

HTML 5 Attributes Cheat Sheet

Global Attributes	accesskey	Specifies a shortcut key to activate/focus an element
	class	Specifies one or more classnames for an element
	contenteditable	Specifies whether the content of an element is editable or not
	data-*	Used to store custom data private to the page or application
	dir	Specifies the text direction for the content in an element
	draggable	Target will be downloaded when a user clicks on the hyperlink
	dropzone	Specifies whether an element is draggable or not
	hidden	Specifies that an element is not yet, or is no longer, relevant
	id	Specifies a unique id for an element
	lang	Specifies the language of the element's content
	spellcheck	Specifies whether the element is to have its spelling and grammar checked or not
	style	Specifies an inline CSS style for an element
	tabindex	Specifies the tabbing order of an element
	title	Specifies extra information about an element
	translate	the content of an element should be translated or not
Form Events	onblur	Fires the moment that the element loses focus
	onchange	Fires the moment when the value of the element is changed
	oncontextmenu	Script to be run when a context menu is triggered
	onfocus	Fires the moment when the element gets focus
	oninput	Script to be run when an element gets user input
	oninvalid	Script to be run when an element is invalid
	onreset	Fires when the Reset button in a form is clicked
	onsearch	Fires when the user writes something in <input="search">
	onselect	Fires after some text has been selected in an element
	onsubmit	Fires when a form is submitted
Keyboard Events	onkeydown	Fires when a user is pressing a key
	onkeypress	Fires when a user presses a key
	onkeyup	Fires when a user releases a key
Mouse Events	onclick	Fires on a mouse click on the element

HTML 5 Attributes Cheat Sheet

	ondblclick	Fires on a mouse double-click on the element
	onmousedown	Fires when a mouse button is pressed down on an element
	onmousemove	Fires when the mouse pointer is moving while it is over an element
	onmouseout	Fires when the mouse pointer moves out of an element
	onmouseover	Fires when the mouse pointer moves over an element
	onwheel	Fires when the mouse wheel rolls up or down over an element
	onmouseup	Fires when a mouse button is released over an element
	onmousewheel	Fires when a mouse wheel is being scrolled over an element
Drag Events	ondrag	script to be run when an element is dragged
	ondragend	script to be run at the end of a drag operation
	ondragenter	script to be run when an element has been dragged to a valid drop target
	ondragleave	script to be run when an element leaves a valid drop target
	ondragover	script to be run when an element is being dragged over a valid drop target
	ondragstart	script to be run at the start of a drag operation
	ondrop	script to be run when dragged element is being dropped
	onscroll	script to be run when an element's scrollbar is being scrolled
ClipBoard Events	oncopy	Fires when the user copies the content of an element
	oncut	Fires when the user cuts the content of an element
	onpaste	Fires when the user pastes some content in an element
Media Events	onabort	Script to be run on abort
	oncanplay	Script to be run when a file is ready to start playing
	oncanplaythrough	Script to be run when a file can be played all the way to the end without pausing for buffering
	oncuechange	Script to be run when the cue changes in a <track> element
	ondurationchange	Script to be run when the length of the media changes
	onemptied	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
	onended	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
	onerror	Script to be run when an error occurs when the file is being loaded
	onloadeddata	Script to be run when media data is loaded

HTML 5 Attributes Cheat Sheet

	onloadedmetadata	Script to be run when metadata (like dimensions and duration) are loaded
	onloadstart	Script to be run just as the file begins to load before anything is actually loaded
	onpause	Script to be run when the media is paused either by the user or programmatically
	onplay	Script to be run when the media is ready to start playing
	onplaying	Script to be run when the media actually has started playing
	onprogress	Script to be run when the browser is in the process of getting the media data
	onratechange	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
	onseeked	Script to be run when the seeking attribute is set to false indicating that seeking has ended
	onseeking	Script to be run when the seeking attribute is set to true indicating that seeking is active
	onstalled	Script to be run when the browser is unable to fetch the media data for whatever reason
	onsuspend	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
	ontimeupdate	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
	onvolumechange	Script to be run each time the volume is changed which (includes setting the volume to "mute")
	onwaiting	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)
Body Event	onafterprint	Script to be run after the document is printed
	onbeforeprint	Script to be run before the document is printed
	onbeforeunload	Script to be run when the document is about to be unloaded
	onhashchange	Script to be run when there has been changes to the anchor part of the a URL
	onload	Script to be run when the element is finished loading
	onoffline	Script to be run when the browser starts to work offline
	ononline	Script to be run when the browser starts to work online
	onpagehide	Script to be run when a user navigates away from a page
	onpageshow	Script to be run when a user navigates to a page
	onpopstate	Script to be run when the window's history changes.
	onresize	Script to be run when the browser window is being resized.
	onstorage	Script to be run when a Web Storage area is updated

