local names (without namespace) if not all attribute mutations need to be observed and `attributes` is true or omitted.

***observer* . `disconnect()`**
Stops *observer* from observing any mutations. Until the `observe()` method is used again, *observer*'s callback will not be invoked.

***observer* . `takeRecords()`**
Empties the record queue and returns what was in there.

The **`new MutationObserver(callback)`** constructor steps are to set this's callback to *callback*.

The **`observe(target, options)`** method steps are:

1. If either *options*["`attributeOldValue`"] or *options*["`attributeFilter`"] exists, and *options*["`attributes`"] does not exist, then set *options*["`attributes`"] to true.
2. If *options*["`characterDataOldValue`"] exists and *options*["`characterData`"] does not exist, then set *options*["`characterData`"] to true.
3. If none of *options*["`childList`"], *options*["`attributes`"], and *options*["`characterData`"] is true, then throw a `TypeError`.
4. If *options*["`attributeOldValue`"] is true and *options*["`attributes`"] is false, then throw a `TypeError`.
5. If *options*["`attributeFilter`"] is present and *options*["`attributes`"] is false, then throw a `TypeError`.
6. If *options*["`characterDataOldValue`"] is true and *options*["`characterData`"] is false, then throw a `TypeError`.
7. For each *registered* of *target*'s registered observer list, if *registered*'s observer is this:
    1. For each *node* of this's node list, remove all transient registered observers whose source is *registered* from *node*'s registered observer list.
    2. Set *registered*'s options to *options*.
8. Otherwise:
    1. Append a new registered observer whose observer is this and options is *options* to *target*'s registered observer list.
    2. Append a weak reference to *target* to this's node list.

The **`disconnect()`** method steps are:

1. For each *node* of this's node list, remove any registered observer from *node*'s registered observer list for which this is the observer.
2. Empty this's record queue.

The **`takeRecords()`** method steps are:

1. Let *records* be a clone of this's record queue.
2. Empty this's record queue.
3. Return *records*.

4.3.2. Queuing a mutation record §

To **queue a mutation record** of *type* for *target* with *name*, *namespace*, *oldValue*, *addedNodes*, *removedNodes*, *previousSibling*, and *nextSibling*, run these steps:

1. Let *interestedObservers* be an empty map.
2. Let *nodes* be the inclusive ancestors of *target*.
3. For each *node* in *nodes*, and then for each *registered* of *node*'s registered observer list:
    1. Let *options* be *registered*'s options.
    2. If none of the following are true
        - *node* is not *target* and *options*["`subtree`"] is false

- *type* is "attributes" and *options*["attributes"] either does not exist or is false
- *type* is "attributes", *options*["attributeFilter"] exists, and *options*["attributeFilter"] does not contain *name* or *namespace* is non-null
- *type* is "characterData" and *options*["characterData"] either does not exist or is false
- *type* is "childList" and *options*["childList"] is false

then:

1. Let *mo* be *registered*'s observer.
2. If *interestedObservers*[*mo*] does not exist, then set *interestedObservers*[*mo*] to null.
3. If either *type* is "attributes" and *options*["attributeOldValue"] is true, or *type* is "characterData" and *options*["characterDataOldValue"] is true, then set *interestedObservers*[*mo*] to *oldValue*.

4. For each *observer* → *mappedOldValue* of *interestedObservers*:
   1. Let *record* be a new MutationRecord object with its type set to *type*, target set to *target*, attributeName set to *name*, attributeNamespace set to *namespace*, oldValue set to *mappedOldValue*, addedNodes set to *addedNodes*, removedNodes set to *removedNodes*, previousSibling set to *previousSibling*, and nextSibling set to *nextSibling*.
   2. Enqueue *record* to *observer*'s record queue.
   3. Append *observer* to the surrounding agent's pending mutation observers.
5. Queue a mutation observer microtask.

To **queue a tree mutation record** for *target* with *addedNodes*, *removedNodes*, *previousSibling*, and *nextSibling*, run these steps:

1. Assert: either *addedNodes* or *removedNodes* is not empty.
2. Queue a mutation record of "childList" for *target* with null, null, null, *addedNodes*, *removedNodes*, *previousSibling*, and *nextSibling*.

4.3.3. Interface MutationRecord §

IDL

```
[Exposed=Window]
interface MutationRecord {
  readonly attribute DOMString type;
  [SameObject] readonly attribute Node target;
  [SameObject] readonly attribute NodeList addedNodes;
  [SameObject] readonly attribute NodeList removedNodes;
  readonly attribute Node? previousSibling;
  readonly attribute Node? nextSibling;
  readonly attribute DOMString? attributeName;
  readonly attribute DOMString? attributeNamespace;
  readonly attribute DOMString? oldValue;
};
```

For web developers (non-normative)

***record* . type**

Returns "attributes" if it was an attribute mutation. "characterData" if it was a mutation to a CharacterData node. And "childList" if it was a mutation to the tree of nodes.

***record* . target**

Returns the node the mutation affected, depending on the type. For "attributes", it is the element whose attribute changed. For "characterData", it is the CharacterData node. For "childList", it is the node whose children changed.

***record* . addedNodes**

***record* . removedNodes**

Return the nodes added and removed respectively.

***record* . previousSibling**

***record* . nextSibling**

Return the previous and next sibling respectively of the added or removed nodes; otherwise null.

***record* . attributeName**

Returns the local name of the changed attribute; otherwise null.

***record* . attributeNamespace**

Returns the namespace of the changed attribute; otherwise null.

***record* . oldValue**

The return value depends on type. For "attributes", it is the value of the changed attribute before the change. For "characterData", it is the data of the changed node before the change. For "childList", it is null.

The **type**, **target**, **addedNodes**, **removedNodes**, **previousSibling**, **nextSibling**, **attributeName**, **attributeNamespace**, and **oldValue** attributes must return the values they were initialized to.

4.4. Interface Node §

IDL

```
[Exposed=Window]
interface Node : EventTarget {
  const unsigned short ELEMENT_NODE = 1;
  const unsigned short ATTRIBUTE_NODE = 2;
  const unsigned short TEXT_NODE = 3;
  const unsigned short CDATA_SECTION_NODE = 4;
  const unsigned short ENTITY_REFERENCE_NODE = 5; // legacy
  const unsigned short ENTITY_NODE = 6; // legacy
  const unsigned short PROCESSING_INSTRUCTION_NODE = 7;
  const unsigned short COMMENT_NODE = 8;
  const unsigned short DOCUMENT_NODE = 9;
  const unsigned short DOCUMENT_TYPE_NODE = 10;
  const unsigned short DOCUMENT_FRAGMENT_NODE = 11;
  const unsigned short NOTATION_NODE = 12; // legacy
  readonly attribute unsigned short nodeType;
  readonly attribute DOMString nodeName;

  readonly attribute USVString baseURI;

  readonly attribute boolean isConnected;
  readonly attribute Document? ownerDocument;
  Node getRootNode(optional GetRootNodeOptions options = {});
  readonly attribute Node? parentNode;
  readonly attribute Element? parentElement;
  boolean hasChildNodes();
  [SameObject] readonly attribute NodeList childNodes;
  readonly attribute Node? firstChild;
  readonly attribute Node? lastChild;
  readonly attribute Node? previousSibling;
  readonly attribute Node? nextSibling;

  [CEReactions] attribute DOMString? nodeValue;
  [CEReactions] attribute DOMString? textContent;
  [CEReactions] undefined normalize();

  [CEReactions, NewObject] Node cloneNode(optional boolean subtree = false);
  boolean isEqualNode(Node? otherNode);
  boolean isSameNode(Node? otherNode); // legacy alias of ===

  const unsigned short DOCUMENT_POSITION_DISCONNECTED = 0x01;
  const unsigned short DOCUMENT_POSITION_PRECEDING = 0x02;
  const unsigned short DOCUMENT_POSITION_FOLLOWING = 0x04;
  const unsigned short DOCUMENT_POSITION_CONTAINS = 0x08;
  const unsigned short DOCUMENT_POSITION_CONTAINED_BY = 0x10;
  const unsigned short DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC = 0x20;
  unsigned short compareDocumentPosition(Node other);
  boolean contains(Node? other);

  DOMString? lookupPrefix(DOMString? namespace);
  DOMString? lookupNamespaceURI(DOMString? prefix);
  boolean isDefaultNamespace(DOMString? namespace);
```

```
  [CEReactions] Node insertBefore(Node node, Node? child);
  [CEReactions] Node appendChild(Node node);
  [CEReactions] Node replaceChild(Node node, Node child);
  [CEReactions] Node removeChild(Node child);
};

dictionary GetRootNodeOptions {
  boolean composed = false;
};
```

Note

Node is an abstract interface that is used by all nodes. You cannot get a direct instance of it.

Each node has an associated **node document**, set upon creation, that is a document.

Note

A node's node document can be changed by the adopt algorithm.

A node's get the parent algorithm, given an *event*, returns the node's assigned slot, if node is assigned; otherwise node's parent.

Note

Each node also has a registered observer list.

For web developers (non-normative)

***node* . nodeType**

Returns a number appropriate for the type of *node*, as follows:

Element
: Node . ELEMENT_NODE (1).

Attr
: Node . ATTRIBUTE_NODE (2).

An exclusive Text node
: Node . TEXT_NODE (3).

CDATASection
: Node . CDATA_SECTION_NODE (4).

ProcessingInstruction
: Node . PROCESSING_INSTRUCTION_NODE (7).

Comment
: Node . COMMENT_NODE (8).

Document
: Node . DOCUMENT_NODE (9).

DocumentType
: Node . DOCUMENT_TYPE_NODE (10).

DocumentFragment
: Node . DOCUMENT_FRAGMENT_NODE (11).

***node* . nodeName**

Returns a string appropriate for the type of *node*, as follows:

Element
: Its HTML-uppercased qualified name.

Attr
: Its qualified name.

An exclusive Text node
: "#text".

CDATASection
: "#cdata-section".

ProcessingInstruction
: Its target.

Comment
"#comment".

Document
"#document".

DocumentType
Its name.

DocumentFragment
"#document-fragment".

The **nodeType** getter steps are to return the first matching statement, switching on the interface this implements:

↪ **Element**
ELEMENT_NODE (1)

↪ **Attr**
ATTRIBUTE_NODE (2);

↪ **An exclusive Text node**
TEXT_NODE (3);

↪ **CDATASection**
CDATA_SECTION_NODE (4);

↪ **ProcessingInstruction**
PROCESSING_INSTRUCTION_NODE (7);

↪ **Comment**
COMMENT_NODE (8);

↪ **Document**
DOCUMENT_NODE (9);

↪ **DocumentType**
DOCUMENT_TYPE_NODE (10);

↪ **DocumentFragment**
DOCUMENT_FRAGMENT_NODE (11).

The **nodeName** getter steps are to return the first matching statement, switching on the interface this implements:

↪ **Element**
Its HTML-uppercased qualified name.

↪ **Attr**
Its qualified name.

↪ **An exclusive Text node**
"#text".

↪ **CDATASection**
"#cdata-section".

↪ **ProcessingInstruction**
Its target.

↪ **Comment**
"#comment".

↪ **Document**
"#document".

↪ **DocumentType**
Its name.

↪ **DocumentFragment**
"#document-fragment".

For web developers (non-normative)

node . **baseURI**

Returns *node*'s node document's document base URL.

The `baseURI` getter steps are to return this's node document's document base URL, serialized.

MDN

For web developers (non-normative)

node . **isConnected**

Returns true if *node* is connected; otherwise false.

node . **ownerDocument**

Returns the node document. Returns null for documents.

MDN

node . **getRootNode()**

Returns *node*'s root.

node . **getRootNode({ composed:true })**

Returns *node*'s shadow-including root.

node . **parentNode**

Returns the parent.

node . **parentElement**

Returns the parent element.

node . **hasChildNodes()**

Returns whether *node* has children.

node . **childNodes**

Returns the children.

node . **firstChild**

Returns the first child.

node . **lastChild**

Returns the last child.

node . **previousSibling**

Returns the previous sibling.

node . **nextSibling**

Returns the next sibling.

The `isConnected` getter steps are to return true, if this is connected; otherwise false.

The `ownerDocument` getter steps are to return null, if this is a document; otherwise this's node document.

Note

The node document of a document is that document itself. All nodes have a node document at all times.

The `getRootNode(options)` method steps are to return this's shadow-including root if *options*["`composed`"] is true; otherwise this's root.

The `parentNode` getter steps are to return this's parent.

The `parentElement` getter steps are to return this's parent element.

The `hasChildNodes()` method steps are to return true if this has children; otherwise false.

The `childNodes` getter steps are to return a `NodeList` rooted at this matching only children.

The `firstChild` getter steps are to return this's first child.

The `lastChild` getter steps are to return this's last child.

The `previousSibling` getter steps are to return this's previous sibling.

The `nextSibling` getter steps are to return this's next sibling.

The **`nodeValue`** getter steps are to return the following, switching on the interface this implements:

↳ **`Attr`**
: this's value.

↳ **`CharacterData`**
: this's data.

↳ **Otherwise**
: Null.

The `nodeValue` setter steps are to, if the given value is null, act as if it was the empty string instead, and then do as described below, switching on the interface this implements:

↳ **`Attr`**
: Set an existing attribute value with this and the given value.

↳ **`CharacterData`**
: Replace data with node this, offset 0, count this's length, and data the given value.

↳ **Otherwise**
: Do nothing.

To **get text content** with a node *node*, return the following, switching on the interface *node* implements:

↳ **`DocumentFragment`**
↳ **`Element`**
: The descendant text content of *node*.

↳ **`Attr`**
: *node*'s value.

↳ **`CharacterData`**
: *node*'s data.

↳ **Otherwise**
: Null.

The **`textContent`** getter steps are to return the result of running get text content with this.

To **string replace all** with a string *string* within a node *parent*, run these steps:

1. Let *node* be null.
2. If *string* is not the empty string, then set *node* to a new `Text` node whose data is *string* and node document is *parent*'s node document.
3. Replace all with *node* within *parent*.

To **set text content** with a node *node* and a string *value*, do as defined below, switching on the interface *node* implements:

↳ **`DocumentFragment`**
↳ **`Element`**
: String replace all with *value* within *node*.

↳ **`Attr`**
: Set an existing attribute value with *node* and *value*.

↳ **`CharacterData`**
: Replace data with node *node*, offset 0, count *node*'s length, and data *value*.

↳ **Otherwise**
: Do nothing.

The `textContent` setter steps are to, if the given value is null, act as if it was the empty string instead, and then run set text content with this and the given value.

For web developers (non-normative)

***node* . normalize()**

Removes empty exclusive `Text` nodes and concatenates the data of remaining contiguous exclusive `Text` nodes into the first of their n

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The `normalize()` method steps are to run these steps for each descendant exclusive `Text` node *node* of this:

1. Let *length* be *node*'s length.
2. If *length* is zero, then remove *node* and continue with the next exclusive `Text` node, if any.
3. Let *data* be the concatenation of the data of *node*'s contiguous exclusive `Text` nodes (excluding itself), in tree order.
4. Replace data with node *node*, offset *length*, count 0, and data *data*.
5. Let *currentNode* be *node*'s next sibling.
6. While *currentNode* is an exclusive `Text` node:
    1. For each live range whose start node is *currentNode*, add *length* to its start offset and set its start node to *node*.
    2. For each live range whose end node is *currentNode*, add *length* to its end offset and set its end node to *node*.
    3. For each live range whose start node is *currentNode*'s parent and start offset is *currentNode*'s index, set its start node to *no* its start offset to *length*.
    4. For each live range whose end node is *currentNode*'s parent and end offset is *currentNode*'s index, set its end node to *node* and its end offset to *length*.
    5. Add *currentNode*'s length to *length*.
    6. Set *currentNode* to its next sibling.
7. Remove *node*'s contiguous exclusive `Text` nodes (excluding itself), in tree order.

MDN

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For web developers (non-normative)

***node* . cloneNode([*subtree* = false])**

Returns a copy of *node*. If *subtree* is true, the copy also includes the *node*'s descendants.

***node* . isEqualNode(otherNode)**

Returns whether *node* and *otherNode* have the same properties.

Specifications may define **cloning steps** for all or some nodes. The algorithm is passed *node*, *copy*, and *subtree* as indicated in the clone a node algorithm.

Note

HTML defines cloning steps for several elements, such as `input`, `script`, and `template`. SVG ought to do the same for its `script` elements, but does not.

To **clone a node** given a node *node* and an optional document ***document*** (default *node*'s node document), boolean ***subtree*** (default false), node-or-null ***parent*** (default null), and null or a `CustomElementRegistry` object ***fallbackRegistry*** (default null):

1. Assert: *node* is not a document or *node* is *document*.
2. Let *copy* be the result of cloning a single node given *node*, *document*, and *fallbackRegistry*.
3. Run any cloning steps defined for *node* in other applicable specifications and pass *node*, *copy*, and *subtree* as parameters.
4. If *parent* is non-null, then append *copy* to *parent*.
5. If *subtree* is true, then for each *child* of *node*'s children, in tree order: clone a node given *child* with *document* set to *document*, *subtree* set to *subtree*, *parent* set to *copy*, and *fallbackRegistry* set to *fallbackRegistry*.
6. If *node* is an element, *node* is a shadow host, and *node*'s shadow root's clonable is true:
    1. Assert: *copy* is not a shadow host.
    2. Let *shadowRootRegistry* be *node*'s shadow root's custom element registry.

3. Attach a shadow root with *copy*, *node*'s shadow root's mode, true, *node*'s shadow root's serializable, *node*'s shadow root's delegates focus, *node*'s shadow root's slot assignment, and *shadowRootRegistry*.

4. Set *copy*'s shadow root's declarative to *node*'s shadow root's declarative.

5. For each *child* of *node*'s shadow root's children, in tree order: clone a node given *child* with *document* set to *document*, *subtree* set to *subtree*, and *parent* set to *copy*'s shadow root.

Note

This intentionally does not pass the fallbackRegistry argument.

7. Return *copy*.

To **clone a single node** given a node *node*, document *document*, and null or a `CustomElementRegistry` object *fallbackRegistry*:

1. Let *copy* be null.

2. If *node* is an element:

    1. Let *registry* be *node*'s custom element registry.

    2. If *registry* is null, then set *registry* to *fallbackRegistry*.

    3. Set *copy* to the result of creating an element, given *document*, *node*'s local name, *node*'s namespace, *node*'s namespace prefix, *node*'s `is` value, false, and *registry*.

    4. For each *attribute* of *node*'s attribute list:

        1. Let *copyAttribute* be the result of cloning a single node given *attribute*, *document*, and null.

        2. Append *copyAttribute* to *copy*.

3. Otherwise, set *copy* to a node that implements the same interfaces as *node*, and fulfills these additional requirements, switching on the interface *node* implements:

    ↪ `Document`

    Set *copy*'s encoding, content type, URL, origin, type, mode, and custom element registry to those of *node*.

    ↪ `DocumentType`

    Set *copy*'s name, public ID, and system ID to those of *node*.

    ↪ `Attr`

    Set *copy*'s namespace, namespace prefix, local name, and value to those of *node*.

    ✓ MDN

    ↪ `Text`

    ↪ `Comment`

    Set *copy*'s data to that of *node*.

    ✓ MDN

    ↪ `ProcessingInstruction`

    Set *copy*'s target and data to those of *node*.

    ↪ **Otherwise**

    Do nothing.

4. Assert: *copy* is a node.

5. If *node* is a document, then set *document* to *copy*.

6. Set *copy*'s node document to *document*.

7. Return *copy*.

The `cloneNode(subtree)` method steps are:

1. If this is a shadow root, then throw a "`NotSupportedError`" `DOMException`.

2. Return the result of cloning a node given this with *subtree* set to *subtree*.

A node *A* **equals** a node *B* if all of the following conditions are true:

- *A* and *B* implement the same interfaces.
- The following are equal, switching on the interface *A* implements:

↳ `DocumentType`
Its name, public ID, and system ID.

↳ `Element`
Its namespace, namespace prefix, local name, and its attribute list's size.

↳ `Attr`
Its namespace, local name, and value.

↳ `ProcessingInstruction`
Its target and data.

↳ `Text`

↳ `Comment`
Its data.

MDN

↳ **Otherwise**
—

- If *A* is an element, each attribute in its attribute list has an attribute that equals an attribute in *B*'s attribute list.
- *A* and *B* have the same number of children.
- Each child of *A* equals the child of *B* at the identical index.

MDN

The `isEqualNode(otherNode)` method steps are to return true if *otherNode* is non-null and this equals *otherNode*; otherwise false.

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The `isSameNode(otherNode)` method steps are to return true if *otherNode* is this; otherwise false.

For web developers (non-normative)

MDN

***node* . `compareDocumentPosition(other)`**
Returns a bitmask indicating the position of *other* relative to *node*. These are the bits that can be set:

`Node` . `DOCUMENT_POSITION_DISCONNECTED` (1)
Set when *node* and *other* are not in the same tree.

`Node` . `DOCUMENT_POSITION_PRECEDING` (2)
Set when *other* is preceding *node*.

`Node` . `DOCUMENT_POSITION_FOLLOWING` (4)
Set when *other* is following *node*.

`Node` . `DOCUMENT_POSITION_CONTAINS` (8)
Set when *other* is an ancestor of *node*.

`Node` . `DOCUMENT_POSITION_CONTAINED_BY` (16, 10 in hexadecimal)
Set when *other* is a descendant of *node*.

