

createA()

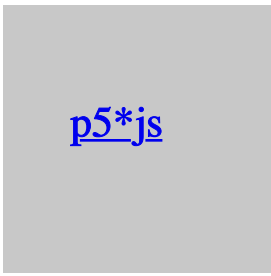
Creates an `<a>` element that links to another web page.

The first parmeter, `href`, is a string that sets the URL of the linked page.

The second parameter, `html`, is a string that sets the inner HTML of the link. It's common to use text, images, or buttons as links.

The third parameter, `target`, is optional. It's a string that tells the web browser where to open the link. By default, links open in the current browser tab. Passing `'_blank'` will cause the link to open in a new browser tab. MDN describes a few **other options**.

Examples



```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Create an anchor element that links to p5js.org.
  let a = createA('https://p5js.org/', 'p5*js');
  a.position(25, 35);

  describe('The text "p5*js" written at the center of a gray square.');
```



```
function setup() {
  background(200);

  // Create an anchor tag that links to p5js.org.
  // Open the link in a new tab.
  let a = createA('https://p5js.org/', 'p5*js', '_blank');
  a.position(25, 35);

  describe('The text "p5*js" written at the center of a gray square.');
```

Syntax

```
createA(href, html, [target])
```

Parameters

href	String: URL of linked page.
html	String: inner HTML of link element to display.
target	String: target where the new link should open, either <code>'_blank'</code> , <code>'_self'</code> , <code>'_parent'</code> , or <code>'_top'</code> .

Returns

p5.Element: new [p5.Element](#) object.

This page is generated from the comments in [src/dom/dom.js](#). Please feel free to edit it and submit a pull request!

Related References

addClass Adds a class to the element.	attribute Adds an attribute to the element.	center Centers the element either vertically, horizontally, or both.	child Attaches the element as a child of another element.
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