Quick Learn From CheatSheet And Examples

HTML 5 Attributes Cheat Sheet

	onunload	Script to be run when a page has unloaded (or the browser window has been closed)
<meta>	content	Gives the value associated with the http-equiv or name attribute
	http-equiv	Provides an HTTP header for the information/value of the content attribute
	charset	Specifies the character encoding
<script>	async	Specifies that the script is executed asynchronously
	defer	Specifies that the script is executed when the page has finished parsing (only for external scripts)
	charset	Specifies the character encoding
	type	Specifies the type of element
	onload	Script to be run when the element is finished loading
<details>	ontoggle	Script to be run when the user opens or closes the <details> element
	open	Specifies that the details should be visible (open) to the user
	ismap	Specifies an image as a server-side image-map
<area>	coords	Specifies the coordinates of the area
	shape	Specifies the shape of the area
<form>	accept-charset	Specifies the character encodings used for the form submission
	action	Specifies where to send the form-data when submit a form
	enctype	Specifies how the form-data should be encoded
	method	Specifies the HTTP method to use when sending form-data
	novalidate	Specifies that the form should not be validated when submitted
	autocomplete	Specifies whether the <form> or the <input> element should have autocomplete enabled
	accept	Specifies <input>the types of files that the server accepts
	checked	Specifies that an <input> element should be pre-selected
	step	Specifies <input>the legal number intervals for an input field
	list	Refers to a <datalist> element that contains pre-defined options for an <input> element
	pattern	Specifies a regular expression that an <input> element's value is checked against
	autofocus	Specifies <button>, <input>, <select>, <textarea> should automatically get focus when the page loads
	cols	Specifies <textarea> visible width of a text area
	dirname	Specifies <input>, <textarea> the text direction will be submitted

HTML 5 Attributes Cheat Sheet

	disabled	Specifies form elements should be disabled
	for	Specifies which form element(s) a label/calculation is bound to
	form	Specifies the name of the form the element belongs to
	formaction	Specifies where to send the form-data when a form is submitted. Only for type="submit"
	placeholder	Specifies <input>, <textarea> a short hint that describes the expected value of the element
	maxlength	Specifies <input>, <textarea> maximum number of characters allowed.
	low	Specifies <input> the range that is considered to be a low value
	max	Specifies the maximum value in <input>, <meter>, <progress>
	min	Specifies a minimum value in <input>, <meter>
	multiple	Specifies <input>, <select> can enter more than one value
	high	Specifies the range that is considered to be a high value
	readonly	Specifies <input>, <textarea> is read-only
	optimum	Specifies <meter> what value is the optimal value for the gauge
	required	Specifies <input>, <select>, <textarea> must be filled out before submitting the form
	rows	Specifies <textarea> the visible number of lines in a text area
	selected	Specifies that an option should be pre-selected when the page loads
	size	Specifies the width, in characters (for <input>) or specifies the number of visible options (for <select>)
	wrap	Specifies <textarea> how the text in a text area is to be wrapped when submitted in a form
<audio>, <video>	audioTracks	Returns an AudioTrackList object representing available audio tracks
	autoplay	Sets or returns whether the audio/video should start playing as soon as it is loaded
	buffered	Returns a TimeRanges object representing the buffered parts of the audio/video
	controller	Returns the MediaController object representing the current media controller of the audio/video
	controls	Sets or returns whether the audio/video should display controls (like play/pause etc.)
	crossOrigin	Sets or returns the CORS settings of the audio/video
	currentSrc	Returns the URL of the current audio/video
	currentTime	Sets or returns the current playback position in the audio/video (in seconds)
	defaultMuted	Sets or returns whether the audio/video should be muted by default