***node* . `contains(other)`**
Returns true if *other* is an inclusive descendant of *node*; otherwise false.

These are the constants `compareDocumentPosition()` returns as mask:

- `DOCUMENT_POSITION_DISCONNECTED` (1);
- `DOCUMENT_POSITION_PRECEDING` (2);
- `DOCUMENT_POSITION_FOLLOWING` (4);
- `DOCUMENT_POSITION_CONTAINS` (8);
- `DOCUMENT_POSITION_CONTAINED_BY` (16, 10 in hexadecimal);
- `DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC` (32, 20 in hexadecimal).

The `compareDocumentPosition(other)` method steps are:

1. If this is *other*, then return zero.
2. Let *node1* be *other* and *node2* be this.
3. Let *attr1* and *attr2* be null.
4. If *node1* is an attribute, then set *attr1* to *node1* and *node1* to *attr1*'s element.
5. If *node2* is an attribute:
    1. Set *attr2* to *node2* and *node2* to *attr2*'s element.

2. If *attr1* and *node1* are non-null, and *node2* is *node1*:

    1. For each *attr* of *node2*'s attribute list:

        1. If *attr* equals *attr1*, then return the result of adding `DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC` and `DOCUMENT_POSITION_PRECEDING`.

        2. If *attr* equals *attr2*, then return the result of adding `DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC` and `DOCUMENT_POSITION_FOLLOWING`.

6. If *node1* or *node2* is null, or *node1*'s root is not *node2*'s root, then return the result of adding `DOCUMENT_POSITION_DISCONNECTED`, `DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC`, and either `DOCUMENT_POSITION_PRECEDING` or `DOCUMENT_POSITION_FOLLOWING`, with the constraint that this is to be consistent, together.

    Note

    Whether to return `DOCUMENT_POSITION_PRECEDING` or `DOCUMENT_POSITION_FOLLOWING` is typically implemented via pointer comparison. In JavaScript implementations a cached `Math.random()` value can be used.

7. If *node1* is an ancestor of *node2* and *attr1* is null, or *node1* is *node2* and *attr2* is non-null, then return the result of adding `DOCUMENT_POSITION_CONTAINS` to `DOCUMENT_POSITION_PRECEDING`.

8. If *node1* is a descendant of *node2* and *attr2* is null, or *node1* is *node2* and *attr1* is non-null, then return the result of adding `DOCUMENT_POSITION_CONTAINED_BY` to `DOCUMENT_POSITION_FOLLOWING`.

9. If *node1* is preceding *node2*, then return `DOCUMENT_POSITION_PRECEDING`.

    Note

    Due to the way attributes are handled in this algorithm this results in a node's attributes counting as preceding that node's children, despite attributes not participating in the same tree.

10. Return `DOCUMENT_POSITION_FOLLOWING`.

The **`contains(other)`** method steps are to return true if *other* is an inclusive descendant of this; otherwise false (including when *other* is null).

To **locate a namespace prefix** for an *element* using *namespace*, run these steps:

1. If *element*'s namespace is *namespace* and its namespace prefix is non-null, then return its namespace prefix.

2. If *element* has an attribute whose namespace prefix is "`xmlns`" and value is *namespace*, then return *element*'s first such attribute's local name.

3. If *element*'s parent element is not null, then return the result of running locate a namespace prefix on that element using *namespace*.

4. Return null.

To **locate a namespace** for a *node* using *prefix*, switch on the interface *node* implements:

↪ **`Element`**

1. If *prefix* is "`xml`", then return the XML namespace.

2. If *prefix* is "`xmlns`", then return the XMLNS namespace.

3. If its namespace is non-null and its namespace prefix is *prefix*, then return namespace.

4. If it has an attribute whose namespace is the XMLNS namespace, namespace prefix is "`xmlns`", and local name is *prefix*, or if *prefix* is null and it has an attribute whose namespace is the XMLNS namespace, namespace prefix is null, and local name is "`xmlns`", then return its value if it is not the empty string, and null otherwise.

5. If its parent element is null, then return null.

6. Return the result of running locate a namespace on its parent element using *prefix*.

↪ **`Document`**

1. If its document element is null, then return null.

2. Return the result of running locate a namespace on its document element using *prefix*.

↳ `DocumentType`

↳ `DocumentFragment`

Return null.

↳ `Attr`

1. If its element is null, then return null.
2. Return the result of running locate a namespace on its element using *prefix*.

↳ **Otherwise**

1. If its parent element is null, then return null.
2. Return the result of running locate a namespace on its parent element using *prefix*.

The `lookupPrefix(namespace)` method steps are:

1. If *namespace* is null or the empty string, then return null.
2. Switch on the interface this implements:

↳ `Element`

Return the result of locating a namespace prefix for this using *namespace*.

↳ `Document`

1. If this's document element is null, then return null.
2. Return the result of locating a namespace prefix for this's document element using *namespace*.

↳ `DocumentType`

↳ `DocumentFragment`

Return null.

↳ `Attr`

1. If this's element is null, then return null.
2. Return the result of locating a namespace prefix for this's element using *namespace*.

↳ **Otherwise**

1. If this's parent element is null, then return null.
2. Return the result of locating a namespace prefix for this's parent element using *namespace*.

The `lookupNamespaceURI(prefix)` method steps are:

1. If *prefix* is the empty string, then set it to null.
2. Return the result of running locate a namespace for this using *prefix*.

The `isDefaultNamespace(namespace)` method steps are:

1. If *namespace* is the empty string, then set it to null.
2. Let *defaultNamespace* be the result of running locate a namespace for this using null.
3. Return true if *defaultNamespace* is the same as *namespace*; otherwise false.

The `insertBefore(node, child)` method steps are to return the result of pre-inserting *node* into this before *child*.

The `appendChild(node)` method steps are to return the result of appending *node* to this.

The `replaceChild(node, child)` method steps are to return the result of replacing *child* with *node* within this.

The `removeChild(child)` method steps are to return the result of pre-removing *child* from this.

The **list of elements with qualified name *qualifiedName*** for a node *root* is the `HTMLCollection` returned by the following algorithm:

1. If *qualifiedName* is U+002A (*), then return an `HTMLCollection` rooted at *root*, whose filter matches only descendant elements.
2. Otherwise, if *root*'s node document is an HTML document, return an `HTMLCollection` rooted at *root*, whose filter matches the following descendant elements:
   - Whose namespace is the HTML namespace and whose qualified name is *qualifiedName*, in ASCII lowercase.
   - Whose namespace is *not* the HTML namespace and whose qualified name is *qualifiedName*.
3. Otherwise, return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements whose qualified name is *qualifiedN*

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When invoked with the same argument, and as long as *root*'s node document's type has not changed, the same `HTMLCollection` object may be returned as returned by an earlier call.

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The **list of elements with namespace *namespace* and local name *localName*** for a node *root* is the `HTMLCollection` returned by the following algorithm:

1. If *namespace* is the empty string, then set it to null.
2. If both *namespace* and *localName* are U+002A (*), then return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements.
3. If *namespace* is U+002A (*), then return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements whose local name is *localName*.
4. If *localName* is U+002A (*), then return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements whose namespace is *namespace*.
5. Return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements whose namespace is *namespace* and local name is *localName*.

When invoked with the same arguments, the same `HTMLCollection` object may be returned as returned by an earlier call.

The **list of elements with class names *classNames*** for a node *root* is the `HTMLCollection` returned by the following algorithm:

1. Let *classes* be the result of running the ordered set parser on *classNames*.
2. If *classes* is the empty set, return an empty `HTMLCollection`.
3. Return an `HTMLCollection` rooted at *root*, whose filter matches descendant elements that have all their classes in *classes*.

   The comparisons for the classes must be done in an ASCII case-insensitive manner if *root*'s node document's mode is "`quirks`"; otherwise in an identical to manner.

When invoked with the same argument, the same `HTMLCollection` object may be returned as returned by an earlier call.

4.5. Interface `Document` §

IDL

```
[Exposed=Window]
interface Document : Node {
  constructor();

  [SameObject] readonly attribute DOMImplementation implementation;
  readonly attribute USVString URL;
  readonly attribute USVString documentURI;
  readonly attribute DOMString compatMode;
  readonly attribute DOMString characterSet;
  readonly attribute DOMString charset; // legacy alias of .characterSet
  readonly attribute DOMString inputEncoding; // legacy alias of .characterSet
  readonly attribute DOMString contentType;

  readonly attribute DocumentType? doctype;
  readonly attribute Element? documentElement;
  HTMLCollection getElementsByTagName(DOMString qualifiedName);
  HTMLCollection getElementsByTagNameNS(DOMString? namespace, DOMString localName);
  HTMLCollection getElementsByClassName(DOMString classNames);
```

MDN

```
  [CEReactions, NewObject] Element createElement(DOMString localName, optional (DOMString or
ElementCreationOptions) options = {});
  [CEReactions, NewObject] Element createElementNS(DOMString? namespace, DOMString qualifiedName, optional
(DOMString or ElementCreationOptions) options = {});
  [NewObject] DocumentFragment createDocumentFragment();
  [NewObject] Text createTextNode(DOMString data);
  [NewObject] CDATASection createCDATASection(DOMString data);
  [NewObject] Comment createComment(DOMString data);
  [NewObject] ProcessingInstruction createProcessingInstruction(DOMString target, DOMString data);

  [CEReactions, NewObject] Node importNode(Node node, optional (boolean or ImportNodeOptions) options =
false);
  [CEReactions] Node adoptNode(Node node);

  [NewObject] Attr createAttribute(DOMString localName);
  [NewObject] Attr createAttributeNS(DOMString? namespace, DOMString qualifiedName);

  [NewObject] Event createEvent(DOMString interface); // legacy

  [NewObject] Range createRange();

  // NodeFilter.SHOW_ALL = 0xFFFFFFFF
  [NewObject] NodeIterator createNodeIterator(Node root, optional unsigned long whatToShow = 0xFFFFFFFF,
optional NodeFilter? filter = null);
  [NewObject] TreeWalker createTreeWalker(Node root, optional unsigned long whatToShow = 0xFFFFFFFF, optional
NodeFilter? filter = null);
};

[Exposed=Window]
interface XMLDocument : Document {};

dictionary ElementCreationOptions {
  CustomElementRegistry customElementRegistry;
  DOMString is;
};

dictionary ImportNodeOptions {
  CustomElementRegistry customElementRegistry;
  boolean selfOnly = false;
};
```

Document nodes are simply known as **documents**.

A document's node document is itself.

Each document has an associated **encoding** (an encoding), **content type** (a string), **URL** (a URL), **origin** (an origin), **type** ("xml" or "html"), **mode** ("no-quirks", "quirks", or "limited-quirks"), **allow declarative shadow roots** (a boolean), and **custom element registry** (null or a CustomElementRegistry object). [ENCODING] [URL] [HTML]

Unless stated otherwise, a document's encoding is the utf-8 encoding, content type is "application/xml", URL is "about:blank", origin is an opaque origin, type is "xml", mode is "no-quirks", allow declarative shadow roots is false, and custom element registry is null.

A document is said to be an **XML document** if its type is "xml"; otherwise an **HTML document**. Whether a document is an HTML document ✓ MDN XML document affects the behavior of certain APIs.

A document is said to be in **no-quirks mode** if its mode is "no-quirks", **quirks mode** if its mode is "quirks", and **limited-quirks mode** if its mode is "limited-quirks".

Note

The mode is only ever changed from the default for documents created by the HTML parser based on the presence, absence, or value of the DOCTYPE string, and by a new browsing context (initial "about:blank"). [HTML]

No-quirks mode was originally known as "standards mode" and limited-quirks mode was once known as "almost standards mode". They have been renamed because their details are now defined by standards. (And because Ian Hickson vetoed their original names on the basis that they are nonsensical.)

A document's get the parent algorithm, given an *event*, returns null if *event*'s type attribute value is "load" or document does not have a browsing context; otherwise the document's relevant global object.

For web developers (non-normative)

***document* = new Document()**

Returns a new document.

***document* . implementation**

Returns *document*'s DOMImplementation object.

***document* . URL**

***document* . documentURI**

Returns *document*'s URL.

***document* . compatMode**

Returns the string "BackCompat" if *document*'s mode is "quirks"; otherwise "CSS1Compat".

***document* . characterSet**

Returns *document*'s encoding.

***document* . contentType**

Returns *document*'s content type.

The **new Document()** constructor steps are to set this's origin to the origin of current global object's associated Document. [HTML]

Note

Unlike createDocument(), this constructor does not return an XMLDocument object, but a document (Document object).

The **implementation** getter steps are to return the DOMImplementation object that is associated with this.

The **URL** and **documentURI** getter steps are to return this's URL, serialized.

The **compatMode** getter steps are to return "BackCompat" if this's mode is "quirks"; otherwise "CSS1Compat".

The **characterSet**, **charset**, and **inputEncoding** getter steps are to return this's encoding's name.

The **contentType** getter steps are to return this's content type.

For web developers (non-normative)

***document* . doctype**

Returns the doctype or null if there is none.

***document* . documentElement**

Returns the document element.

***collection* = *document* . getElementsByTagName(*qualifiedName*)**

If *qualifiedName* is "*" returns an HTMLCollection of all descendant elements.

Otherwise, returns an HTMLCollection of all descendant elements whose qualified name is *qualifiedName*. (Matches case-insensitively against elements in the HTML namespace within an HTML document.)

***collection* = *document* . getElementsByTagNameNS(*namespace*, *localName*)**

If *namespace* and *localName* are "*", returns an HTMLCollection of all descendant elements.

If only *namespace* is "*", returns an HTMLCollection of all descendant elements whose local name is *localName*.

If only *localName* is "*", returns an HTMLCollection of all descendant elements whose namespace is *namespace*.

Otherwise, returns an HTMLCollection of all descendant elements whose namespace is *namespace* and local name is *localName*.

***collection* = *document* . getElementsByClassName(*classNames*)**

***collection* = *element* . getElementsByClassName(*classNames*)**

Returns an HTMLCollection of the elements in the object on which the method was invoked (a document or an element) that have all the classes given by *classNames*. The *classNames* argument is interpreted as a space-separated list of classes.

The **`doctype`** getter steps are to return the child of this that is a doctype; otherwise null.

The **`documentElement`** getter steps are to return this's document element.

The **`getElementsByTagName(qualifiedName)`** method steps are to return the list of elements with qualified name *qualifiedName* for this.

Note

Thus, in an HTML document, `document.getElementsByTagName("FOO")` will match `<FOO>` elements that are not in the HTML namespace, and `<foo>` elements that are in the HTML namespace, but not `<FOO>` elements that are in the HTML namespace.

The **`getElementsByTagNameNS(namespace, localName)`** method steps are to return the list of elements with namespace *namespace* and local name *localName* for this.

The **`getElementsByClassName(classNames)`** method steps are to return the list of elements with class names *classNames* for this.

Example

Given the following XHTML fragment:

```
<div id="example">
  <p id="p1" class="aaa bbb"/>
  <p id="p2" class="aaa ccc"/>
  <p id="p3" class="bbb ccc"/>
</div>
```

A call to `document.getElementById("example").getElementsByClassName("aaa")` would return an `HTMLCollection` with the two paragraphs `p1` and `p2` in it.

MDN

A call to `getElementsByClassName("ccc bbb")` would only return one node, however, namely `p3`. A call to `document.getElementById("example").getElementsByClassName("bbb  ccc ")` would return the same thing.

A call to `getElementsByClassName("aaa,bbb")` would return no nodes; none of the elements above are in the `aaa,bbb` class.

MDN

For web developers (non-normative)

***element* = *document* . createElement(localName [, options])**

Returns an element with *localName* as local name (if *document* is an HTML document, *localName* gets lowercased). The element's namespace is the HTML namespace when *document* is an HTML document or *document*'s content type is "`application/xhtml+xml`"; otherwise null.

When supplied, *options*'s `customElementRegistry` can be used to set the `CustomElementRegistry`.

When supplied, *options*'s `is` can be used to create a customized built-in element.

If *localName* is not a valid element local name an "`InvalidCharacterError`" `DOMException` will be thrown.

When both *options*'s `customElementRegistry` and *options*'s `is` are supplied, a "`NotSupportedError`" `DOMException` will be thrown.

***element* = *document* . createElementNS(namespace, qualifiedName [, options])**

Returns an element with namespace *namespace*. Its namespace prefix will be everything before U+003A (:) in *qualifiedName* or null. Its local name will be everything after U+003A (:) in *qualifiedName* or *qualifiedName*.

When supplied, *options*'s `customElementRegistry` can be used to set the `CustomElementRegistry`.

When supplied, *options*'s `is` can be used to create a customized built-in element.

If *qualifiedName* is not a (possibly-prefixed) valid element local name an "`InvalidCharacterError`" `DOMException` will be thrown.

If one of the following conditions is true a "`NamespaceError`" `DOMException` will be thrown:

- Namespace prefix is not null and *namespace* is the empty string.
- Namespace prefix is "`xml`" and *namespace* is not the XML namespace.
- *qualifiedName* or namespace prefix is "`xmlns`" and *namespace* is not the XMLNS namespace.
- *namespace* is the XMLNS namespace and neither *qualifiedName* nor namespace prefix is "`xmlns`".

When both *options*'s `customElementRegistry` and *options*'s `is` are supplied, a "`NotSupportedError`" `DOMException` will be thrown.

***documentFragment* = *document* . createDocumentFragment()**

Returns a `DocumentFragment` node.

***text* = *document* . createTextNode(*data*)**

Returns a `Text` node whose data is *data*.

***text* = *document* . createCDATASection(*data*)**

Returns a `CDATASection` node whose data is *data*.

***comment* = *document* . createComment(*data*)**

Returns a `Comment` node whose data is *data*.

***processingInstruction* = *document* . createProcessingInstruction(*target*, *data*)**

Returns a `ProcessingInstruction` node whose target is *target* and data is *data*. If *target* does not match the `Name` production an "`InvalidCharacterError`" `DOMException` will be thrown. If *data* contains "`?>`" an "`InvalidCharacterError`" `DOMException` will be thrown.

The **element interface** for any *name* and *namespace* is `Element`, unless stated otherwise.

Note

The HTML Standard will, e.g., define that for `html` *and the HTML namespace, the* `HTMLHtmlElement` *interface is used. [HTML]*

The **createElement(*localName*, *options*)** method steps are:

1. If *localName* is not a valid element local name, then throw an "`InvalidCharacterError`" `DOMException`.
2. If this is an HTML document, then set *localName* to *localName* in ASCII lowercase.
3. Let *registry* and *is* be the result of flattening element creation options given *options* and this.
4. Let *namespace* be the HTML namespace, if this is an HTML document or this's content type is "`application/xhtml+xml`"; otherwise null.
5. Return the result of creating an element given this, *localName*, *namespace*, null, *is*, true, and *registry*.

The **internal createElementNS steps**, given *document*, *namespace*, *qualifiedName*, and *options*, are as follows:

1. Let (*namespace*, *prefix*, *localName*) be the result of validating and extracting *namespace* and *qualifiedName* given "`element`".
2. Let *registry* and *is* be the result of flattening element creation options given *options* and this.
3. Return the result of creating an element given *document*, *localName*, *namespace*, *prefix*, *is*, true, and *registry*.

The **createElementNS(*namespace*, *qualifiedName*, *options*)** method steps are to return the result of running the internal `createElementNS` steps, given this, *namespace*, *qualifiedName*, and *options*.

To **flatten element creation options**, given a string or `ElementCreationOptions` dictionary *options* and a document *document*:

1. Let *registry* be null.
2. Let *is* be null.
3. If *options* is a dictionary:
    1. If *options*["`customElementRegistry`"] exists, then set *registry* to it.
    2. If *options*["`is`"] exists, then set *is* to it.
    3. If *registry* is non-null and *is* is non-null, then throw a "`NotSupportedError`" `DOMException`.
4. If *registry* is null, then set *registry* to the result of looking up a custom element registry given *document*.
5. Return *registry* and *is*.

Note

`createElement()` *and* `createElementNS()`*'s* options *parameter is allowed to be a string for web compatibility.*

The **createDocumentFragment()** method steps are to return a new `DocumentFragment` node whose node document is this.

The **createTextNode(*data*)** method steps are to return a new `Text` node whose data is *data* and node document is this.

The **createCDATASection(*data*)** method steps are:

1. If this is an HTML document, then throw a "`NotSupportedError`" `DOMException`.
2. If *data* contains the string "`]]>`", then throw an "`InvalidCharacterError`" `DOMException`.

3. Return a new CDATASection node with its data set to *data* and node document set to this.

The `createComment(data)` method steps are to return a new Comment node whose data is *data* and node document is this.

The `createProcessingInstruction(target, data)` method steps are:

1. If *target* does not match the Name production, then throw an "InvalidCharacterError" DOMException.
2. If *data* contains the string "?>", then throw an "InvalidCharacterError" DOMException.
3. Return a new ProcessingInstruction node, with target set to *target*, data set to *data*, and node document set to this.

For web developers (non-normative)

***clone* = *document* . importNode(*node* [, *options* = false])**

Returns a copy of *node*. If *options* is true or *options* is a dictionary whose selfOnly is false, the copy also includes the *node*'s descendants.

options's customElementRegistry can be used to set the CustomElementRegistry of elements that have none.

If *node* is a document or a shadow root, throws a "NotSupportedError" DOMException.

***node* = *document* . adoptNode(node)**

Moves *node* from another document and returns it.

If *node* is a document, throws a "NotSupportedError" DOMException or, if *node* is a shadow root, throws a "HierarchyRequestError" DOMException.

