

setAttribute()

Sets an attribute to a given value.

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

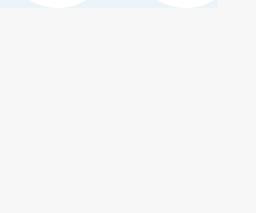
The second parameter, `value`, is the attribute's new value. For example, calling `myXML.setAttribute('id', 123)` sets the `id` attribute to the value 123.

Examples

Input

```
addChild()
getAttributeCount()
getChild()
getChildren()
getContent()
getName()
getNum()
getParent()
getString()
hasAttribute()
hasChildren()
listAttributes()
listChildren()
removeChild()
serialize()
setAttribute()
setContent()
setName()
httpDo()
```

Turtle is green



```
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);
    textStyle('Courier New');
    textSize(14);

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

Syntax

```
setAttribute(name, value)
```



Parameters

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

This page is generated from the comments in [src/io/p5.XML.js](#). Please feel free to edit it and submit a pull request!

Related References

[addChild](#)
Adds a new child element and returns a reference to it.

[getattributeCount](#)
Returns the number of attributes the element has.

[getChild](#)
Returns the first matching child element as a new p5.XML object.

[getChildren](#)
Returns an array with the element's child elements as new p5.XML objects.