Quick Learn From CheatSheet And Examples

HTML 5 Attributes Cheat Sheet

	defaultPlaybackRate	Sets or returns the default speed of the audio/video playback
	duration	Returns the length of the current audio/video (in seconds)
	ended	Returns whether the playback of the audio/video has ended or not
	error	Returns a MediaError object representing the error state of the audio/video
	loop	Sets or returns whether the audio/video should start over again when finished
	mediaGroup	Sets or returns the group the audio/video belongs to (used to link multiple audio/video elements)
	muted	Sets or returns whether the audio/video is muted or not
	networkState	Returns the current network state of the audio/video
	paused	Returns whether the audio/video is paused or not
	playbackRate	Sets or returns the speed of the audio/video playback
	played	Returns a TimeRanges object representing the played parts of the audio/video
	preload	Sets or returns whether the audio/video should be loaded when the page loads
	poster	Specifies an image to be shown while the video is downloading, or until the user hits the play button
	readyState	Returns the current ready state of the audio/video
	seekable	Returns a TimeRanges object representing the seekable parts of the audio/video
	seeking	Returns whether the user is currently seeking in the audio/video
	srclang	Specifies the language of the track text data (required if kind="subtitles")
	startDate	Returns a Date object representing the current time offset
	textTracks	Returns a TextTrackList object representing the available text tracks
	videoTracks	Returns a VideoTrackList object representing the available video tracks
	volume	Sets or returns the volume of the audio/video
<table>	colspan	Specifies the number of columns a table cell should span
	headers	Specifies one or more headers cells a cell is related to
	rowspan	Specifies the number of rows a table cell should span
	scope	Specifies whether a header cell is a header for a column, row, or group of columns or rows
	span	Specifies the number of columns to span
<iframe>	sandbox	Enables an extra set of restrictions for the content in an <iframe>
	srcdoc	Specifies the HTML content of the page to show in the <iframe>

HTML 5 Attributes Cheat Sheet

	reversed	Specifies that the list order should be descending (9,8,7...)
	start	Specifies the start value of an ordered list
Misc.	cite	A URL which explains the quote/deleted/inserted text in <blockquote>, , <ins>, <q>
	alt	An alternate text when the original element fails to display in <area>, , <input>
	data	Specifies the URL of the resource to be used by the object
	datetime	Specifies the date and time in , <ins>, <time>
	download	Specifies that the target will be downloaded when a user clicks on the hyperlink in <a>, <area>
	height	Specifies the height of the element <canvas>, <embed>, <iframe>, , <input>, <object>, <video>
	href	Specifies the URL of the page the link goes to in <a>, <area>, <base>, <link>
	hreflang	Specifies the language of the linked document in <a>, <area>, <link>
	media	Specifies what media/device the linked document is optimized for in <a>, <area>, <link>, <source>, <style>
	name	Specifies the name of <button>, <fieldset>, <form>, <iframe>, <input>, <map>, <meta>
	onload	Script to be run when the element is finished loading in <iframe>, , <input>, <link>, <style>
	rel	Specifies the relationship between the current document and the linked document in <a>, <area>, <link>
	sizes	Specifies the size of the linked resource in , <link>, <source>
	src	Specifies the URL of the media file in <audio>, <embed>, <iframe>, , <input>, <source>, <track>, <video>, <script>
	srcset	Specifies the URL of the image and source to use in different situations
	target	Specifies the target for where to open the linked document or where to submit the form <a>, <area>, <base>, <form>
	type	Specifies the type of <a>, <button>, <embed>, <input>, <link>, <menu>, <object>, <source>, <style>
	usemap	Specifies an image as a client-side image-map , <object>
	value	Specifies the value of <button>, <input>, , <option>, <meter>, <progress>, <param>
	width	Specifies the width of <canvas>, <embed>, <iframe>, , <input>, <object>, <video>