MDN

The `importNode(node, options)` method steps are:

1. If *node* is a document or shadow root, then throw a "NotSupportedError" DOMException.
2. Let *subtree* be false.
3. Let *registry* be null.
4. If *options* is a boolean, then set *subtree* to *options*.
5. Otherwise:
    1. Set *subtree* to the negation of *options*["selfOnly"].
    2. If *options*["customElementRegistry"] exists, then set *registry* to it.
6. If *registry* is null, then set *registry* to the result of looking up a custom element registry given this.
7. Return the result of cloning a node given *node* with *document* set to this, *subtree* set to *subtree*, and *fallbackRegistry* set to *registry*.

Specifications may define **adopting steps** for all or some nodes. The algorithm is passed *node* and *oldDocument*, as indicated in the adopt algorithm.

To **adopt** a *node* into a *document*, run these steps:

1. Let *oldDocument* be *node*'s node document.
2. If *node*'s parent is non-null, then remove *node*.

MDN

3. If *document* is not *oldDocument*:
    1. For each *inclusiveDescendant* in *node*'s shadow-including inclusive descendants:
        1. Set *inclusiveDescendant*'s node document to *document*.
        2. If *inclusiveDescendant* is an element, then set the node document of each attribute in *inclusiveDescendant*'s attribute list to *document*.

MDN

    2. For each *inclusiveDescendant* in *node*'s shadow-including inclusive descendants that is custom, enqueue a custom element callback reaction with *inclusiveDescendant*, callback name "adoptedCallback", and « *oldDocument*, *document* ».
    3. For each *inclusiveDescendant* in *node*'s shadow-including inclusive descendants, in shadow-including tree order, run the adopting steps with *inclusiveDescendant* and *oldDocument*.

MDN

The `adoptNode(node)` method steps are:

1. If *node* is a document, then throw a "NotSupportedError" DOMException.

MDN

2. If *node* is a shadow root, then throw a "`HierarchyRequestError`" `DOMException`.
3. If *node* is a `DocumentFragment` node whose host is non-null, then return.
4. Adopt *node* into this.
5. Return *node*.

The **`createAttribute(localName)`** method steps are:

1. If *localName* is not a valid attribute local name, then throw an "`InvalidCharacterError`" `DOMException`.
2. If this is an HTML document, then set *localName* to *localName* in ASCII lowercase.
3. Return a new attribute whose local name is *localName* and node document is this.

The **`createAttributeNS(namespace, qualifiedName)`** method steps are:

1. Let (*namespace*, *prefix*, *localName*) be the result of validating and extracting *namespace* and *qualifiedName* given "`attribute`".
2. Return a new attribute whose namespace is *namespace*, namespace prefix is *prefix*, local name is *localName*, and node document is this.

The **`createEvent(interface)`** method steps are:

1. Let *constructor* be null.
2. If *interface* is an ASCII case-insensitive match for any of the strings in the first column in the following table, then set *constructor* to the interface in the second column on the same row as the matching string:

String	Interface	Notes
"beforeunloadevent"	BeforeUnloadEvent	[HTML]
"compositionevent"	CompositionEvent	[UIEVENTS]
"customevent"	CustomEvent	
"devicemotionevent"	DeviceMotionEvent	[DEVICE-ORIENTATION]
"deviceorientationevent"	DeviceOrientationEvent	
"dragevent"	DragEvent	[HTML]
"event"	Event	
"events"		
"focusevent"	FocusEvent	[UIEVENTS]
"hashchangeevent"	HashChangeEvent	[HTML]
"htmlevents"	Event	
"keyboardevent"	KeyboardEvent	[UIEVENTS]
"messageevent"	MessageEvent	[HTML]
"mouseevent"	MouseEvent	[UIEVENTS]
"mouseevents"		
"storageevent"	StorageEvent	[HTML]
"svgevents"	Event	
"textevent"	TextEvent	[UIEVENTS]
"touchevent"	TouchEvent	[TOUCH-EVENTS]
"uievent"	UIEvent	[UIEVENTS]
"uievents"		

3. If *constructor* is null, then throw a "`NotSupportedError`" `DOMException`.
4. If the interface indicated by *constructor* is not exposed on the relevant global object of this, then throw a "`NotSupportedError`" `DOMException`.

> **Note**
> *Typically user agents disable support for touch events in some configurations, in which case this clause would be triggered for the interface* `TouchEvent`.

5. Let *event* be the result of creating an event given *constructor*.
6. Initialize *event*'s `type` attribute to the empty string.
7. Initialize *event*'s `timeStamp` attribute to the result of calling current high resolution time with this's relevant global object.
8. Initialize *event*'s `isTrusted` attribute to false.
9. Unset *event*'s initialized flag.
10. Return *event*.

Note

Event constructors ought to be used instead.

The **`createRange()`** method steps are to return a new live range with (this, 0) as its start an end.

Note

The `Range()` constructor can be used instead.

The **`createNodeIterator(root, whatToShow, filter)`** method steps are:

1. Let *iterator* be a new `NodeIterator` object.
2. Set *iterator*'s root and *iterator*'s reference to *root*.
3. Set *iterator*'s pointer before reference to true.
4. Set *iterator*'s whatToShow to *whatToShow*.
5. Set *iterator*'s filter to *filter*.
6. Return *iterator*.

The **`createTreeWalker(root, whatToShow, filter)`** method steps are:

1. Let *walker* be a new `TreeWalker` object.
2. Set *walker*'s root and *walker*'s current to *root*.
3. Set *walker*'s whatToShow to *whatToShow*.
4. Set *walker*'s filter to *filter*.
5. Return *walker*.

4.5.1. Interface `DOMImplementation` §

User agents must create a `DOMImplementation` object whenever a document is created and associate it with that document.

IDL

```
[Exposed=Window]
interface DOMImplementation {
  [NewObject] DocumentType createDocumentType(DOMString name, DOMString publicId, DOMString systemId);
  [NewObject] XMLDocument createDocument(DOMString? namespace, [LegacyNullToEmptyString] DOMString
qualifiedName, optional DocumentType? doctype = null);
  [NewObject] Document createHTMLDocument(optional DOMString title);

  boolean hasFeature(); // useless; always returns true
};
```

For web developers (non-normative)

***doctype* = *document* . implementation . createDocumentType(*name*, *publicId*, *systemId*)**

Returns a doctype, with the given *name*, *publicId*, and *systemId*.

If *name* is not a valid doctype name, an "InvalidCharacterError" DOMException is thrown.

***doc* = *document* . implementation . createDocument(*namespace*, *qualifiedName* [, *doctype* = null])**

Returns an XMLDocument, with a document element whose local name is *qualifiedName* and whose namespace is *namespace* (unless *qualifiedName* is the empty string), and with *doctype*, if it is given, as its doctype.

This method throws the same exceptions as the createElementNS() method, when invoked with *namespace* and *qualifiedName*.

***doc* = *document* . implementation . createHTMLDocument([*title*])**

Returns a document, with a basic tree already constructed including a title element, unless the *title* argument is omitted.

The **createDocumentType(*name*, *publicId*, *systemId*)** method steps are:

1. If *name* is not a valid doctype name, then throw an "InvalidCharacterError" DOMException.
2. Return a new doctype, with *name* as its name, *publicId* as its public ID, and *systemId* as its system ID, and with its node document set to the associated document of this.

MDN

The **createDocument(*namespace*, *qualifiedName*, *doctype*)** method steps are:

1. Let *document* be a new XMLDocument.
2. Let *element* be null.
3. If *qualifiedName* is not the empty string, then set *element* to the result of running the internal createElementNS steps, given *document*, *namespace*, *qualifiedName*, and an empty dictionary.
4. If *doctype* is non-null, append *doctype* to *document*.
5. If *element* is non-null, append *element* to *document*.
6. *document*'s origin is this's associated document's origin.
7. *document*'s content type is determined by *namespace*:

   ↪ **HTML namespace**
   `application/xhtml+xml`

   ↪ **SVG namespace**
   `image/svg+xml`

   ↪ **Any other namespace**
   `application/xml`

8. Return *document*.

The **createHTMLDocument(*title*)** method steps are:

1. Let *doc* be a new document that is an HTML document.
2. Set *doc*'s content type to "`text/html`".
3. Append a new doctype, with "`html`" as its name and with its node document set to *doc*, to *doc*.
4. Append the result of creating an element given *doc*, "`html`", and the HTML namespace, to *doc*.
5. Append the result of creating an element given *doc*, "`head`", and the HTML namespace, to the `html` element created earlier.

MDN

6. If *title* is given:
   1. Append the result of creating an element given *doc*, "`title`", and the HTML namespace, to the `head` element created earlier.
   2. Append a new `Text` node, with its data set to *title* (which could be the empty string) and its node document set to *doc*, to the `title` element created earlier.
7. Append the result of creating an element given *doc*, "`body`", and the HTML namespace, to the `html` element created earlier.
8. *doc*'s origin is this's associated document's origin.
9. Return *doc*.

The **hasFeature()** method steps are to return true.

Note

`hasFeature()` originally would report whether the user agent claimed to support a given DOM feature, but experience proved it was not nearly as reliable or granular as simply checking whether the desired objects, attributes, or methods existed. As such, it is no longer to be used, but continues to exist (and simply returns true) so that old pages don't stop working.

4.6. Interface `DocumentType` §

IDL

```
[Exposed=Window]
interface DocumentType : Node {
  readonly attribute DOMString name;
  readonly attribute DOMString publicId;
  readonly attribute DOMString systemId;
};
```

`DocumentType` nodes are simply known as **doctypes**.

Doctypes have an associated **name**, **public ID**, and **system ID**.

When a doctype is created, its name is always given. Unless explicitly given when a doctype is created, its public ID and system ID are the empty string.

The **`name`** getter steps are to return this's name.

The **`publicId`** getter steps are to return this's public ID.

The **`systemId`** getter steps are to return this's system ID.

4.7. Interface `DocumentFragment` §

IDL

```
[Exposed=Window]
interface DocumentFragment : Node {
  constructor();
};
```

A `DocumentFragment` node has an associated **host** (null or an element in a different node tree). It is null unless otherwise stated.

An object *A* is a **host-including inclusive ancestor** of an object *B*, if either *A* is an inclusive ancestor of *B*, or if *B*'s root has a non-null host and *A* is a host-including inclusive ancestor of *B*'s root's host.

Note

The `DocumentFragment` node's host concept is useful for HTML's `template` element and for shadow roots, and impacts the pre-insert and replace algorithms.

For web developers (non-normative)

***tree* = new DocumentFragment()**

Returns a new `DocumentFragment` node.

The **`new DocumentFragment()`** constructor steps are to set this's node document to current global object's associated `Document`.

4.8. Interface `ShadowRoot` §

IDL

```
[Exposed=Window]
interface ShadowRoot : DocumentFragment {
  readonly attribute ShadowRootMode mode;
  readonly attribute boolean delegatesFocus;
```

```
  readonly attribute SlotAssignmentMode slotAssignment;
  readonly attribute boolean clonable;
  readonly attribute boolean serializable;
  readonly attribute Element host;

  attribute EventHandler onslotchange;
};

enum ShadowRootMode { "open", "closed" };
enum SlotAssignmentMode { "manual", "named" };
```

ShadowRoot nodes are simply known as **shadow roots**.

Shadow roots's associated host is never null.

Shadow roots have an associated **mode** ("open" or "closed").

Shadow roots have an associated **delegates focus** (a boolean). It is initially set to false.

Shadow roots have an associated **available to element internals** (a boolean). It is initially set to false.

Shadow roots have an associated **declarative** (a boolean). It is initially set to false.

Shadow roots have an associated **slot assignment** ("manual" or "named").

Shadow roots have an associated **clonable** (a boolean). It is initially set to false.

Shadow roots have an associated **serializable** (a boolean). It is initially set to false.

Shadow roots have an associated **custom element registry** (null or a CustomElementRegistry object). It is initially null.

Shadow roots have an associated **keep custom element registry null** (a boolean). It is initially false.

Note

This can only ever be true in combination with declarative shadow roots. And it only matters for as long as the shadow root's custom element registry is null.

MDN

A shadow root's get the parent algorithm, given an *event*, returns null if *event*'s composed flag is unset and shadow root is the root of *event*'s path's first struct's invocation target; otherwise shadow root's host.

The **mode** getter steps are to return this's mode.

The **delegatesFocus** getter steps are to return this's delegates focus.

The **slotAssignment** getter steps are to return this's slot assignment.

The **clonable** getter steps are to return this's clonable.

MDN

The **serializable** getter steps are to return this's serializable.

The **host** getter steps are to return this's host.

MDN

MDN

The **onslotchange** attribute is an event handler IDL attribute for the **onslotchange** event handler, whose event handler event type is slotc

In **shadow-including tree order** is shadow-including preorder, depth-first traversal of a node tree. **Shadow-including preorder, depth-first traversal** of a node tree *tree* is preorder, depth-first traversal of *tree*, with for each shadow host encountered in *tree*, shadow-including preorder,

depth-first traversal of that element's shadow root's node tree just after it is encountered.

The **shadow-including root** of an object is its root's host's shadow-including root, if the object's root is a shadow root; otherwise its root.

An object *A* is a **shadow-including descendant** of an object *B*, if *A* is a descendant of *B*, or *A*'s root is a shadow root and *A*'s root's host is a shadow-including inclusive descendant of *B*.

A **shadow-including inclusive descendant** is an object or one of its shadow-including descendants.

An object *A* is a **shadow-including ancestor** of an object *B*, if and only if *B* is a shadow-including descendant of *A*.

A **shadow-including inclusive ancestor** is an object or one of its shadow-including ancestors.

A node *A* is **closed-shadow-hidden** from a node *B* if all of the following conditions are true:

- *A*'s root is a shadow root.
- *A*'s root is not a shadow-including inclusive ancestor of *B*.
- *A*'s root is a shadow root whose mode is "`closed`" or *A*'s root's host is closed-shadow-hidden from *B*.

To **retarget** an object *A* against an object *B*, repeat these steps until they return an object:

1. If one of the following is true
    - *A* is not a node
    - *A*'s root is not a shadow root
    - *B* is a node and *A*'s root is a shadow-including inclusive ancestor of *B*

    then return *A*.
2. Set *A* to *A*'s root's host.

Note

The retargeting algorithm is used by event dispatch as well as other specifications, such as Fullscreen. *[FULLSCREEN]*

4.9. Interface `Element` §

IDL

```
[Exposed=Window]
interface Element : Node {
  readonly attribute DOMString? namespaceURI;
  readonly attribute DOMString? prefix;
  readonly attribute DOMString localName;
  readonly attribute DOMString tagName;

  [CEReactions] attribute DOMString id;
  [CEReactions] attribute DOMString className;
  [SameObject, PutForwards=value] readonly attribute DOMTokenList classList;
  [CEReactions, Unscopable] attribute DOMString slot;

  boolean hasAttributes();
  [SameObject] readonly attribute NamedNodeMap attributes;
  sequence<DOMString> getAttributeNames();
  DOMString? getAttribute(DOMString qualifiedName);
  DOMString? getAttributeNS(DOMString? namespace, DOMString localName);
  [CEReactions] undefined setAttribute(DOMString qualifiedName, DOMString value);
  [CEReactions] undefined setAttributeNS(DOMString? namespace, DOMString qualifiedName, DOMString value);
  [CEReactions] undefined removeAttribute(DOMString qualifiedName);
  [CEReactions] undefined removeAttributeNS(DOMString? namespace, DOMString localName);
  [CEReactions] boolean toggleAttribute(DOMString qualifiedName, optional boolean force);
  boolean hasAttribute(DOMString qualifiedName);
  boolean hasAttributeNS(DOMString? namespace, DOMString localName);

  Attr? getAttributeNode(DOMString qualifiedName);
  Attr? getAttributeNodeNS(DOMString? namespace, DOMString localName);
  [CEReactions] Attr? setAttributeNode(Attr attr);
  [CEReactions] Attr? setAttributeNodeNS(Attr attr);
```

```
  [CEReactions] Attr removeAttributeNode(Attr attr);

  ShadowRoot attachShadow(ShadowRootInit init);
  readonly attribute ShadowRoot? shadowRoot;

  readonly attribute CustomElementRegistry? customElementRegistry;

  Element? closest(DOMString selectors);
  boolean matches(DOMString selectors);
  boolean webkitMatchesSelector(DOMString selectors); // legacy alias of .matches

  HTMLCollection getElementsByTagName(DOMString qualifiedName);
  HTMLCollection getElementsByTagNameNS(DOMString? namespace, DOMString localName);
  HTMLCollection getElementsByClassName(DOMString classNames);

  [CEReactions] Element? insertAdjacentElement(DOMString where, Element element); // legacy
  undefined insertAdjacentText(DOMString where, DOMString data); // legacy
};

dictionary ShadowRootInit {
  required ShadowRootMode mode;
  boolean delegatesFocus = false;
  SlotAssignmentMode slotAssignment = "named";
  boolean clonable = false;
  boolean serializable = false;
  CustomElementRegistry customElementRegistry;
};
```

MDN

`Element` nodes are simply known as **elements**.

Elements have an associated:

namespace
: Null or a non-empty string.

namespace prefix
: Null or a non-empty string.

local name
: A non-empty string.

custom element registry
: Null or a `CustomElementRegistry` object.

custom element state
: "`undefined`", "`failed`", "`uncustomized`", "`precustomized`", or "`custom`".

custom element definition
: Null or a custom element definition.

`is` ***value***
: Null or a valid custom element name.

When an element is created, all of these values are initialized.

An element whose custom element state is "`uncustomized`" or "`custom`" is said to be **defined**. An element whose custom element state is "`custom`" is said to be **custom**.

Note

Whether or not an element is defined is used to determine the behavior of the :defined pseudo-class. Whether or not an element is custom is used to determine the behavior of the mutation algorithms. The "`failed`" and "`precustomized`" states are used to ensure that if a custom element constructor fails to execute correctly the first time, it is not executed again by an upgrade.

Example

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The following code illustrates elements in each of these four states:

```
<!DOCTYPE html>
<script>
  window.customElements.define("sw-rey", class extends HTMLElement {})
  window.customElements.define("sw-finn", class extends HTMLElement {}, { extends: "p" })
  window.customElements.define("sw-kylo", class extends HTMLElement {
    constructor() {
      // super() intentionally omitted for this example
    }
  })
</script>

<!-- "undefined" (not defined, not custom) -->
<sw-han></sw-han>
<p is="sw-luke"></p>
<p is="asdf"></p>

<!-- "failed" (not defined, not custom) -->
<sw-kylo></sw-kylo>

<!-- "uncustomized" (defined, not custom) -->
<p></p>
<asdf></asdf>

<!-- "custom" (defined, custom) -->
<sw-rey></sw-rey>
<p is="sw-finn"></p>
```

Elements also have an associated **shadow root** (null or a shadow root). It is null unless otherwise stated. An element is a **shadow host** if its shadow root is non-null.

An element's **qualified name** is its local name if its namespace prefix is null; otherwise its namespace prefix, followed by ":", followed by its local name.

An element's **HTML-uppercased qualified name** is the return value of these steps:

1. Let *qualifiedName* be this's qualified name.
2. If this is in the HTML namespace and its node document is an HTML document, then set *qualifiedName* to *qualifiedName* in ASCII uppercase.
3. Return *qualifiedName*.

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Note

User agents could optimize qualified name and HTML-uppercased qualified name by storing them in internal slots.

To **create an element**, given a document *document*, string *localName*, string-or-null *namespace*, and optionally a string-or-null *prefix* (default null), string-or-null *is* (default null), boolean *synchronousCustomElements* (default false), and "`default`", null, or a `CustomElementRegistry` object *registry* (default "`default`"):

1. Let *result* be null.
2. If *registry* is "`default`", then set *registry* to the result of looking up a custom element registry given *document*.
3. Let *definition* be the result of looking up a custom element definition given *registry*, *namespace*, *localName*, and *is*.
4. If *definition* is non-null, and *definition*'s name is not equal to its local name (i.e., *definition* represents a customized built-in element):
    1. Let *interface* be the element interface for *localName* and the HTML namespace.
    2. Set *result* to the result of creating an element internal given *document*, *interface*, *localName*, the HTML namespace, *prefix*, "`undefined`", *is*, and *registry*.
    3. If *synchronousCustomElements* is true, then run this step while catching any exceptions:
        1. Upgrade *result* using *definition*.

    If this step threw an exception *exception*:

        1. Report *exception* for *definition*'s constructor's corresponding JavaScript object's associated realm's global object.

2. Set *result*'s custom element state to "`failed`".

4. Otherwise, enqueue a custom element upgrade reaction given *result* and *definition*.

5. Otherwise, if *definition* is non-null:

    1. If *synchronousCustomElements* is true:

        1. Let *C* be *definition*'s constructor.

        2. Set the surrounding agent's active custom element constructor map[*C*] to *registry*.

        3. Run these steps while catching any exceptions:

            1. Set *result* to the result of constructing *C*, with no arguments.

            2. Assert: *result*'s custom element state and custom element definition are initialized.

            3. Assert: *result*'s namespace is the HTML namespace.

            > **Note**
            > *IDL enforces that* result *is an* `HTMLElement` *object, which all use the HTML namespace.*

            4. If *result*'s attribute list is not empty, then throw a "`NotSupportedError`" `DOMException`.

            5. If *result* has children, then throw a "`NotSupportedError`" `DOMException`.

            6. If *result*'s parent is not null, then throw a "`NotSupportedError`" `DOMException`.

            7. If *result*'s node document is not *document*, then throw a "`NotSupportedError`" `DOMException`.

            8. If *result*'s local name is not equal to *localName*, then throw a "`NotSupportedError`" `DOMException`.

            9. Set *result*'s namespace prefix to *prefix*.

            10. Set *result*'s `is` value to null.

            11. Set *result*'s custom element registry to *registry*.

        If any of these steps threw an exception *exception*:

        1. Report *exception* for *definition*'s constructor's corresponding JavaScript object's associated realm's global object.

