

# setAttribute()

Sets an attribute to a given value.

The first parameter, `name`, is a string with the name of the attribute being set.

The second parameter, `value`, is the attribute's new value. For example, calling `myXML.setAttribute('id', 123)` sets the `id` attribute to the value 123.

## Examples

Turtle is green

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```
let myXML;

// Load the XML and create a p5.XML object.
function preload() {
  myXML = loadXML('/assets/animals.xml');
}

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

  background(200);

  // Get the first reptile child element.
  let reptile = myXML.getChild('reptile');

  // Set the reptile's color.
  reptile.setAttribute('color', 'green');

  // Get the reptile's content.
  let content = reptile.getContent();

  // Get the reptile's color.
  let attribute = reptile.getString('color');

  // Style the text.
  textAlign(LEFT, CENTER);
  textFont('Courier New');
  textSize(14);

  // Display the element's content.
  text(`${content} is ${attribute}`, 5, 50, 90);
```

## Syntax

setAttribute(name, value)

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## Parameters

name	String: name of the attribute to be set.
value	Number String Boolean: attribute's new value.

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## Related References

<b>addChild</b> Adds a new child element and returns a reference to it.	<b>getAttributeCount</b> Returns the number of attributes the element has.	<b>getChild</b> Returns the first matching child element as a new p5.XML object.	<b>getChildren</b> Returns an array with the element's child elements as new p5.XML objects.
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