        2. Set *result* to the result of creating an element internal given *document*, `HTMLUnknownElement`, *localName*, the HTML namespace, *prefix*, "`failed`", null, and *registry*.

    4. Remove the surrounding agent's active custom element constructor map[*C*].

    > **Note**
    > *Under normal circumstances it will already have been removed at this point.*

    2. Otherwise:

        1. Set *result* to the result of creating an element internal given *document*, `HTMLElement`, *localName*, the HTML namespace, *prefix*, "`undefined`", null, and *registry*.

        2. Enqueue a custom element upgrade reaction given *result* and *definition*.

6. Otherwise:

    1. Let *interface* be the element interface for *localName* and *namespace*.

    2. Set *result* to the result of creating an element internal given *document*, *interface*, *localName*, *namespace*, *prefix*, "`uncustomized`", *is*, and *registry*.

    3. If *namespace* is the HTML namespace, and either *localName* is a valid custom element name or *is* is non-null, then set *result*'s custom element state to "`undefined`".

7. Return *result*.

To **create an element internal** given a document *document*, an interface *interface* a string *localName*, a string-or-null *namespace*, a string-or-null *prefix*, a string *state*, a string-or-null *is*, and null or a `CustomElementRegistry` object *registry*:

1. Let *element* be a new element that implements *interface*, with namespace set to *namespace*, namespace prefix set to *prefix*, local name set to *localName*, custom element registry set to *registry*, custom element state set to *state*, custom element definition set to null, `is` value set to *is*, and node document set to *document*.

2. Assert: *element*'s attribute list is empty.

3. Return *element*.

Elements also have an **attribute list**, which is a list exposed through a `NamedNodeMap`. Unless explicitly given when an element is created, its attribute list is empty.

An element **has** an attribute *A* if its attribute list contains *A*.

This and other specifications may define **attribute change steps** for elements. The algorithm is passed *element*, *localName*, *oldValue*, *value*, and *namespace*.

To **handle attribute changes** for an attribute *attribute* with *element*, *oldValue*, and *newValue*, run these steps:

1. Queue a mutation record of "`attributes`" for *element* with *attribute*'s local name, *attribute*'s namespace, *oldValue*, « », « », null, and null.

2. If *element* is custom, then enqueue a custom element callback reaction with *element*, callback name "`attributeChangedCallback`", and « *attribute*'s local name, *oldValue*, *newValue*, *attribute*'s namespace ».

3. Run the attribute change steps with *element*, *attribute*'s local name, *oldValue*, *newValue*, and *attribute*'s namespace.

To **change** an attribute *attribute* to *value*, run these steps:

1. Let *oldValue* be *attribute*'s value.

2. Set *attribute*'s value to *value*.

3. Handle attribute changes for *attribute* with *attribute*'s element, *oldValue*, and *value*.

To **append** an attribute *attribute* to an element *element*, run these steps:

1. Append *attribute* to *element*'s attribute list.

2. Set *attribute*'s element to *element*.

3. Set *attribute*'s node document to *element*'s node document.

4. Handle attribute changes for *attribute* with *element*, null, and *attribute*'s value.

To **remove** an attribute *attribute*, run these steps:

1. Let *element* be *attribute*'s element.

2. Remove *attribute* from *element*'s attribute list.

3. Set *attribute*'s element to null.

4. Handle attribute changes for *attribute* with *element*, *attribute*'s value, and null.

To **replace** an attribute *oldAttribute* with an attribute *newAttribute*:

1. Let *element* be *oldAttribute*'s element.

2. Replace *oldAttribute* by *newAttribute* in *element*'s attribute list.

3. Set *newAttribute*'s element to *element*.

4. Set *newAttribute*'s node document to *element*'s node document.

5. Set *oldAttribute*'s element to null.

6. Handle attribute changes for *oldAttribute* with *element*, *oldAttribute*'s value, and *newAttribute*'s value.

To **get an attribute by name** given a string *qualifiedName* and an element *element*:

1. If *element* is in the HTML namespace and its node document is an HTML document, then set *qualifiedName* to *qualifiedName* in ASCII lowercase.

2. Return the first attribute in *element*'s attribute list whose qualified name is *qualifiedName*; otherwise null.

To **get an attribute by namespace and local name** given null or a string *namespace*, a string *localName*, and an element *element*:

1. If *namespace* is the empty string, then set it to null.
2. Return the attribute in *element*'s attribute list whose namespace is *namespace* and local name is *localName*, if any; otherwise null.

To **get an attribute value** given an element *element*, a string *localName*, and an optional null or string *namespace* (default null):

1. Let *attr* be the result of getting an attribute given *namespace*, *localName*, and *element*.
2. If *attr* is null, then return the empty string.
3. Return *attr*'s value.

To **set an attribute** given an attribute *attr* and an element *element*:

1. If *attr*'s element is neither null nor *element*, throw an "`InUseAttributeError`" `DOMException`.
2. Let *oldAttr* be the result of getting an attribute given *attr*'s namespace, *attr*'s local name, and *element*.
3. If *oldAttr* is *attr*, return *attr*.
4. If *oldAttr* is non-null, then replace *oldAttr* with *attr*.
5. Otherwise, append *attr* to *element*.
6. Return *oldAttr*.

To **set an attribute value** given an element *element*, a string *localName*, a string *value*, an optional null or string *prefix* (default null), and an optional null or string *namespace* (default null):

1. Let *attribute* be the result of getting an attribute given *namespace*, *localName*, and *element*.
2. If *attribute* is null, create an attribute whose namespace is *namespace*, namespace prefix is *prefix*, local name is *localName*, value is *value*, and node document is *element*'s node document, then append this attribute to *element*, and then return.
3. Change *attribute* to *value*.

To **remove an attribute by name** given a string *qualifiedName* and an element *element*:

1. Let *attr* be the result of getting an attribute given *qualifiedName* and *element*.
2. If *attr* is non-null, then remove *attr*.
3. Return *attr*.

To **remove an attribute by namespace and local name** given null or a string *namespace*, a string *localName*, and an element *element*:

1. Let *attr* be the result of getting an attribute given *namespace*, *localName*, and *element*.
2. If *attr* is non-null, then remove *attr*.
3. Return *attr*.

An element can have an associated **unique identifier (ID)**

Note

Historically elements could have multiple identifiers e.g., by using the HTML `id` attribute and a DTD. This specification makes ID a concept of the DOM and allows for only one per element, given by an `id` attribute.

Use these attribute change steps to update an element's ID:

1. If *localName* is `id`, *namespace* is null, and *value* is null or the empty string, then unset *element*'s ID.
2. Otherwise, if *localName* is `id`, *namespace* is null, then set *element*'s ID to *value*.

Note

While this specification defines requirements for `class`, `id`, and `slot` attributes on any element, it makes no claims as to whether using them is conforming or not.

A node's parent of type `Element` is known as its **parent element**. If the node has a parent of a different type, its parent element is null.

For web developers (non-normative)

***namespace* = *element* . `namespaceURI`**

Returns the namespace.

***prefix* = *element* . `prefix`**

Returns the namespace prefix.

***localName* = *element* . `localName`**

Returns the local name.

***qualifiedName* = *element* . `tagName`**

Returns the HTML-uppercased qualified name.

The `namespaceURI` getter steps are to return this's namespace.

The `prefix` getter steps are to return this's namespace prefix.

The `localName` getter steps are to return this's local name.

The `tagName` getter steps are to return this's HTML-uppercased qualified name.

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For web developers (non-normative)

***element* . `id` [= *value*]**

Returns the value of *element*'s `id` content attribute. Can be set to change it.

***element* . `className` [= *value*]**

Returns the value of *element*'s `class` content attribute. Can be set to change it.

***element* . `classList`**

Allows for manipulation of *element*'s `class` content attribute as a set of whitespace-separated tokens through a `DOMTokenList` object.

***element* . `slot` [= *value*]**

Returns the value of *element*'s `slot` content attribute. Can be set to change it.

IDL attributes that are defined to **reflect** a string *name*, must have these getter and setter steps:

getter steps

Return the result of running get an attribute value given this and *name*.

setter steps

Set an attribute value for this using *name* and the given value.

The `id` attribute must reflect "`id`".

The `className` attribute must reflect "`class`".

The `classList` getter steps are to return a `DOMTokenList` object whose associated element is this and whose associated attribute's local name is `class`. The token set of this particular `DOMTokenList` object are also known as the element's **classes**.

The `slot` attribute must reflect "`slot`".

Note

`id`, `class`, *and* `slot` *are effectively superglobal attributes as they can appear on any element, regardless of that element's namespace.*

For web developers (non-normative)

***element* . hasAttributes()**

Returns true if *element* has attributes; otherwise false.

***element* . getAttributeNames()**

Returns the qualified names of all *element*'s attributes. Can contain duplicates.

***element* . getAttribute(*qualifiedName*)**

Returns *element*'s first attribute whose qualified name is *qualifiedName*, and null if there is no such attribute otherwise.

***element* . getAttributeNS(*namespace*, *localName*)**

Returns *element*'s attribute whose namespace is *namespace* and local name is *localName*, and null if there is no such attribute otherwise.

***element* . setAttribute(*qualifiedName*, *value*)**

Sets the value of *element*'s first attribute whose qualified name is *qualifiedName* to *value*.

***element* . setAttributeNS(*namespace*, *localName*, *value*)**

Sets the value of *element*'s attribute whose namespace is *namespace* and local name is *localName* to *value*.

***element* . removeAttribute(*qualifiedName*)**

Removes *element*'s first attribute whose qualified name is *qualifiedName*.

***element* . removeAttributeNS(*namespace*, *localName*)**

Removes *element*'s attribute whose namespace is *namespace* and local name is *localName*.

***element* . toggleAttribute(*qualifiedName* [, *force*])**

If *force* is not given, "toggles" *qualifiedName*, removing it if it is present and adding it if it is not present. If *force* is true, adds *qualifiedName*. If *force* is false, removes *qualifiedName*.

Returns true if *qualifiedName* is now present; otherwise false.

***element* . hasAttribute(*qualifiedName*)**

Returns true if *element* has an attribute whose qualified name is *qualifiedName*; otherwise false.

***element* . hasAttributeNS(*namespace*, *localName*)**

Returns true if *element* has an attribute whose namespace is *namespace* and local name is *localName*.

The `hasAttributes()` method steps are to return false if this's attribute list is empty; otherwise true.

The `attributes` getter steps are to return the associated `NamedNodeMap`.

The `getAttributeNames()` method steps are to return the qualified names of the attributes in this's attribute list, in order; otherwise a new list.

Note

These are not guaranteed to be unique.

The `getAttribute(qualifiedName)` method steps are:

1. Let *attr* be the result of getting an attribute given *qualifiedName* and this.
2. If *attr* is null, return null.
3. Return *attr*'s value.

The `getAttributeNS(namespace, localName)` method steps are:

1. Let *attr* be the result of getting an attribute given *namespace*, *localName*, and this.
2. If *attr* is null, return null.
3. Return *attr*'s value.

The `setAttribute(qualifiedName, value)` method steps are:

1. If *qualifiedName* is not a valid attribute local name, then throw an "`InvalidCharacterError`" `DOMException`.

¶ Note

Despite the parameter naming, qualifiedName *is only used as a qualified name if an attribute already exists with that qualified name. Otherwise, it is used as the local name of the new attribute. We only need to validate it for the latter case.*

2. If this is in the HTML namespace and its node document is an HTML document, then set *qualifiedName* to *qualifiedName* in ASCII lowercase.

3. Let *attribute* be the first attribute in this's attribute list whose qualified name is *qualifiedName*, and null otherwise.
4. If *attribute* is null, create an attribute whose local name is *qualifiedName*, value is *value*, and node document is this's node document, then append this attribute to this, and then return.
5. Change *attribute* to *value*.

The **`setAttributeNS(namespace, qualifiedName, value)`** method steps are:

1. Let (*namespace*, *prefix*, *localName*) be the result of validating and extracting *namespace* and *qualifiedName* given "`element`".
2. Set an attribute value for this using *localName*, *value*, and also *prefix* and *namespace*.

The **`removeAttribute(qualifiedName)`** method steps are to remove an attribute given *qualifiedName* and this, and then return undefined.

The **`removeAttributeNS(namespace, localName)`** method steps are to remove an attribute given *namespace*, *localName*, and this, and then return undefined.

The **`hasAttribute(qualifiedName)`** method steps are:

1. If this is in the HTML namespace and its node document is an HTML document, then set *qualifiedName* to *qualifiedName* in ASCII lowercase.
2. Return true if this has an attribute whose qualified name is *qualifiedName*; otherwise false.

The **`toggleAttribute(qualifiedName, force)`** method steps are:

1. If *qualifiedName* is not a valid attribute local name, then throw an "`InvalidCharacterError`" `DOMException`.

   Note

   See the discussion above about why we validate it as a local name, instead of a qualified name.
2. If this is in the HTML namespace and its node document is an HTML document, then set *qualifiedName* to *qualifiedName* in ASCII lowercase.
3. Let *attribute* be the first attribute in this's attribute list whose qualified name is *qualifiedName*, and null otherwise.
4. If *attribute* is null:
   1. If *force* is not given or is true, create an attribute whose local name is *qualifiedName*, value is the empty string, and node document is this's node document, then append this attribute to this, and then return true.
   2. Return false.
5. Otherwise, if *force* is not given or is false, remove an attribute given *qualifiedName* and this, and then return false.
6. Return true.

The **`hasAttributeNS(namespace, localName)`** method steps are:

1. If *namespace* is the empty string, then set it to null.
2. Return true if this has an attribute whose namespace is *namespace* and local name is *localName*; otherwise false.

The **`getAttributeNode(qualifiedName)`** method steps are to return the result of getting an attribute given *qualifiedName* and this.

The **`getAttributeNodeNS(namespace, localName)`** method steps are to return the result of getting an attribute given *namespace*, *localName*, and this.

The **`setAttributeNode(attr)`** and **`setAttributeNodeNS(attr)`** methods steps are to return the result of setting an attribute given *attr* and this.

The **`removeAttributeNode(attr)`** method steps are:

1. If this's attribute list does not contain *attr*, then throw a "`NotFoundError`" `DOMException`.
2. Remove *attr*.
3. Return *attr*.

For web developers (non-normative)

***shadow* = *element* . attachShadow(*init*)**

Creates a shadow root for *element* and returns it.

***shadow* = *element* . shadowRoot**

Returns *element*'s shadow root, if any, and if shadow root's mode is "open"; otherwise null.

A **valid shadow host name** is:

- a valid custom element name
- "article", "aside", "blockquote", "body", "div", "footer", "h1", "h2", "h3", "h4", "h5", "h6", "header", "main", "nav", "p", "section", or "span"

The `attachShadow(init)` method steps are:

1. Let *registry* be this's custom element registry.
2. If *init*["customElementRegistry"] exists, then set *registry* to it.
3. Run attach a shadow root with this, *init*["mode"], *init*["clonable"], *init*["serializable"], *init*["delegatesFocus"], *init*["slotAssignment"], and *registry*.
4. Return this's shadow root.

To **attach a shadow root**, given an element *element*, a string *mode*, a boolean *clonable*, a boolean *serializable*, a boolean *delegatesFocus*, a string *slotAssignment*, and null or a `CustomElementRegistry` object *registry*:

1. If *element*'s namespace is not the HTML namespace, then throw a "NotSupportedError" DOMException.
2. If *element*'s local name is not a valid shadow host name, then throw a "NotSupportedError" DOMException.
3. If *element*'s local name is a valid custom element name, or *element*'s is value is non-null:
    1. Let *definition* be the result of looking up a custom element definition given *element*'s custom element registry, its namespace, its local name, and its is value.
    2. If *definition* is not null and *definition*'s disable shadow is true, then throw a "NotSupportedError" DOMException.
4. If *element* is a shadow host:
    1. Let *currentShadowRoot* be *element*'s shadow root.
    2. If any of the following are true:
        - *currentShadowRoot*'s declarative is false; or
        - *currentShadowRoot*'s mode is not *mode*,

        then throw a "NotSupportedError" DOMException.
    3. Otherwise:
        1. Remove all of *currentShadowRoot*'s children, in tree order.
        2. Set *currentShadowRoot*'s declarative to false.
        3. Return.
5. Let *shadow* be a new shadow root whose node document is *element*'s node document, host is *element*, and mode is *mode*.
6. Set *shadow*'s delegates focus to *delegatesFocus*.
7. If *element*'s custom element state is "precustomized" or "custom", then set *shadow*'s available to element internals to true.
8. Set *shadow*'s slot assignment to *slotAssignment*.
9. Set *shadow*'s declarative to false.
10. Set *shadow*'s clonable to *clonable*.
11. Set *shadow*'s serializable to *serializable*.
12. Set *shadow*'s custom element registry to *registry*.
13. Set *element*'s shadow root to *shadow*.

The `shadowRoot` getter steps are:

1. Let *shadow* be this's shadow root.
2. If *shadow* is null or its mode is "`closed`", then return null.
3. Return *shadow*.

For web developers (non-normative)

***registry* = *element* . customElementRegistry**

Returns *element*'s `CustomElementRegistry` object, if any; otherwise null.

The `customElementRegistry` getter steps are to return this's custom element registry.

For web developers (non-normative)

***element* . closest(*selectors*)**

Returns the first (starting at *element*) inclusive ancestor that matches *selectors*, and null otherwise.

***element* . matches(*selectors*)**

Returns true if matching *selectors* against *element*'s root yields *element*; otherwise false.

The `closest(`*`selectors`*`)` method steps are:

1. Let *s* be the result of parse a selector from *selectors*. [SELECTORS4]
2. If *s* is failure, then throw a "`SyntaxError`" `DOMException`.
3. Let *elements* be this's inclusive ancestors that are elements, in reverse tree order.
4. For each *element* in *elements*, if match a selector against an element, using *s*, *element*, and scoping root this, returns success, return *element*. [SELECTORS4]
5. Return null.

The `matches(`*`selectors`*`)` and `webkitMatchesSelector(`*`selectors`*`)` method steps are:

1. Let *s* be the result of parse a selector from *selectors*. [SELECTORS4]
2. If *s* is failure, then throw a "`SyntaxError`" `DOMException`.
3. If the result of match a selector against an element, using *s*, this, and scoping root this, returns success, then return true; otherwise, return false. [SELECTORS4]

MDN

The `getElementsByTagName(`*`qualifiedName`*`)` method steps are to return the list of elements with qualified name *qualifiedName* for this.

The `getElementsByTagNameNS(`*`namespace, localName`*`)` method steps are to return the list of elements with namespace *namespace* and local name *localName* for this.

The `getElementsByClassName(`*`classNames`*`)` method steps are to return the list of elements with class names *classNames* for this.

To **insert adjacent**, given an element *element*, string *where*, and a node *node*, run the steps associated with the first ASCII case-insensitive match for *where*:

↪ **"`beforebegin`"**

If *element*'s parent is null, return null.

Return the result of pre-inserting *node* into *element*'s parent before *element*.

↪ **"`afterbegin`"**

Return the result of pre-inserting *node* into *element* before *element*'s first child.

↪ **"`beforeend`"**

Return the result of pre-inserting *node* into *element* before null.

↪ **"`afterend`"**

If *element*'s parent is null, return null.

Return the result of pre-inserting *node* into *element*'s parent before *element*'s next sibling.

↪ **Otherwise**

Throw a "`SyntaxError`" `DOMException`.

The **`insertAdjacentElement(where, element)`** method steps are to return the result of running insert adjacent, give this, *where*, and *element*.

The **`insertAdjacentText(where, data)`** method steps are:

1. Let *text* be a new `Text` node whose data is *data* and node document is this's node document.
2. Run insert adjacent, given this, *where*, and *text*.

Note

This method returns nothing because it existed before we had a chance to design it.

4.9.1. Interface `NamedNodeMap` §

IDL

```
[Exposed=Window,
 LegacyUnenumerableNamedProperties]
interface NamedNodeMap {
  readonly attribute unsigned long length;
  getter Attr? item(unsigned long index);
  getter Attr? getNamedItem(DOMString qualifiedName);
  Attr? getNamedItemNS(DOMString? namespace, DOMString localName);
  [CEReactions] Attr? setNamedItem(Attr attr);
  [CEReactions] Attr? setNamedItemNS(Attr attr);
  [CEReactions] Attr removeNamedItem(DOMString qualifiedName);
  [CEReactions] Attr removeNamedItemNS(DOMString? namespace, DOMString localName);
};
```

A `NamedNodeMap` has an associated **element** (an element).

A `NamedNodeMap` object's **attribute list** is its element's attribute list.

A `NamedNodeMap` object's supported property indices are the numbers in the range zero to its attribute list's size minus one, unless the attribute list is empty, in which case there are no supported property indices.

The **`length`** getter steps are to return the attribute list's size.

MDN

The **`item(index)`** method steps are:

1. If *index* is equal to or greater than this's attribute list's size, then return null.
2. Otherwise, return this's attribute list[*index*].

A `NamedNodeMap` object's supported property names are the return value of running these steps:

1. Let *names* be the qualified names of the attributes in this `NamedNodeMap` object's attribute list, with duplicates omitted, in order.
2. If this `NamedNodeMap` object's element is in the HTML namespace and its node document is an HTML document, then for each *name* of *names*:
    1. Let *lowercaseName* be *name*, in ASCII lowercase.

2. If *lowercaseName* is not equal to *name*, remove *name* from *names*.

3. Return *names*.

The `getNamedItem(qualifiedName)` method steps are to return the result of getting an attribute given *qualifiedName* and element.

The `getNamedItemNS(namespace, localName)` method steps are to return the result of getting an attribute given *namespace*, *localName*, and element.

The `setNamedItem(attr)` and `setNamedItemNS(attr)` method steps are to return the result of setting an attribute given *attr* and element.

The `removeNamedItem(qualifiedName)` method steps are:

1. Let *attr* be the result of removing an attribute given *qualifiedName* and element.
2. If *attr* is null, then throw a "`NotFoundError`" `DOMException`.
3. Return *attr*.

The `removeNamedItemNS(namespace, localName)` method steps are:

1. Let *attr* be the result of removing an attribute given *namespace*, *localName*, and element.
2. If *attr* is null, then throw a "`NotFoundError`" `DOMException`.
3. Return *attr*.

4.9.2. Interface `Attr` §

IDL

```
[Exposed=Window]
interface Attr : Node {
  readonly attribute DOMString? namespaceURI;
  readonly attribute DOMString? prefix;
  readonly attribute DOMString localName;
  readonly attribute DOMString name;
  [CEReactions] attribute DOMString value;

  readonly attribute Element? ownerElement;

  readonly attribute boolean specified; // useless; always returns true
};
```

`Attr` nodes are simply known as **attributes**. They are sometimes referred to as *content attributes* to avoid confusion with IDL attributes.

Attributes have a **namespace** (null or a non-empty string), **namespace prefix** (null or a non-empty string), **local name** (a non-empty string), **value** (a string), and **element** (null or an element).

MDN

Note

If designed today they would just have a name and value. ☹

An attribute's **qualified name** is its local name if its namespace prefix is null, and its namespace prefix, followed by ":", followed by its local name, otherwise.

MDN

Note

User agents could have this as an internal slot as an optimization.

MDN

When an attribute is created, its local name is given. Unless explicitly given when an attribute is created, its namespace, namespace prefix, and element are set to null, and its value is set to the empty string.

MDN

An ***A*** **attribute** is an attribute whose local name is *A* and whose namespace and namespace prefix are null.

MDN

The `namespaceURI` getter steps are to return this's namespace.

The **prefix** getter steps are to return this's namespace prefix.

The **localName** getter steps are to return this's local name.

The **name** getter steps are to return this's qualified name.

The **value** getter steps are to return this's value.

To **set an existing attribute value**, given an attribute *attribute* and string *value*, run these steps:

1. If *attribute*'s element is null, then set *attribute*'s value to *value*.
2. Otherwise, change *attribute* to *value*.

The value setter steps are to set an existing attribute value with this and the given value.

The **ownerElement** getter steps are to return this's element.

The **specified** getter steps are to return true.

4.10. Interface CharacterData §

IDL

```
[Exposed=Window]
interface CharacterData : Node {
  attribute [LegacyNullToEmptyString] DOMString data;
  readonly attribute unsigned long length;
  DOMString substringData(unsigned long offset, unsigned long count);
  undefined appendData(DOMString data);
  undefined insertData(unsigned long offset, DOMString data);
  undefined deleteData(unsigned long offset, unsigned long count);
  undefined replaceData(unsigned long offset, unsigned long count, DOMString data);
};
```

Note

CharacterData is an abstract interface. You cannot get a direct instance of it. It is used by Text, ProcessingInstruction, and Comment nodes.

Each node inheriting from the CharacterData interface has an associated mutable string called **data**.

To **replace data** of node *node* with offset *offset*, count *count*, and data *data*, run these steps:

1. Let *length* be *node*'s length.
2. If *offset* is greater than *length*, then throw an "IndexSizeError" DOMException.
3. If *offset* plus *count* is greater than *length*, then set *count* to *length* minus *offset*.
4. Queue a mutation record of "characterData" for *node* with null, null, *node*'s data, « », « », null, and null.
5. Insert *data* into *node*'s data after *offset* code units.
6. Let *delete offset* be *offset* + *data*'s length.
7. Starting from *delete offset* code units, remove *count* code units from *node*'s data.
8. For each live range whose start node is *node* and start offset is greater than *offset* but less than or equal to *offset* plus *count*, set its start offset to *offset*.
9. For each live range whose end node is *node* and end offset is greater than *offset* but less than or equal to *offset* plus *count*, set its end offset to *offset*.

10. For each live range whose start node is *node* and start offset is greater than *offset* plus *count*, increase its start offset by *data*'s length and decrease it by *count*.

11. For each live range whose end node is *node* and end offset is greater than *offset* plus *count*, increase its end offset by *data*'s length and decrease it by *count*.

12. If *node*'s parent is non-null, then run the children changed steps for *node*'s parent.

To **substring data** with node *node*, offset *offset*, and count *count*, run these steps:

1. Let *length* be *node*'s length.

2. If *offset* is greater than *length*, then throw an "`IndexSizeError`" `DOMException`.

3. If *offset* plus *count* is greater than *length*, return a string whose value is the code units from the *offset*th code unit to the end of *node*'s data, and then return.

4. Return a string whose value is the code units from the *offset*th code unit to the *offset+count*th code unit in *node*'s data.

The `data` getter steps are to return this's data. Its setter must replace data with node this, offset 0, count this's length, and data new value.

The `length` getter steps are to return this's length.

The `substringData(offset, count)` method steps are to return the result of running substring data with node this, offset *offset*, and count *count*.

The `appendData(data)` method steps are to replace data with node this, offset this's length, count 0, and data *data*.

The `insertData(offset, data)` method steps are to replace data with node this, offset *offset*, count 0, and data *data*.

The `deleteData(offset, count)` method steps are to replace data with node this, offset *offset*, count *count*, and data the empty string.

The `replaceData(offset, count, data)` method steps are to replace data with node this, offset *offset*, count *count*, and data *data*.

4.11. Interface `Text` §

IDL
```
[Exposed=Window]
interface Text : CharacterData {
  constructor(optional DOMString data = "");

  [NewObject] Text splitText(unsigned long offset);
  readonly attribute DOMString wholeText;
};
```

For web developers (non-normative)

***text* = new Text([*data* = ""])**
Returns a new `Text` node whose data is *data*.

***text* . splitText(offset)**
Splits data at the given *offset* and returns the remainder as `Text` node.

***text* . wholeText**
Returns the combined data of all direct `Text` node siblings.

MDN

An **exclusive `Text` node** is a `Text` node that is not a `CDATASection` node.

The **contiguous `Text` nodes** of a node *node* are *node*, *node*'s previous sibling `Text` node, if any, and its contiguous `Text` nodes, and *node*'s next sibling `Text` node, if any, and its contiguous `Text` nodes, avoiding any duplicates.

The **contiguous exclusive `Text` nodes** of a node *node* are *node*, *node*'s previous sibling exclusive `Text` node, if any, and its contiguous exclusive `Text` nodes, and *node*'s next sibling exclusive `Text` node, if any, and its contiguous exclusive `Text` nodes, avoiding any duplicates.

The **child text content** of a node *node* is the concatenation of the data of all the `Text` node children of *node*, in tree order.

The **descendant text content** of a node *node* is the concatenation of the data of all the `Text` node descendants of *node*, in tree order.

The `new Text(data)` constructor steps are to set this's data to *data* and this's node document to current global object's associated `Document`.

To **split** a `Text` node *node* with offset *offset*, run these steps:

1. Let *length* be *node*'s length.
2. If *offset* is greater than *length*, then throw an "`IndexSizeError`" `DOMException`.
3. Let *count* be *length* minus *offset*.
4. Let *new data* be the result of substringing data with node *node*, offset *offset*, and count *count*.
5. Let *new node* be a new `Text` node, with the same node document as *node*. Set *new node*'s data to *new data*.
6. Let *parent* be *node*'s parent.
7. If *parent* is not null:
    1. Insert *new node* into *parent* before *node*'s next sibling.
    2. For each live range whose start node is *node* and start offset is greater than *offset*, set its start node to *new node* and decrease its start offset by *offset*.
    3. For each live range whose end node is *node* and end offset is greater than *offset*, set its end node to *new node* and decrease its end offset by *offset*.
    4. For each live range whose start node is *parent* and start offset is equal to the index of *node* plus 1, increase its start offset by 1.
    5. For each live range whose end node is *parent* and end offset is equal to the index of *node* plus 1, increase its end offset by 1.
8. Replace data with node *node*, offset *offset*, count *count*, and data the empty string.
9. Return *new node*.

The `splitText(offset)` method steps are to split this with offset *offset*.

The `wholeText` getter steps are to return the concatenation of the data of the contiguous `Text` nodes of this, in tree order.

4.12. Interface `CDATASection` §

IDL

```
[Exposed=Window]
interface CDATASection : Text {
};
```

4.13. Interface `ProcessingInstruction` §

IDL

```
[Exposed=Window]
interface ProcessingInstruction : CharacterData {
  readonly attribute DOMString target;
};
```

`ProcessingInstruction` nodes have an associated **target**.

The `target` getter steps are to return this's target.

4.14. Interface Comment §

IDL

```
[Exposed=Window]
interface Comment : CharacterData {
  constructor(optional DOMString data = "");
};
```

For web developers (non-normative)

comment = new Comment([*data* = ""])

Returns a new Comment node whose data is *data*.

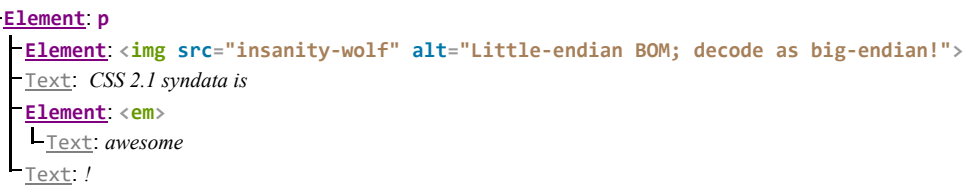
The new Comment(*data*) constructor steps are to set this's data to *data* and this's node document to current global object's associated Document.

5. Ranges §

5.1. Introduction to "DOM Ranges" §

`StaticRange` and `Range` objects (ranges) represent a sequence of content within a node tree. Each range has a start and an end which are boundary points. A boundary point is a tuple consisting of a node and an offset. So in other words, a range represents a piece of content within a node tree between two boundary points.

Ranges are frequently used in editing for selecting and copying content.



MDN

In the node tree above, a range can be used to represent the sequence “syndata is awes”. Assuming *p* is assigned to the `p` element, and *em* to the `em` element, this would be done as follows:

```
var range = new Range(),
    firstText = p.childNodes[1],
    secondText = em.firstChild
range.setStart(firstText, 9) // do not forget the leading space
range.setEnd(secondText, 4)
// range now stringifies to the aforementioned quote
```

MDN

Note

Attributes such as `src` and `alt` in the node tree above cannot be represented by a range. Ranges are only useful for nodes.

`Range` objects, unlike `StaticRange` objects, are affected by mutations to the node tree. Therefore they are also known as live ranges. Such mutations will not invalidate them and will try to ensure that it still represents the same piece of content. Necessarily, a live range might itself be modified as part of the mutation to the node tree when, e.g., part of the content it represents is mutated.

Note

See the insert and remove algorithms, the `normalize()` method, and the replace data and split algorithms for details.

Updating live ranges in response to node tree mutations can be expensive. For every node tree change, all affected `Range` objects need to be updated. Even if the application is uninterested in some live ranges, it still has to pay the cost of keeping them up-to-date when a mutation occurs.

A `StaticRange` object is a lightweight range that does not update when the node tree mutates. It is therefore not subject to the same maintenance cost as live ranges.

5.2. Boundary points §

A **boundary point** is a tuple consisting of a **node** (a node) and an **offset** (a non-negative integer).

Note

A correct boundary point's offset will be between 0 and the boundary point's node's length, inclusive.

The **position** of a boundary point (*nodeA*, *offsetA*) relative to a boundary point (*nodeB*, *offsetB*) is **before**, **equal**, or **after**, as returned by these steps:

1. Assert: *nodeA* and *nodeB* have the same root.
2. If *nodeA* is *nodeB*, then return equal if *offsetA* is *offsetB*, before if *offsetA* is less than *offsetB*, and after if *offsetA* is greater than *offsetB*.

3. If *nodeA* is following *nodeB*, then if the position of (*nodeB*, *offsetB*) relative to (*nodeA*, *offsetA*) is before, return after, and if it is after, return before.

4. If *nodeA* is an ancestor of *nodeB*:

    1. Let *child* be *nodeB*.

    2. While *child* is not a child of *nodeA*, set *child* to its parent.

    3. If *child*'s index is less than *offsetA*, then return after.

5. Return before.

5.3. Interface AbstractRange §

IDL

```
[Exposed=Window]
interface AbstractRange {
  readonly attribute Node startContainer;
  readonly attribute unsigned long startOffset;
  readonly attribute Node endContainer;
  readonly attribute unsigned long endOffset;
  readonly attribute boolean collapsed;
};
```

Objects implementing the AbstractRange interface are known as **ranges**.

A range has two associated boundary points — a **start** and **end**.

For convenience, a range's **start node** is its start's node, its **start offset** is its start's offset, its **end node** is its end's node, and its **end offset** is its end's offset.

A range is **collapsed** if its start node is its end node and its start offset is its end offset.

For web developers (non-normative)

***node* = *range* . startContainer**
Returns *range*'s start node.

***offset* = *range* . startOffset**
Returns *range*'s start offset.

***node* = *range* . endContainer**
Returns *range*'s end node.

***offset* = *range* . endOffset**
Returns *range*'s end offset.

***collapsed* = *range* . collapsed**
Returns true if *range* is collapsed; otherwise false.

MDN

The `startContainer` getter steps are to return this's start node.

The `startOffset` getter steps are to return this's start offset.

MDN

The `endContainer` getter steps are to return this's end node.

The `endOffset` getter steps are to return this's end offset.

The `collapsed` getter steps are to return true if this is collapsed; otherwise false.

5.4. Interface StaticRange §

IDL

```
dictionary StaticRangeInit {
  required Node startContainer;
```

MDN

```
  required unsigned long startOffset;
  required Node endContainer;
  required unsigned long endOffset;
};

[Exposed=Window]
interface StaticRange : AbstractRange {
  constructor(StaticRangeInit init);
};
```

For web developers (non-normative)

***staticRange* = new StaticRange(init)**

Returns a new range object that does not update when the node tree mutates.

The `new StaticRange(init)` constructor steps are:

1. If *init*["startContainer"] or *init*["endContainer"] is a DocumentType or Attr node, then throw an "InvalidNodeTypeError" DOMException.
2. Set this's start to (*init*["startContainer"], *init*["startOffset"]) and end to (*init*["endContainer"], *init*["endOffset"]).

A StaticRange is **valid** if all of the following are true:

- Its start and end are in the same node tree.
- Its start offset is between 0 and its start node's length, inclusive.
- Its end offset is between 0 and its end node's length, inclusive.
- Its start is before or equal to its end.

5.5. Interface Range §

IDL

```
[Exposed=Window]
interface Range : AbstractRange {
  constructor();

  readonly attribute Node commonAncestorContainer;

  undefined setStart(Node node, unsigned long offset);
  undefined setEnd(Node node, unsigned long offset);
  undefined setStartBefore(Node node);
  undefined setStartAfter(Node node);
  undefined setEndBefore(Node node);
  undefined setEndAfter(Node node);
  undefined collapse(optional boolean toStart = false);
  undefined selectNode(Node node);
  undefined selectNodeContents(Node node);

  const unsigned short START_TO_START = 0;
  const unsigned short START_TO_END = 1;
  const unsigned short END_TO_END = 2;
  const unsigned short END_TO_START = 3;
  short compareBoundaryPoints(unsigned short how, Range sourceRange);

  [CEReactions] undefined deleteContents();
  [CEReactions, NewObject] DocumentFragment extractContents();
  [CEReactions, NewObject] DocumentFragment cloneContents();
  [CEReactions] undefined insertNode(Node node);
  [CEReactions] undefined surroundContents(Node newParent);

  [NewObject] Range cloneRange();
  undefined detach();

  boolean isPointInRange(Node node, unsigned long offset);
```

```
  short comparePoint(Node node, unsigned long offset);

  boolean intersectsNode(Node node);

  stringifier;
};
```

Objects implementing the `Range` interface are known as **live ranges**.

Note

Algorithms that modify a tree (in particular the insert, remove, move, replace data, and split algorithms) modify live ranges associated with that tree.

The **root** of a live range is the root of its start node.

A node *node* is **contained** in a live range *range* if *node*'s root is *range*'s root, and (*node*, 0) is after *range*'s start, and (*node*, *node*'s length) is before *range*'s end.

A node is **partially contained** in a live range if it's an inclusive ancestor of the live range's start node but not its end node, or vice versa.

Note

Some facts to better understand these definitions:

- *The content that one would think of as being within the live range consists of all contained nodes, plus possibly some of the contents of the start node and end node if those are `CharacterData` nodes.*
- *The nodes that are contained in a live range will generally not be contiguous, because the parent of a contained node will not always be contained.*
- *However, the descendants of a contained node are contained, and if two siblings are contained, so are any siblings that lie between them.*
- *The start node and end node of a live range are never contained within it.*
- *The first contained node (if there are any) will always be after the start node, and the last contained node will always be equal to or before the end node's last descendant.*
- *There exists a partially contained node if and only if the start node and end node are different.*
- *The `commonAncestorContainer` attribute value is neither contained nor partially contained.*
- *If the start node is an ancestor of the end node, the common inclusive ancestor will be the start node. Exactly one of its children will be partially contained, and a child will be contained if and only if it precedes the partially contained child. If the end node is an ancestor of the start node, the opposite holds.*
- *If the start node is not an inclusive ancestor of the end node, nor vice versa, the common inclusive ancestor will be distinct from both of them. Exactly two of its children will be partially contained, and a child will be contained if and only if it lies between those two.*

The **live range pre-remove steps** given a node *node*, are as follows:

1. Let *parent* be *node*'s parent.
2. Assert: *parent* is not null.
3. Let *index* be *node*'s index.
4. For each live range whose start node is an inclusive descendant of *node*, set its start to (*parent*, *index*).
5. For each live range whose end node is an inclusive descendant of *node*, set its end to (*parent*, *index*).
6. For each live range whose start node is *parent* and start offset is greater than *index*, decrease its start offset by 1.
7. For each live range whose end node is *parent* and end offset is greater than *index*, decrease its end offset by 1.

For web developers (non-normative)

***range* = new Range()**

Returns a new live range.

The `new Range()` constructor steps are to set this's start and end to (current global object's associated `Document`, 0).

For web developers (non-normative)

***container* = *range*.commonAncestorContainer**

Returns the node, furthest away from the document, that is an ancestor of both *range*'s start node and end node.

The `commonAncestorContainer` getter steps are:

1. Let *container* be start node.
2. While *container* is not an inclusive ancestor of end node, let *container* be *container*'s parent.
3. Return *container*.

To **set the start or end** of a *range* to a boundary point (*node*, *offset*), run these steps:

1. If *node* is a doctype, then throw an "`InvalidNodeTypeError`" `DOMException`.
2. If *offset* is greater than *node*'s length, then throw an "`IndexSizeError`" `DOMException`.

3. Let *bp* be the boundary point (*node*, *offset*).
4. ↪ **If these steps were invoked as "set the start"**
    1. If *range*'s root is not equal to *node*'s root, or if *bp* is after the *range*'s end, set *range*'s end to *bp*.
    2. Set *range*'s start to *bp*.

↪ **If these steps were invoked as "set the end"**

1. If *range*'s root is not equal to *node*'s root, or if *bp* is before the *range*'s start, set *range*'s start to *bp*.
2. Set *range*'s end to *bp*.

The `setStart(node, offset)` method steps are to set the start of this to boundary point (*node*, *offset*).

The `setEnd(node, offset)` method steps are to set the end of this to boundary point (*node*, *offset*).

The `setStartBefore(node)` method steps are:

1. Let *parent* be *node*'s parent.
2. If *parent* is null, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. Set the start of this to boundary point (*parent*, *node*'s index).

The `setStartAfter(node)` method steps are:

1. Let *parent* be *node*'s parent.
2. If *parent* is null, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. Set the start of this to boundary point (*parent*, *node*'s index plus 1).

The `setEndBefore(node)` method steps are:

1. Let *parent* be *node*'s parent.
2. If *parent* is null, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. Set the end of this to boundary point (*parent*, *node*'s index).

The `setEndAfter(node)` method steps are:

1. Let *parent* be *node*'s parent.
2. If *parent* is null, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. Set the end of this to boundary point (*parent*, *node*'s index plus 1).

The `collapse(toStart)` method steps are to, if *toStart* is true, set end to start; otherwise set start to end.

To **select** a node *node* within a range *range*, run these steps:

1. Let *parent* be *node*'s parent.
2. If *parent* is null, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. Let *index* be *node*'s index.
4. Set *range*'s start to boundary point (*parent*, *index*).
5. Set *range*'s end to boundary point (*parent*, *index* plus 1).

The `selectNode(node)` method steps are to select *node* within this.

The `selectNodeContents(node)` method steps are:

1. If *node* is a doctype, throw an "`InvalidNodeTypeError`" `DOMException`.
2. Let *length* be the length of *node*.
3. Set start to the boundary point (*node*, 0).
4. Set end to the boundary point (*node*, *length*).

The `compareBoundaryPoints(how, sourceRange)` method steps are:

1. If *how* is not one of
   - `START_TO_START`,
   - `START_TO_END`,
   - `END_TO_END`, and
   - `END_TO_START`,

   then throw a "`NotSupportedError`" `DOMException`.
2. If this's root is not the same as *sourceRange*'s root, then throw a "`WrongDocumentError`" `DOMException`.
3. If *how* is:

   ↪ **`START_TO_START`**:
   Let *this point* be this's start. Let *other point* be *sourceRange*'s start.

   ↪ **`START_TO_END`**:
   Let *this point* be this's end. Let *other point* be *sourceRange*'s start.

   ↪ **`END_TO_END`**:
   Let *this point* be this's end. Let *other point* be *sourceRange*'s end.

   ↪ **`END_TO_START`**:
   Let *this point* be this's start. Let *other point* be *sourceRange*'s end.
4. If the position of *this point* relative to *other point* is

   ↪ **before**
   Return −1.

   ↪ **equal**
   Return 0.

   ↪ **after**
   Return 1.

The `deleteContents()` method steps are:

1. If this is collapsed, then return.
2. Let *original start node*, *original start offset*, *original end node*, and *original end offset* be this's start node, start offset, end node, and end offset, respectively.
3. If *original start node* is *original end node* and it is a `CharacterData` node, then replace data with node *original start node*, offset *original start offset*, count *original end offset* minus *original start offset*, and data the empty string, and then return.
4. Let *nodes to remove* be a list of all the nodes that are contained in this, in tree order, omitting any node whose parent is also contained in this.
5. If *original start node* is an inclusive ancestor of *original end node*, set *new node* to *original start node* and *new offset* to *original start offset*.
6. Otherwise:
    1. Let *reference node* equal *original start node*.
    2. While *reference node*'s parent is not null and is not an inclusive ancestor of *original end node*, set *reference node* to its parent.
    3. Set *new node* to the parent of *reference node*, and *new offset* to one plus the index of *reference node*.

    Note

    If reference node*'s parent were null, it would be the root of this, so would be an inclusive ancestor of* original end node*, and we could not reach this point.*
7. If *original start node* is a `CharacterData` node, then replace data with node *original start node*, offset *original start offset*, count *original start node*'s length − *original start offset*, data the empty string.
8. For each *node* in *nodes to remove*, in tree order, remove *node*.
9. If *original end node* is a `CharacterData` node, then replace data with node *original end node*, offset 0, count *original end offset* and data the empty string.
10. Set start and end to (*new node*, *new offset*).

To **extract** a live range *range*, run these steps:

1. Let *fragment* be a new `DocumentFragment` node whose node document is *range*'s start node's node document.
2. If *range* is collapsed, then return *fragment*.
3. Let *original start node*, *original start offset*, *original end node*, and *original end offset* be *range*'s start node, start offset, end node, and end offset, respectively.
4. If *original start node* is *original end node* and it is a `CharacterData` node:
    1. Let *clone* be a clone of *original start node*.
    2. Set the data of *clone* to the result of substringing data with node *original start node*, offset *original start offset*, and count *original end offset* minus *original start offset*.
    3. Append *clone* to *fragment*.
    4. Replace data with node *original start node*, offset *original start offset*, count *original end offset* minus *original start offset*, and data the empty string.
    5. Return *fragment*.
5. Let *common ancestor* be *original start node*.
6. While *common ancestor* is not an inclusive ancestor of *original end node*, set *common ancestor* to its own parent.
7. Let *first partially contained child* be null.
8. If *original start node* is *not* an inclusive ancestor of *original end node*, set *first partially contained child* to the first child of *common ancestor* that is partially contained in *range*.
9. Let *last partially contained child* be null.
10. If *original end node* is *not* an inclusive ancestor of *original start node*, set *last partially contained child* to the last child of *common ancestor* that is partially contained in *range*.

Note

These variable assignments do actually always make sense. For instance, if original start node *is not an inclusive ancestor of* original end node*,* original start node *is itself partially contained in* range*, and so are all its ancestors up until a child of* common ancestor*.* common ancestor *cannot be* original start node*, because it has to be an inclusive ancestor of* original end node*. The other case is similar. Also, notice that the two children will never be equal if both are defined.*

11. Let *contained children* be a list of all children of *common ancestor* that are contained in *range*, in tree order.

12. If any member of *contained children* is a doctype, then throw a "`HierarchyRequestError`" `DOMException`.

    Note

    We do not have to worry about the first or last partially contained node, because a doctype can never be partially contained. It cannot be a boundary point of a range, and it cannot be the ancestor of anything.

13. If *original start node* is an inclusive ancestor of *original end node*, set *new node* to *original start node* and *new offset* to *original start offset*.

14. Otherwise:
    1. Let *reference node* equal *original start node*.
    2. While *reference node*'s parent is not null and is not an inclusive ancestor of *original end node*, set *reference node* to its pare
    3. Set *new node* to the parent of *reference node*, and *new offset* to one plus *reference node*'s index.

    Note

    If reference node*'s parent is null, it would be the root of* range*, so would be an inclusive ancestor of* original end node*, and we could not reach this point.*

15. If *first partially contained child* is a `CharacterData` node:

    Note

    In this case, first partially contained child *is* original start node.

    1. Let *clone* be a clone of *original start node*.
    2. Set the data of *clone* to the result of substringing data with node *original start node*, offset *original start offset*, and count *original start node*'s length − *original start offset*.
    3. Append *clone* to *fragment*.
    4. Replace data with node *original start node*, offset *original start offset*, count *original start node*'s length − *original start offset*, and data the empty string.

16. Otherwise, if *first partially contained child* is not null:
    1. Let *clone* be a clone of *first partially contained child*.
    2. Append *clone* to *fragment*.
    3. Let *subrange* be a new live range whose start is (*original start node*, *original start offset*) and whose end is (*first partially contained child*, *first partially contained child*'s length).
    4. Let *subfragment* be the result of extracting *subrange*.
    5. Append *subfragment* to *clone*.

17. For each *contained child* in *contained children*, append *contained child* to *fragment*.

18. If *last partially contained child* is a `CharacterData` node:

    Note

    In this case, last partially contained child *is* original end node.

    1. Let *clone* be a clone of *original end node*.
    2. Set the data of *clone* to the result of substringing data with node *original end node*, offset 0, and count *original end offset*.
    3. Append *clone* to *fragment*.
    4. Replace data with node *original end node*, offset 0, count *original end offset*, and data the empty string.

19. Otherwise, if *last partially contained child* is not null:
    1. Let *clone* be a clone of *last partially contained child*.
    2. Append *clone* to *fragment*.
    3. Let *subrange* be a new live range whose start is (*last partially contained child*, 0) and whose end is (*original end node*, *original end offset*).
    4. Let *subfragment* be the result of extracting *subrange*.
    5. Append *subfragment* to *clone*.

20. Set *range*'s start and end to (*new node*, *new offset*).

21. Return *fragment*.

The `extractContents()` method steps are to return the result of extracting this.

To **clone the contents** of a live range *range*, run these steps:

1. Let *fragment* be a new `DocumentFragment` node whose node document is *range*'s start node's node document.
2. If *range* is collapsed, then return *fragment*.
3. Let *original start node*, *original start offset*, *original end node*, and *original end offset* be *range*'s start node, start offset, end node, and end offset, respectively.
4. If *original start node* is *original end node* and it is a `CharacterData` node:
    1. Let *clone* be a clone of *original start node*.
    2. Set the data of *clone* to the result of substringing data with node *original start node*, offset *original start offset*, and count *original end offset* minus *original start offset*.
    3. Append *clone* to *fragment*.
    4. Return *fragment*.
5. Let *common ancestor* be *original start node*.
6. While *common ancestor* is not an inclusive ancestor of *original end node*, set *common ancestor* to its own parent.
7. Let *first partially contained child* be null.
8. If *original start node* is *not* an inclusive ancestor of *original end node*, set *first partially contained child* to the first child of *common ancestor* that is partially contained in *range*.
9. Let *last partially contained child* be null.
10. If *original end node* is *not* an inclusive ancestor of *original start node*, set *last partially contained child* to the last child of *common ancestor* that is partially contained in *range*.

    Note

    These variable assignments do actually always make sense. For instance, if original start node *is not an inclusive ancestor of* original end node, original start node *is itself partially contained in* range, *and so are all its ancestors up until a child of* common ancestor. common ancestor *cannot be* original start node, *because it has to be an inclusive ancestor of* original end node. *The other case is similar. Also, notice that the two children will never be equal if both are defined.*
11. Let *contained children* be a list of all children of *common ancestor* that are contained in *range*, in tree order.
12. If any member of *contained children* is a doctype, then throw a "`HierarchyRequestError`" `DOMException`.

    Note

    We do not have to worry about the first or last partially contained node, because a doctype can never be partially contained. It cannot be a boundary point of a range, and it cannot be the ancestor of anything.
13. If *first partially contained child* is a `CharacterData` node:

    Note

    In this case, first partially contained child *is* original start node.

    1. Let *clone* be a clone of *original start node*.
    2. Set the data of *clone* to the result of substringing data with node *original start node*, offset *original start offset*, and count *original start node*'s length − *original start offset*.
    3. Append *clone* to *fragment*.
14. Otherwise, if *first partially contained child* is not null:
    1. Let *clone* be a clone of *first partially contained child*.
    2. Append *clone* to *fragment*.
    3. Let *subrange* be a new live range whose start is (*original start node*, *original start offset*) and whose end is (*first partially contained child*, *first partially contained child*'s length).
    4. Let *subfragment* be the result of cloning the contents of *subrange*.
    5. Append *subfragment* to *clone*.
15. For each *contained child* in *contained children*:

1. Let *clone* be a clone of *contained child* with the *clone children flag* set.
2. Append *clone* to *fragment*.

16. If *last partially contained child* is a `CharacterData` node:

    Note

    In this case, last partially contained child *is* original end node.

    1. Let *clone* be a clone of *original end node*.
    2. Set the data of *clone* to the result of substringing data with node *original end node*, offset 0, and count *original end offset*.
    3. Append *clone* to *fragment*.

17. Otherwise, if *last partially contained child* is not null:
    1. Let *clone* be a clone of *last partially contained child*.
    2. Append *clone* to *fragment*.
    3. Let *subrange* be a new live range whose start is (*last partially contained child*, 0) and whose end is (*original end node*, *original end offset*).
    4. Let *subfragment* be the result of cloning the contents of *subrange*.
    5. Append *subfragment* to *clone*.

18. Return *fragment*.

The **`cloneContents()`** method steps are to return the result of cloning the contents of this.

To **insert** a node *node* into a live range *range*, run these steps:

1. If *range*'s start node is a `ProcessingInstruction` or `Comment` node, is a `Text` node whose parent is null, or is *node*, then throw a "`HierarchyRequestError`" `DOMException`.
2. Let *referenceNode* be null.
3. If *range*'s start node is a `Text` node, set *referenceNode* to that `Text` node.
4. Otherwise, set *referenceNode* to the child of start node whose index is start offset, and null if there is no such child.
5. Let *parent* be *range*'s start node if *referenceNode* is null, and *referenceNode*'s parent otherwise.
6. Ensure pre-insert validity of *node* into *parent* before *referenceNode*.
7. If *range*'s start node is a `Text` node, set *referenceNode* to the result of splitting it with offset *range*'s start offset.
8. If *node* is *referenceNode*, set *referenceNode* to its next sibling.
9. If *node*'s parent is non-null, then remove *node*.
10. Let *newOffset* be *parent*'s length if *referenceNode* is null; otherwise *referenceNode*'s index.
11. Increase *newOffset* by *node*'s length if *node* is a `DocumentFragment` node; otherwise 1.
12. Pre-insert *node* into *parent* before *referenceNode*.
13. If *range* is collapsed, then set *range*'s end to (*parent*, *newOffset*).

The **`insertNode(`*`node`*`)`** method steps are to insert *node* into this.

The **`surroundContents(`*`newParent`*`)`** method steps are:

1. If a non-`Text` node is partially contained in this, then throw an "`InvalidStateError`" `DOMException`.
2. If *newParent* is a `Document`, `DocumentType`, or `DocumentFragment` node, then throw an "`InvalidNodeTypeError`" `DOMException`.

    Note

    For historical reasons `CharacterData` *nodes are not checked here and end up throwing later on as a side effect.*

3. Let *fragment* be the result of extracting this.
4. If *newParent* has children, then replace all with null within *newParent*.
5. Insert *newParent* into this.
6. Append *fragment* to *newParent*.

7. Select *newParent* within this.

The `cloneRange()` method steps are to return a new live range with the same start and end as this.

The `detach()` method steps are to do nothing. Note *Its functionality (disabling a `Range` object) was removed, but the method itself is preserved for compatibility.*

For web developers (non-normative)

***position* = *range* . `comparePoint(node, offset)`**

Returns −1 if the point is before the range, 0 if the point is in the range, and 1 if the point is after the range.

***intersects* = *range* . `intersectsNode(node)`**

Returns whether *range* intersects *node*.

The `isPointInRange(node, offset)` method steps are:

1. If *node*'s root is different from this's root, return false.
2. If *node* is a doctype, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. If *offset* is greater than *node*'s length, then throw an "`IndexSizeError`" `DOMException`.
4. If (*node*, *offset*) is before start or after end, return false.
5. Return true.

The `comparePoint(node, offset)` method steps are:

1. If *node*'s root is different from this's root, then throw a "`WrongDocumentError`" `DOMException`.
2. If *node* is a doctype, then throw an "`InvalidNodeTypeError`" `DOMException`.
3. If *offset* is greater than *node*'s length, then throw an "`IndexSizeError`" `DOMException`.
4. If (*node*, *offset*) is before start, return −1.
5. If (*node*, *offset*) is after end, return 1.
6. Return 0.

The `intersectsNode(node)` method steps are:

1. If *node*'s root is different from this's root, return false.
2. Let *parent* be *node*'s parent.
3. If *parent* is null, return true.
4. Let *offset* be *node*'s index.
5. If (*parent*, *offset*) is before end and (*parent*, *offset* plus 1) is after start, return true.
6. Return false.

The **stringification behavior** must run these steps:

1. Let *s* be the empty string.
2. If this's start node is this's end node and it is a `Text` node, then return the substring of that `Text` node's data beginning at this's start offset and ending at this's end offset.
3. If this's start node is a `Text` node, then append the substring of that node's data from this's start offset until the end to *s*.
4. Append the concatenation of the data of all `Text` nodes that are contained in this, in tree order, to *s*.

5. If this's end node is a `Text` node, then append the substring of that node's data from its start until this's end offset to *s*.

6. Return *s*.

Note

The `createContextualFragment()`, `getClientRects()`, and `getBoundingClientRect()` methods are defined in other specifications. [DOM-Parsing] [CSSOM-VIEW]

6. Traversal §

`NodeIterator` and `TreeWalker` objects can be used to filter and traverse node trees.

Each `NodeIterator` and `TreeWalker` object has an associated **active flag** to avoid recursive invocations. It is initially unset.

Each `NodeIterator` and `TreeWalker` object also has an associated **root** (a node), a **whatToShow** (a bitmask), and a **filter** (a callback).

To **filter** a node *node* within a `NodeIterator` or `TreeWalker` object *traverser*, run these steps:

1. If *traverser*'s active flag is set, then throw an "`InvalidStateError`" `DOMException`.
2. Let *n* be *node*'s `nodeType` attribute value − 1.
3. If the n^{th} bit (where 0 is the least significant bit) of *traverser*'s whatToShow is not set, then return `FILTER_SKIP`.
4. If *traverser*'s filter is null, then return `FILTER_ACCEPT`.
5. Set *traverser*'s active flag.
6. Let *result* be the return value of call a user object's operation with *traverser*'s filter, "`acceptNode`", and « *node* ». If this throws an exception, then unset *traverser*'s active flag and rethrow the exception.
7. Unset *traverser*'s active flag.
8. Return *result*.

6.1. Interface `NodeIterator` §

IDL

```
[Exposed=Window]
interface NodeIterator {
  [SameObject] readonly attribute Node root;
  readonly attribute Node referenceNode;
  readonly attribute boolean pointerBeforeReferenceNode;
  readonly attribute unsigned long whatToShow;
  readonly attribute NodeFilter? filter;

  Node? nextNode();
  Node? previousNode();

  undefined detach();
};
```

Note

`NodeIterator` objects can be created using the `createNodeIterator()` method on `Document` objects.

Each `NodeIterator` object has an associated **iterator collection**, which is a collection rooted at the `NodeIterator` object's root, whose filter matches any node.

Each `NodeIterator` object also has an associated **reference** (a node) and **pointer before reference** (a boolean).

Note

As mentioned earlier, `NodeIterator` objects have an associated active flag, root, whatToShow, and filter as well.

The **`NodeIterator` pre-remove steps** given a *nodeIterator* and *toBeRemovedNode*, are as follows:

1. If *toBeRemovedNode* is not an inclusive ancestor of *nodeIterator*'s reference, or *toBeRemovedNode* is *nodeIterator*'s root, then return.
2. If *nodeIterator*'s pointer before reference is true:

1. Let *next* be *toBeRemovedNode*'s first following node that is an inclusive descendant of *nodeIterator*'s root and is not an inclusive descendant of *toBeRemovedNode*, and null if there is no such node.

2. If *next* is non-null, then set *nodeIterator*'s reference to *next* and return.

3. Otherwise, set *nodeIterator*'s pointer before reference to false.

Note

Steps are not terminated here.

3. Set *nodeIterator*'s reference to *toBeRemovedNode*'s parent, if *toBeRemovedNode*'s previous sibling is null, and to the inclusive descendant of *toBeRemovedNode*'s previous sibling that appears last in tree order otherwise.

The `root` getter steps are to return this's root.

The `referenceNode` getter steps are to return this's reference.

The `pointerBeforeReferenceNode` getter steps are to return this's pointer before reference.

The `whatToShow` getter steps are to return this's whatToShow.

The `filter` getter steps are to return this's filter.

To **traverse**, given a `NodeIterator` object *iterator* and a direction *direction*, run these steps:

1. Let *node* be *iterator*'s reference.

2. Let *beforeNode* be *iterator*'s pointer before reference.

3. While true:

    1. Branch on *direction*:

        ↪ **next**

        If *beforeNode* is false, then set *node* to the first node following *node* in *iterator*'s iterator collection. If there is no such node, then return null.

        If *beforeNode* is true, then set it to false.

        ↪ **previous**

        If *beforeNode* is true, then set *node* to the first node preceding *node* in *iterator*'s iterator collection. If there is no such node, then return null.

        If *beforeNode* is false, then set it to true.

    2. Let *result* be the result of filtering *node* within *iterator*.

    3. If *result* is `FILTER_ACCEPT`, then break.

4. Set *iterator*'s reference to *node*.

5. Set *iterator*'s pointer before reference to *beforeNode*.

6. Return *node*.

The `nextNode()` method steps are to return the result of traversing with this and next.

The `previousNode()` method steps are to return the result of traversing with this and previous.

The `detach()` method steps are to do nothing. Note *Its functionality (disabling a `NodeIterator` object) was removed, but the method itself is preserved for compatibility.*

6.2. Interface TreeWalker §

IDL

```
[Exposed=Window]
interface TreeWalker {
  [SameObject] readonly attribute Node root;
  readonly attribute unsigned long whatToShow;
  readonly attribute NodeFilter? filter;
           attribute Node currentNode;

  Node? parentNode();
  Node? firstChild();
  Node? lastChild();
  Node? previousSibling();
  Node? nextSibling();
  Node? previousNode();
  Node? nextNode();
};
```

Note

TreeWalker objects can be created using the createTreeWalker() method on Document objects.

Each TreeWalker object has an associated **current** (a node).

Note

As mentioned earlier TreeWalker objects have an associated root, whatToShow, and filter as well.

The **root** getter steps are to return this's root.

The **whatToShow** getter steps are to return this's whatToShow.

The **filter** getter steps are to return this's filter.

The **currentNode** getter steps are to return this's current.

The currentNode setter steps are to set this's current to the given value.

The **parentNode()** method steps are:

1. Let *node* be this's current.
2. While *node* is non-null and is not this's root:
    1. Set *node* to *node*'s parent.
    2. If *node* is non-null and filtering *node* within this returns FILTER_ACCEPT, then set this's current to *node* and return *node*.
3. Return null.

To **traverse children**, given a *walker* and *type*, run these steps:

1. Let *node* be *walker*'s current.
2. Set *node* to *node*'s first child if *type* is first, and *node*'s last child if *type* is last.
3. While *node* is non-null:
    1. Let *result* be the result of filtering *node* within *walker*.
    2. If *result* is FILTER_ACCEPT, then set *walker*'s current to *node* and return *node*.
    3. If *result* is FILTER_SKIP:
        1. Let *child* be *node*'s first child if *type* is first, and *node*'s last child if *type* is last.
        2. If *child* is non-null, then set *node* to *child* and continue.

4. While *node* is non-null:
    1. Let *sibling* be *node*'s next sibling if *type* is first, and *node*'s previous sibling if *type* is last.
    2. If *sibling* is non-null, then set *node* to *sibling* and break.
    3. Let *parent* be *node*'s parent.
    4. If *parent* is null, *walker*'s root, or *walker*'s current, then return null.
    5. Set *node* to *parent*.
4. Return null.

The `firstChild()` method steps are to traverse children with this and first.

The `lastChild()` method steps are to traverse children with this and last.

To **traverse siblings**, given a *walker* and *type*, run these steps:

1. Let *node* be *walker*'s current.
2. If *node* is root, then return null.
3. While true:
    1. Let *sibling* be *node*'s next sibling if *type* is next, and *node*'s previous sibling if *type* is previous.
    2. While *sibling* is non-null:
        1. Set *node* to *sibling*.
        2. Let *result* be the result of filtering *node* within *walker*.
        3. If *result* is `FILTER_ACCEPT`, then set *walker*'s current to *node* and return *node*.
        4. Set *sibling* to *node*'s first child if *type* is next, and *node*'s last child if *type* is previous.
        5. If *result* is `FILTER_REJECT` or *sibling* is null, then set *sibling* to *node*'s next sibling if *type* is next, and *node*'s previous sibling if *type* is previous.
    3. Set *node* to *node*'s parent.
    4. If *node* is null or *walker*'s root, then return null.
    5. If the return value of filtering *node* within *walker* is `FILTER_ACCEPT`, then return null.

The `nextSibling()` method steps are to traverse siblings with this and next.

The `previousSibling()` method steps are to traverse siblings with this and previous.

The `previousNode()` method steps are:

1. Let *node* be this's current.
2. While *node* is not this's root:
    1. Let *sibling* be *node*'s previous sibling.
    2. While *sibling* is non-null:
        1. Set *node* to *sibling*.
        2. Let *result* be the result of filtering *node* within this.
        3. While *result* is not `FILTER_REJECT` and *node* has a child:
            1. Set *node* to *node*'s last child.
            2. Set *result* to the result of filtering *node* within this.
        4. If *result* is `FILTER_ACCEPT`, then set this's current to *node* and return *node*.
        5. Set *sibling* to *node*'s previous sibling.
    3. If *node* is this's root or *node*'s parent is null, then return null.
    4. Set *node* to *node*'s parent.

5. If the return value of filtering *node* within this is `FILTER_ACCEPT`, then set this's current to *node* and return *node*.

3. Return null.

The `nextNode()` method steps are:

1. Let *node* be this's current.
2. Let *result* be `FILTER_ACCEPT`.
3. While true:
    1. While *result* is not `FILTER_REJECT` and *node* has a child:
        1. Set *node* to its first child.
        2. Set *result* to the result of filtering *node* within this.
        3. If *result* is `FILTER_ACCEPT`, then set this's current to *node* and return *node*.
    2. Let *sibling* be null.
    3. Let *temporary* be *node*.
    4. While *temporary* is non-null:
        1. If *temporary* is this's root, then return null.
        2. Set *sibling* to *temporary*'s next sibling.
        3. If *sibling* is non-null, then set *node* to *sibling* and break.
        4. Set *temporary* to *temporary*'s parent.
    5. Set *result* to the result of filtering *node* within this.
    6. If *result* is `FILTER_ACCEPT`, then set this's current to *node* and return *node*.

6.3. Interface `NodeFilter` §

IDL

```
[Exposed=Window]
callback interface NodeFilter {
  // Constants for acceptNode()
  const unsigned short FILTER_ACCEPT = 1;
  const unsigned short FILTER_REJECT = 2;
  const unsigned short FILTER_SKIP = 3;

  // Constants for whatToShow
  const unsigned long SHOW_ALL = 0xFFFFFFFF;
  const unsigned long SHOW_ELEMENT = 0x1;
  const unsigned long SHOW_ATTRIBUTE = 0x2;
  const unsigned long SHOW_TEXT = 0x4;
  const unsigned long SHOW_CDATA_SECTION = 0x8;
  const unsigned long SHOW_ENTITY_REFERENCE = 0x10; // legacy
  const unsigned long SHOW_ENTITY = 0x20; // legacy
  const unsigned long SHOW_PROCESSING_INSTRUCTION = 0x40;
  const unsigned long SHOW_COMMENT = 0x80;
  const unsigned long SHOW_DOCUMENT = 0x100;
  const unsigned long SHOW_DOCUMENT_TYPE = 0x200;
  const unsigned long SHOW_DOCUMENT_FRAGMENT = 0x400;
  const unsigned long SHOW_NOTATION = 0x800; // legacy

  unsigned short acceptNode(Node node);
};
```

Note

`NodeFilter` objects can be used as filter for `NodeIterator` and `TreeWalker` objects and also provide constants for their whatToShow bitmask. A `NodeFilter` object is typically implemented as a JavaScript function.

These constants can be used as filter return value:

- `FILTER_ACCEPT` (1);
- `FILTER_REJECT` (2);
- `FILTER_SKIP` (3).

These constants can be used for whatToShow:

- `SHOW_ALL` (4294967295, FFFFFFFF in hexadecimal);
- `SHOW_ELEMENT` (1);
- `SHOW_ATTRIBUTE` (2);
- `SHOW_TEXT` (4);
- `SHOW_CDATA_SECTION` (8);
- `SHOW_PROCESSING_INSTRUCTION` (64, 40 in hexadecimal);
- `SHOW_COMMENT` (128, 80 in hexadecimal);
- `SHOW_DOCUMENT` (256, 100 in hexadecimal);
- `SHOW_DOCUMENT_TYPE` (512, 200 in hexadecimal);
- `SHOW_DOCUMENT_FRAGMENT` (1024, 400 in hexadecimal).

7. Sets §

Note

Yes, the name DOMTokenList is an unfortunate legacy mishap.

MDN

MDN

7.1. Interface DOMTokenList §

MDN

IDL

```
[Exposed=Window]
interface DOMTokenList {
  readonly attribute unsigned long length;
  getter DOMString? item(unsigned long index);
  boolean contains(DOMString token);
  [CEReactions] undefined add(DOMString... tokens);
  [CEReactions] undefined remove(DOMString... tokens);
  [CEReactions] boolean toggle(DOMString token, optional boolean force);
  [CEReactions] boolean replace(DOMString token, DOMString newToken);
  boolean supports(DOMString token);
  [CEReactions] stringifier attribute DOMString value;
  iterable<DOMString>;
};
```

MDN

A DOMTokenList object has an associated **token set** (a set), which is initially empty.

A DOMTokenList object also has an associated element and an attribute's local name.

Specifications may define **supported tokens** for a DOMTokenList's associated attribute's local name.

A DOMTokenList object's **validation steps** for a given *token* are:

1. If the associated attribute's local name does not define supported tokens, throw a `TypeError`.
2. Let *lowercase token* be a copy of *token*, in ASCII lowercase.
3. If *lowercase token* is present in supported tokens, return true.
4. Return false.

A DOMTokenList object's **update steps** are:

1. If the associated element does not have an associated attribute and token set is empty, then return.
2. Set an attribute value for the associated element using associated attribute's local name and the result of running the ordered set serializer for token set.

A DOMTokenList object's **serialize steps** are to return the result of running get an attribute value given the associated element and the associated attribute's local name.

A DOMTokenList object has these attribute change steps for its associated element:

1. If *localName* is associated attribute's local name, *namespace* is null, and *value* is null, then empty token set.
2. Otherwise, if *localName* is associated attribute's local name, *namespace* is null, then set token set to *value*, parsed.

MDN

When a DOMTokenList object is created, then:

1. Let *element* be associated element.

MDN

2. Let *localName* be associated attribute's local name.

3. Let *value* be the result of getting an attribute value given *element* and *localName*.

4. Run the attribute change steps for *element*, *localName*, *value*, *value*, and null.

MDN

For web developers (non-normative)

***tokenlist* . length**

Returns the number of tokens.

MDN

***tokenlist* . item(*index*)**

***tokenlist*[*index*]**

Returns the token with index *index*.

MDN

***tokenlist* . contains(*token*)**

Returns true if *token* is present; otherwise false.

MDN

***tokenlist* . add(*tokens…*)**

Adds all arguments passed, except those already present.

Throws a "SyntaxError" DOMException if one of the arguments is the empty string.

Throws an "InvalidCharacterError" DOMException if one of the arguments contains any ASCII whitespace.

MDN

***tokenlist* . remove(*tokens…*)**

Removes arguments passed, if they are present.

Throws a "SyntaxError" DOMException if one of the arguments is the empty string.

Throws an "InvalidCharacterError" DOMException if one of the arguments contains any ASCII whitespace.

MDN

***tokenlist* . toggle(*token* [, *force*])**

If *force* is not given, "toggles" *token*, removing it if it's present and adding it if it's not present. If *force* is true, adds *token* (same as add()). If *force* is false, removes *token* (same as remove()).

Returns true if *token* is now present; otherwise false.

Throws a "SyntaxError" DOMException if *token* is empty.

Throws an "InvalidCharacterError" DOMException if *token* contains any spaces.

MDN

***tokenlist* . replace(*token*, *newToken*)**

Replaces *token* with *newToken*.

Returns true if *token* was replaced with *newToken*; otherwise false.

Throws a "SyntaxError" DOMException if one of the arguments is the empty string.

Throws an "InvalidCharacterError" DOMException if one of the arguments contains any ASCII whitespace.

MDN

***tokenlist* . supports(*token*)**

Returns true if *token* is in the associated attribute's supported tokens. Returns false otherwise.

Throws a TypeError if the associated attribute has no supported tokens defined.

***tokenlist* . value**

Returns the associated set as string.

Can be set, to change the associated attribute.

MDN

The **length** attribute' getter must return this's token set's size.

The object's supported property indices are the numbers in the range zero to object's token set's size minus one, unless token set is empty, in which case there are no supported property indices.

The **item(*index*)** method steps are:

1. If *index* is equal to or greater than this's token set's size, then return null.

2. Return this's token set[*index*].

The **contains(*token*)** method steps are to return true if this's token set[*token*] exists; otherwise false.

The **add(*tokens…*)** method steps are:

1. For each *token* of *tokens*:

    1. If *token* is the empty string, then throw a "SyntaxError" DOMException.

2. If *token* contains any ASCII whitespace, then throw an "`InvalidCharacterError`" `DOMException`.

2. For each *token* of *tokens*, append *token* to this's token set.

3. Run the update steps.

The **`remove(tokens…)`** method steps are:

1. For each *token* of *tokens*:

    1. If *token* is the empty string, then throw a "`SyntaxError`" `DOMException`.

    2. If *token* contains any ASCII whitespace, then throw an "`InvalidCharacterError`" `DOMException`.

2. For each *token* in *tokens*, remove *token* from this's token set.

3. Run the update steps.

The **`toggle(token, force)`** method steps are:

1. If *token* is the empty string, then throw a "`SyntaxError`" `DOMException`.

2. If *token* contains any ASCII whitespace, then throw an "`InvalidCharacterError`" `DOMException`.

3. If this's token set[*token*] exists:

    1. If *force* is either not given or is false, then remove *token* from this's token set, run the update steps and return false.

    2. Return true.

4. Otherwise, if *force* not given or is true, append *token* to this's token set, run the update steps, and return true.

5. Return false.

Note

The update steps are not always run for `toggle()` for web compatibility.

The **`replace(token, newToken)`** method steps are:

1. If either *token* or *newToken* is the empty string, then throw a "`SyntaxError`" `DOMException`.

2. If either *token* or *newToken* contains any ASCII whitespace, then throw an "`InvalidCharacterError`" `DOMException`.

3. If this's token set does not contain *token*, then return false.

4. Replace *token* in this's token set with *newToken*.

5. Run the update steps.

6. Return true.

Note

The update steps are not always run for `replace()` for web compatibility.

The **`supports(token)`** method steps are:

1. Let *result* be the return value of validation steps called with *token*.

2. Return *result*.

The **`value`** attribute must return the result of running this's serialize steps.

Setting the `value` attribute must set an attribute value for the associated element using associated attribute's local name and the given value.

8. XPath §

DOM Level 3 XPath defined an API for evaluating *XPath 1.0* expressions. These APIs are widely implemented, but have not been maintained. The interface definitions are maintained here so that they can be updated when *Web IDL* changes. Complete definitions of these APIs remain necessary and such work is tracked and can be contributed to in whatwg/dom#67. [DOM-Level-3-XPath] [XPath] [WEBIDL]

8.1. Interface XPathResult §

IDL

```
[Exposed=Window]
interface XPathResult {
  const unsigned short ANY_TYPE = 0;
  const unsigned short NUMBER_TYPE = 1;
  const unsigned short STRING_TYPE = 2;
  const unsigned short BOOLEAN_TYPE = 3;
  const unsigned short UNORDERED_NODE_ITERATOR_TYPE = 4;
  const unsigned short ORDERED_NODE_ITERATOR_TYPE = 5;
  const unsigned short UNORDERED_NODE_SNAPSHOT_TYPE = 6;
  const unsigned short ORDERED_NODE_SNAPSHOT_TYPE = 7;
  const unsigned short ANY_UNORDERED_NODE_TYPE = 8;
  const unsigned short FIRST_ORDERED_NODE_TYPE = 9;

  readonly attribute unsigned short resultType;
  readonly attribute unrestricted double numberValue;
  readonly attribute DOMString stringValue;
  readonly attribute boolean booleanValue;
  readonly attribute Node? singleNodeValue;
  readonly attribute boolean invalidIteratorState;
  readonly attribute unsigned long snapshotLength;

  Node? iterateNext();
  Node? snapshotItem(unsigned long index);
};
```

MDN MDN MDN MDN MDN

8.2. Interface XPathExpression §

IDL

```
[Exposed=Window]
interface XPathExpression {
  // XPathResult.ANY_TYPE = 0
  XPathResult evaluate(Node contextNode, optional unsigned short type = 0, optional XPathResult? result =
null);
};
```

MDN

8.3. Mixin XPathEvaluatorBase §

IDL

```
callback interface XPathNSResolver {
  DOMString? lookupNamespaceURI(DOMString? prefix);
};

interface mixin XPathEvaluatorBase {
```

MDN

```
  [NewObject] XPathExpression createExpression(DOMString expression, optional XPathNSResolver? resolver =
null);
  Node createNSResolver(Node nodeResolver); // legacy
  // XPathResult.ANY_TYPE = 0
  XPathResult evaluate(DOMString expression, Node contextNode, optional XPathNSResolver? resolver = null,
optional unsigned short type = 0, optional XPathResult? result = null);
};
Document includes XPathEvaluatorBase;
```

The `createNSResolver(nodeResolver)` method steps are to return *nodeResolver*.

Note

This method exists only for historical reasons.

8.4. Interface XPathEvaluator §

IDL

```
[Exposed=Window]
interface XPathEvaluator {
  constructor();
};

XPathEvaluator includes XPathEvaluatorBase;
```

Note

For historical reasons you can both construct XPathEvaluator and access the same methods on Document.

9. XSLT §

XSL Transformations (XSLT) is a language for transforming XML documents into other XML documents. The APIs defined in this section have been widely implemented, and are maintained here so that they can be updated when *Web IDL* changes. Complete definitions of these APIs remain necessary and such work is tracked and can be contributed to in whatwg/dom#181. [XSLT]

9.1. Interface XSLTProcessor §

IDL

```
[Exposed=Window]
interface XSLTProcessor {
  constructor();
  undefined importStylesheet(Node style);
  [CEReactions] DocumentFragment transformToFragment(Node source, Document output);
  [CEReactions] Document transformToDocument(Node source);
  undefined setParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName, any value);
  any getParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName);
  undefined removeParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName);
  undefined clearParameters();
  undefined reset();
};
```

MDN

MDN

10. Security and privacy considerations §

There are no known security or privacy considerations for this standard.

11. Historical §

This standard used to contain several interfaces and interface members that have been removed.

These interfaces have been removed:

- DOMConfiguration
- DOMError
- DOMErrorHandler
- DOMImplementationList
- DOMImplementationSource
- DOMLocator
- DOMObject
- DOMUserData
- Entity
- EntityReference
- MutationEvent
- MutationNameEvent
- NameList
- Notation
- RangeException
- TypeInfo
- UserDataHandler

And these interface members have been removed:

Attr

- schemaTypeInfo
- isId

Document

- createEntityReference()
- xmlEncoding
- xmlStandalone
- xmlVersion
- strictErrorChecking
- domConfig
- normalizeDocument()
- renameNode()

DocumentType

- entities
- notations
- internalSubset

DOMImplementation

- getFeature()

Element

- schemaTypeInfo
- setIdAttribute()
- setIdAttributeNS()
- setIdAttributeNode()

Node

- isSupported
- getFeature()
- getUserData()
- setUserData()

NodeIterator

- expandEntityReferences

Text

- isElementContentWhitespace
- replaceWholeText()

`TreeWalker`

- `expandEntityReferences`

Acknowledgments §

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This standard is written by Anne van Kesteren (Apple, annevk@annevk.nl) with substantial contributions from Aryeh Gregor (ayg@aryeh.name) and Ms2ger (ms2ger@gmail.com).

Intellectual property rights §

Part of the revision history of the integration points related to custom elements can be found in the w3c/webcomponents repository, which is available under the W3C Software and Document License.

This is the Living Standard. Those interested in the patent-review version should view the Living Standard Review Draft.

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Terms defined by reference §

- [] defines the following terms:
  - DeviceMotionEvent
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  - createContextualFragment()
- [CONSOLE] defines the following terms:
  - report a warning to the console
- [CSSOM-VIEW] defines the following terms:
  - getBoundingClientRect()
  - getClientRects()
- [ECMASCRIPT] defines the following terms:
  - current realm
  - realm
  - surrounding agent
- [ENCODING] defines the following terms:
  - encoding
  - name
  - UTF-8
- [HR-TIME-3] defines the following terms:
  - DOMHighResTimeStamp
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- [HTML] defines the following terms:
  - BeforeUnloadEvent
  - CEReactions
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  - EventHandler
  - HTMLAnchorElement
  - HTMLElement
  - HTMLHtmlElement
  - HTMLSlotElement
  - HTMLUnknownElement
  - HashChangeEvent
  - MessageEvent
  - StorageEvent
  - Window
  - active custom element constructor map

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    - associated Document
    - browsing context
    - browsing context (for Document)
    - click()
    - constructor
    - current global object
    - custom element constructor
    - custom element definition
    - customized built-in element
    - disable shadow
    - document base URL
    - enqueue a custom element callback reaction
    - enqueue a custom element upgrade reaction
    - event handler
    - event handler event type
    - event handler IDL attribute
    - global object
    - head
    - html
    - HTML parser
    - in parallel
    - input
    - is scoped
    - local name
    - look up a custom element definition
    - look up a custom element registry
    - manually assigned nodes
    - microtask
    - name
    - opaque origin
    - origin
    - queue a global task
    - queue a microtask
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    - relevant realm
    - report an exception
    - run steps after a timeout
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    - slot
    - style
    - template
    - the body element
    - timer task source
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    - upgrade an element
    - valid custom element name
- [INFRA] defines the following terms:
    - append (for list)
    - append (for set)
    - ASCII alpha
    - ASCII case-insensitive
    - ASCII digit
    - ASCII lowercase
    - ASCII uppercase
    - ASCII whitespace
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    - break
    - clone
    - code point
    - code unit
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    - continue
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    - replace (for list)
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    - set
    - set (for map)
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    - strictly split
    - string
    - struct
    - SVG namespace
    - tuple
    - XML namespace
    - XMLNS namespace
- [LONG-ANIMATION-FRAMES] defines the following terms:
    - record timing info for event listener
- [SELECTORS4] defines the following terms:
    - :defined
    - match a selector against a tree
    - match a selector against an element
    - parse a selector
    - scoping root
- [SERVICE-WORKERS] defines the following terms:
    - ServiceWorkerGlobalScope
    - has ever been evaluated flag
    - script resource
    - service worker
    - service worker events
    - set of event types to handle
- [UIEVENTS] defines the following terms:
    - CompositionEvent
    - FocusEvent
    - KeyboardEvent
    - MouseEvent
    - TextEvent
    - UIEvent
    - detail
- [URL] defines the following terms:
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    - URL serializer
- [WEBIDL] defines the following terms:
    - AbortError
    - DOMException
    - DOMString
    - EnforceRange
    - Exposed
    - HierarchyRequestError
    - InUseAttributeError

    - IndexSizeError
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    - supported property names
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    - undefined
    - unrestricted double
    - unsigned long
    - unsigned long long
    - unsigned short
- [XML] defines the following terms:
    - Name

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IDL Index §

IDL

```
[Exposed=*]
interface Event {
  constructor(DOMString type, optional EventInit eventInitDict = {});

  readonly attribute DOMString type;
  readonly attribute EventTarget? target;
  readonly attribute EventTarget? srcElement; // legacy
  readonly attribute EventTarget? currentTarget;
  sequence<EventTarget> composedPath();

  const unsigned short NONE = 0;
  const unsigned short CAPTURING_PHASE = 1;
  const unsigned short AT_TARGET = 2;
  const unsigned short BUBBLING_PHASE = 3;
  readonly attribute unsigned short eventPhase;

  undefined stopPropagation();
            attribute boolean cancelBubble; // legacy alias of .stopPropagation()
  undefined stopImmediatePropagation();

  readonly attribute boolean bubbles;
  readonly attribute boolean cancelable;
            attribute boolean returnValue;  // legacy
  undefined preventDefault();
  readonly attribute boolean defaultPrevented;
  readonly attribute boolean composed;

  [LegacyUnforgeable] readonly attribute boolean isTrusted;
  readonly attribute DOMHighResTimeStamp timeStamp;

  undefined initEvent(DOMString type, optional boolean bubbles = false, optional boolean cancelable = false);
// legacy
};

dictionary EventInit {
  boolean bubbles = false;
  boolean cancelable = false;
  boolean composed = false;
};

partial interface Window {
  [Replaceable] readonly attribute (Event or undefined) event; // legacy
};

[Exposed=*]
interface CustomEvent : Event {
  constructor(DOMString type, optional CustomEventInit eventInitDict = {});

  readonly attribute any detail;

  undefined initCustomEvent(DOMString type, optional boolean bubbles = false, optional boolean cancelable =
false, optional any detail = null); // legacy
};

dictionary CustomEventInit : EventInit {
  any detail = null;
};

[Exposed=*]
```

```
interface EventTarget {
  constructor();

  undefined addEventListener(DOMString type, EventListener? callback, optional (AddEventListenerOptions or
boolean) options = {});
  undefined removeEventListener(DOMString type, EventListener? callback, optional (EventListenerOptions or
boolean) options = {});
  boolean dispatchEvent(Event event);
};

callback interface EventListener {
  undefined handleEvent(Event event);
};

dictionary EventListenerOptions {
  boolean capture = false;
};

dictionary AddEventListenerOptions : EventListenerOptions {
  boolean passive;
  boolean once = false;
  AbortSignal signal;
};

[Exposed=*]
interface AbortController {
  constructor();

  [SameObject] readonly attribute AbortSignal signal;

  undefined abort(optional any reason);
};

[Exposed=*]
interface AbortSignal : EventTarget {
  [NewObject] static AbortSignal abort(optional any reason);
  [Exposed=(Window,Worker), NewObject] static AbortSignal timeout([EnforceRange] unsigned long long
milliseconds);
  [NewObject] static AbortSignal _any(sequence<AbortSignal> signals);

  readonly attribute boolean aborted;
  readonly attribute any reason;
  undefined throwIfAborted();

  attribute EventHandler onabort;
};
interface mixin NonElementParentNode {
  Element? getElementById(DOMString elementId);
};
Document includes NonElementParentNode;
DocumentFragment includes NonElementParentNode;

interface mixin DocumentOrShadowRoot {
  readonly attribute CustomElementRegistry? customElementRegistry;
};
Document includes DocumentOrShadowRoot;
ShadowRoot includes DocumentOrShadowRoot;

interface mixin ParentNode {
  [SameObject] readonly attribute HTMLCollection children;
  readonly attribute Element? firstElementChild;
  readonly attribute Element? lastElementChild;
  readonly attribute unsigned long childElementCount;

  [CEReactions, Unscopable] undefined prepend((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined append((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined replaceChildren((Node or DOMString)... nodes);
```

```
  [CEReactions] undefined moveBefore(Node node, Node? child);

  Element? querySelector(DOMString selectors);
  [NewObject] NodeList querySelectorAll(DOMString selectors);
};
Document includes ParentNode;
DocumentFragment includes ParentNode;
Element includes ParentNode;

interface mixin NonDocumentTypeChildNode {
  readonly attribute Element? previousElementSibling;
  readonly attribute Element? nextElementSibling;
};
Element includes NonDocumentTypeChildNode;
CharacterData includes NonDocumentTypeChildNode;

interface mixin ChildNode {
  [CEReactions, Unscopable] undefined before((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined after((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined replaceWith((Node or DOMString)... nodes);
  [CEReactions, Unscopable] undefined remove();
};
DocumentType includes ChildNode;
Element includes ChildNode;
CharacterData includes ChildNode;

interface mixin Slottable {
  readonly attribute HTMLSlotElement? assignedSlot;
};
Element includes Slottable;
Text includes Slottable;

[Exposed=Window]
interface NodeList {
  getter Node? item(unsigned long index);
  readonly attribute unsigned long length;
  iterable<Node>;
};

[Exposed=Window, LegacyUnenumerableNamedProperties]
interface HTMLCollection {
  readonly attribute unsigned long length;
  getter Element? item(unsigned long index);
  getter Element? namedItem(DOMString name);
};

[Exposed=Window]
interface MutationObserver {
  constructor(MutationCallback callback);

  undefined observe(Node target, optional MutationObserverInit options = {});
  undefined disconnect();
  sequence<MutationRecord> takeRecords();
};

callback MutationCallback = undefined (sequence<MutationRecord> mutations, MutationObserver observer);

dictionary MutationObserverInit {
  boolean childList = false;
  boolean attributes;
  boolean characterData;
  boolean subtree = false;
  boolean attributeOldValue;
  boolean characterDataOldValue;
  sequence<DOMString> attributeFilter;
};
```

```
[Exposed=Window]
interface MutationRecord {
  readonly attribute DOMString type;
  [SameObject] readonly attribute Node target;
  [SameObject] readonly attribute NodeList addedNodes;
  [SameObject] readonly attribute NodeList removedNodes;
  readonly attribute Node? previousSibling;
  readonly attribute Node? nextSibling;
  readonly attribute DOMString? attributeName;
  readonly attribute DOMString? attributeNamespace;
  readonly attribute DOMString? oldValue;
};

[Exposed=Window]
interface Node : EventTarget {
  const unsigned short ELEMENT_NODE = 1;
  const unsigned short ATTRIBUTE_NODE = 2;
  const unsigned short TEXT_NODE = 3;
  const unsigned short CDATA_SECTION_NODE = 4;
  const unsigned short ENTITY_REFERENCE_NODE = 5; // legacy
  const unsigned short ENTITY_NODE = 6; // legacy
  const unsigned short PROCESSING_INSTRUCTION_NODE = 7;
  const unsigned short COMMENT_NODE = 8;
  const unsigned short DOCUMENT_NODE = 9;
  const unsigned short DOCUMENT_TYPE_NODE = 10;
  const unsigned short DOCUMENT_FRAGMENT_NODE = 11;
  const unsigned short NOTATION_NODE = 12; // legacy
  readonly attribute unsigned short nodeType;
  readonly attribute DOMString nodeName;

  readonly attribute USVString baseURI;

  readonly attribute boolean isConnected;
  readonly attribute Document? ownerDocument;
  Node getRootNode(optional GetRootNodeOptions options = {});
  readonly attribute Node? parentNode;
  readonly attribute Element? parentElement;
  boolean hasChildNodes();
  [SameObject] readonly attribute NodeList childNodes;
  readonly attribute Node? firstChild;
  readonly attribute Node? lastChild;
  readonly attribute Node? previousSibling;
  readonly attribute Node? nextSibling;

  [CEReactions] attribute DOMString? nodeValue;
  [CEReactions] attribute DOMString? textContent;
  [CEReactions] undefined normalize();

  [CEReactions, NewObject] Node cloneNode(optional boolean subtree = false);
  boolean isEqualNode(Node? otherNode);
  boolean isSameNode(Node? otherNode); // legacy alias of ===

  const unsigned short DOCUMENT_POSITION_DISCONNECTED = 0x01;
  const unsigned short DOCUMENT_POSITION_PRECEDING = 0x02;
  const unsigned short DOCUMENT_POSITION_FOLLOWING = 0x04;
  const unsigned short DOCUMENT_POSITION_CONTAINS = 0x08;
  const unsigned short DOCUMENT_POSITION_CONTAINED_BY = 0x10;
  const unsigned short DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC = 0x20;
  unsigned short compareDocumentPosition(Node other);
  boolean contains(Node? other);

  DOMString? lookupPrefix(DOMString? namespace);
  DOMString? lookupNamespaceURI(DOMString? prefix);
  boolean isDefaultNamespace(DOMString? namespace);

  [CEReactions] Node insertBefore(Node node, Node? child);
```

```
  [CEReactions] Node appendChild(Node node);
  [CEReactions] Node replaceChild(Node node, Node child);
  [CEReactions] Node removeChild(Node child);
};

dictionary GetRootNodeOptions {
  boolean composed = false;
};

[Exposed=Window]
interface Document : Node {
  constructor();

  [SameObject] readonly attribute DOMImplementation implementation;
  readonly attribute USVString URL;
  readonly attribute USVString documentURI;
  readonly attribute DOMString compatMode;
  readonly attribute DOMString characterSet;
  readonly attribute DOMString charset; // legacy alias of .characterSet
  readonly attribute DOMString inputEncoding; // legacy alias of .characterSet
  readonly attribute DOMString contentType;

  readonly attribute DocumentType? doctype;
  readonly attribute Element? documentElement;
  HTMLCollection getElementsByTagName(DOMString qualifiedName);
  HTMLCollection getElementsByTagNameNS(DOMString? namespace, DOMString localName);
  HTMLCollection getElementsByClassName(DOMString classNames);

  [CEReactions, NewObject] Element createElement(DOMString localName, optional (DOMString or
ElementCreationOptions) options = {});
  [CEReactions, NewObject] Element createElementNS(DOMString? namespace, DOMString qualifiedName, optional
(DOMString or ElementCreationOptions) options = {});
  [NewObject] DocumentFragment createDocumentFragment();
  [NewObject] Text createTextNode(DOMString data);
  [NewObject] CDATASection createCDATASection(DOMString data);
  [NewObject] Comment createComment(DOMString data);
  [NewObject] ProcessingInstruction createProcessingInstruction(DOMString target, DOMString data);

  [CEReactions, NewObject] Node importNode(Node node, optional (boolean or ImportNodeOptions) options =
false);
  [CEReactions] Node adoptNode(Node node);

  [NewObject] Attr createAttribute(DOMString localName);
  [NewObject] Attr createAttributeNS(DOMString? namespace, DOMString qualifiedName);

  [NewObject] Event createEvent(DOMString interface); // legacy

  [NewObject] Range createRange();

  // NodeFilter.SHOW_ALL = 0xFFFFFFFF
  [NewObject] NodeIterator createNodeIterator(Node root, optional unsigned long whatToShow = 0xFFFFFFFF,
optional NodeFilter? filter = null);
  [NewObject] TreeWalker createTreeWalker(Node root, optional unsigned long whatToShow = 0xFFFFFFFF, optional
NodeFilter? filter = null);
};

[Exposed=Window]
interface XMLDocument : Document {};

dictionary ElementCreationOptions {
  CustomElementRegistry customElementRegistry;
  DOMString is;
};

dictionary ImportNodeOptions {
  CustomElementRegistry customElementRegistry;
  boolean selfOnly = false;
```

```
};

[Exposed=Window]
interface DOMImplementation {
  [NewObject] DocumentType createDocumentType(DOMString name, DOMString publicId, DOMString systemId);
  [NewObject] XMLDocument createDocument(DOMString? namespace, [LegacyNullToEmptyString] DOMString
qualifiedName, optional DocumentType? doctype = null);
  [NewObject] Document createHTMLDocument(optional DOMString title);

  boolean hasFeature(); // useless; always returns true
};

[Exposed=Window]
interface DocumentType : Node {
  readonly attribute DOMString name;
  readonly attribute DOMString publicId;
  readonly attribute DOMString systemId;
};

[Exposed=Window]
interface DocumentFragment : Node {
  constructor();
};

[Exposed=Window]
interface ShadowRoot : DocumentFragment {
  readonly attribute ShadowRootMode mode;
  readonly attribute boolean delegatesFocus;
  readonly attribute SlotAssignmentMode slotAssignment;
  readonly attribute boolean clonable;
  readonly attribute boolean serializable;
  readonly attribute Element host;

  attribute EventHandler onslotchange;
};

enum ShadowRootMode { "open", "closed" };
enum SlotAssignmentMode { "manual", "named" };

[Exposed=Window]
interface Element : Node {
  readonly attribute DOMString? namespaceURI;
  readonly attribute DOMString? prefix;
  readonly attribute DOMString localName;
  readonly attribute DOMString tagName;

  [CEReactions] attribute DOMString id;
  [CEReactions] attribute DOMString className;
  [SameObject, PutForwards=value] readonly attribute DOMTokenList classList;
  [CEReactions, Unscopable] attribute DOMString slot;

  boolean hasAttributes();
  [SameObject] readonly attribute NamedNodeMap attributes;
  sequence<DOMString> getAttributeNames();
  DOMString? getAttribute(DOMString qualifiedName);
  DOMString? getAttributeNS(DOMString? namespace, DOMString localName);
  [CEReactions] undefined setAttribute(DOMString qualifiedName, DOMString value);
  [CEReactions] undefined setAttributeNS(DOMString? namespace, DOMString qualifiedName, DOMString value);
  [CEReactions] undefined removeAttribute(DOMString qualifiedName);
  [CEReactions] undefined removeAttributeNS(DOMString? namespace, DOMString localName);
  [CEReactions] boolean toggleAttribute(DOMString qualifiedName, optional boolean force);
  boolean hasAttribute(DOMString qualifiedName);
  boolean hasAttributeNS(DOMString? namespace, DOMString localName);

  Attr? getAttributeNode(DOMString qualifiedName);
  Attr? getAttributeNodeNS(DOMString? namespace, DOMString localName);
  [CEReactions] Attr? setAttributeNode(Attr attr);
```

```
  [CEReactions] Attr? setAttributeNodeNS(Attr attr);
  [CEReactions] Attr removeAttributeNode(Attr attr);

  ShadowRoot attachShadow(ShadowRootInit init);
  readonly attribute ShadowRoot? shadowRoot;

  readonly attribute CustomElementRegistry? customElementRegistry;

  Element? closest(DOMString selectors);
  boolean matches(DOMString selectors);
  boolean webkitMatchesSelector(DOMString selectors); // legacy alias of .matches

  HTMLCollection getElementsByTagName(DOMString qualifiedName);
  HTMLCollection getElementsByTagNameNS(DOMString? namespace, DOMString localName);
  HTMLCollection getElementsByClassName(DOMString classNames);

  [CEReactions] Element? insertAdjacentElement(DOMString where, Element element); // legacy
  undefined insertAdjacentText(DOMString where, DOMString data); // legacy
};

dictionary ShadowRootInit {
  required ShadowRootMode mode;
  boolean delegatesFocus = false;
  SlotAssignmentMode slotAssignment = "named";
  boolean clonable = false;
  boolean serializable = false;
  CustomElementRegistry customElementRegistry;
};

[Exposed=Window,
 LegacyUnenumerableNamedProperties]
interface NamedNodeMap {
  readonly attribute unsigned long length;
  getter Attr? item(unsigned long index);
  getter Attr? getNamedItem(DOMString qualifiedName);
  Attr? getNamedItemNS(DOMString? namespace, DOMString localName);
  [CEReactions] Attr? setNamedItem(Attr attr);
  [CEReactions] Attr? setNamedItemNS(Attr attr);
  [CEReactions] Attr removeNamedItem(DOMString qualifiedName);
  [CEReactions] Attr removeNamedItemNS(DOMString? namespace, DOMString localName);
};

[Exposed=Window]
interface Attr : Node {
  readonly attribute DOMString? namespaceURI;
  readonly attribute DOMString? prefix;
  readonly attribute DOMString localName;
  readonly attribute DOMString name;
  [CEReactions] attribute DOMString value;

  readonly attribute Element? ownerElement;

  readonly attribute boolean specified; // useless; always returns true
};
[Exposed=Window]
interface CharacterData : Node {
  attribute [LegacyNullToEmptyString] DOMString data;
  readonly attribute unsigned long length;
  DOMString substringData(unsigned long offset, unsigned long count);
  undefined appendData(DOMString data);
  undefined insertData(unsigned long offset, DOMString data);
  undefined deleteData(unsigned long offset, unsigned long count);
  undefined replaceData(unsigned long offset, unsigned long count, DOMString data);
};

[Exposed=Window]
interface Text : CharacterData {
```

```
  constructor(optional DOMString data = "");

  [NewObject] Text splitText(unsigned long offset);
  readonly attribute DOMString wholeText;
};

[Exposed=Window]
interface CDATASection : Text {
};
[Exposed=Window]
interface ProcessingInstruction : CharacterData {
  readonly attribute DOMString target;
};
[Exposed=Window]
interface Comment : CharacterData {
  constructor(optional DOMString data = "");
};

[Exposed=Window]
interface AbstractRange {
  readonly attribute Node startContainer;
  readonly attribute unsigned long startOffset;
  readonly attribute Node endContainer;
  readonly attribute unsigned long endOffset;
  readonly attribute boolean collapsed;
};

dictionary StaticRangeInit {
  required Node startContainer;
  required unsigned long startOffset;
  required Node endContainer;
  required unsigned long endOffset;
};

[Exposed=Window]
interface StaticRange : AbstractRange {
  constructor(StaticRangeInit init);
};

[Exposed=Window]
interface Range : AbstractRange {
  constructor();

  readonly attribute Node commonAncestorContainer;

  undefined setStart(Node node, unsigned long offset);
  undefined setEnd(Node node, unsigned long offset);
  undefined setStartBefore(Node node);
  undefined setStartAfter(Node node);
  undefined setEndBefore(Node node);
  undefined setEndAfter(Node node);
  undefined collapse(optional boolean toStart = false);
  undefined selectNode(Node node);
  undefined selectNodeContents(Node node);

  const unsigned short START_TO_START = 0;
  const unsigned short START_TO_END = 1;
  const unsigned short END_TO_END = 2;
  const unsigned short END_TO_START = 3;
  short compareBoundaryPoints(unsigned short how, Range sourceRange);

  [CEReactions] undefined deleteContents();
  [CEReactions, NewObject] DocumentFragment extractContents();
  [CEReactions, NewObject] DocumentFragment cloneContents();
  [CEReactions] undefined insertNode(Node node);
  [CEReactions] undefined surroundContents(Node newParent);
```

```
  [NewObject] Range cloneRange();
  undefined detach();

  boolean isPointInRange(Node node, unsigned long offset);
  short comparePoint(Node node, unsigned long offset);

  boolean intersectsNode(Node node);

  stringifier;
};

[Exposed=Window]
interface NodeIterator {
  [SameObject] readonly attribute Node root;
  readonly attribute Node referenceNode;
  readonly attribute boolean pointerBeforeReferenceNode;
  readonly attribute unsigned long whatToShow;
  readonly attribute NodeFilter? filter;

  Node? nextNode();
  Node? previousNode();

  undefined detach();
};

[Exposed=Window]
interface TreeWalker {
  [SameObject] readonly attribute Node root;
  readonly attribute unsigned long whatToShow;
  readonly attribute NodeFilter? filter;
           attribute Node currentNode;

  Node? parentNode();
  Node? firstChild();
  Node? lastChild();
  Node? previousSibling();
  Node? nextSibling();
  Node? previousNode();
  Node? nextNode();
};
[Exposed=Window]
callback interface NodeFilter {
  // Constants for acceptNode()
  const unsigned short FILTER_ACCEPT = 1;
  const unsigned short FILTER_REJECT = 2;
  const unsigned short FILTER_SKIP = 3;

  // Constants for whatToShow
  const unsigned long SHOW_ALL = 0xFFFFFFFF;
  const unsigned long SHOW_ELEMENT = 0x1;
  const unsigned long SHOW_ATTRIBUTE = 0x2;
  const unsigned long SHOW_TEXT = 0x4;
  const unsigned long SHOW_CDATA_SECTION = 0x8;
  const unsigned long SHOW_ENTITY_REFERENCE = 0x10; // legacy
  const unsigned long SHOW_ENTITY = 0x20; // legacy
  const unsigned long SHOW_PROCESSING_INSTRUCTION = 0x40;
  const unsigned long SHOW_COMMENT = 0x80;
  const unsigned long SHOW_DOCUMENT = 0x100;
  const unsigned long SHOW_DOCUMENT_TYPE = 0x200;
  const unsigned long SHOW_DOCUMENT_FRAGMENT = 0x400;
  const unsigned long SHOW_NOTATION = 0x800; // legacy

  unsigned short acceptNode(Node node);
};

[Exposed=Window]
interface DOMTokenList {
```

```
  readonly attribute unsigned long length;
  getter DOMString? item(unsigned long index);
  boolean contains(DOMString token);
  [CEReactions] undefined add(DOMString... tokens);
  [CEReactions] undefined remove(DOMString... tokens);
  [CEReactions] boolean toggle(DOMString token, optional boolean force);
  [CEReactions] boolean replace(DOMString token, DOMString newToken);
  boolean supports(DOMString token);
  [CEReactions] stringifier attribute DOMString value;
  iterable<DOMString>;
};

[Exposed=Window]
interface XPathResult {
  const unsigned short ANY_TYPE = 0;
  const unsigned short NUMBER_TYPE = 1;
  const unsigned short STRING_TYPE = 2;
  const unsigned short BOOLEAN_TYPE = 3;
  const unsigned short UNORDERED_NODE_ITERATOR_TYPE = 4;
  const unsigned short ORDERED_NODE_ITERATOR_TYPE = 5;
  const unsigned short UNORDERED_NODE_SNAPSHOT_TYPE = 6;
  const unsigned short ORDERED_NODE_SNAPSHOT_TYPE = 7;
  const unsigned short ANY_UNORDERED_NODE_TYPE = 8;
  const unsigned short FIRST_ORDERED_NODE_TYPE = 9;

  readonly attribute unsigned short resultType;
  readonly attribute unrestricted double numberValue;
  readonly attribute DOMString stringValue;
  readonly attribute boolean booleanValue;
  readonly attribute Node? singleNodeValue;
  readonly attribute boolean invalidIteratorState;
  readonly attribute unsigned long snapshotLength;

  Node? iterateNext();
  Node? snapshotItem(unsigned long index);
};

[Exposed=Window]
interface XPathExpression {
  // XPathResult.ANY_TYPE = 0
  XPathResult evaluate(Node contextNode, optional unsigned short type = 0, optional XPathResult? result =
null);
};

callback interface XPathNSResolver {
  DOMString? lookupNamespaceURI(DOMString? prefix);
};

interface mixin XPathEvaluatorBase {
  [NewObject] XPathExpression createExpression(DOMString expression, optional XPathNSResolver? resolver =
null);
  Node createNSResolver(Node nodeResolver); // legacy
  // XPathResult.ANY_TYPE = 0
  XPathResult evaluate(DOMString expression, Node contextNode, optional XPathNSResolver? resolver = null,
optional unsigned short type = 0, optional XPathResult? result = null);
};
Document includes XPathEvaluatorBase;

[Exposed=Window]
interface XPathEvaluator {
  constructor();
};

XPathEvaluator includes XPathEvaluatorBase;

[Exposed=Window]
interface XSLTProcessor {
```

```
  constructor();
  undefined importStylesheet(Node style);
  [CEReactions] DocumentFragment transformToFragment(Node source, Document output);
  [CEReactions] Document transformToDocument(Node source);
  undefined setParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName, any value);
  any getParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName);
  undefined removeParameter([LegacyNullToEmptyString] DOMString namespaceURI, DOMString localName);
  undefined clearParameters();
  undefined reset();
};
```

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