

# setName()

Sets the element's tag name.

An XML element's name is given by its tag. For example, the element `<language>JavaScript</language>` has the name `language`.

The parameter, `name`, is the element's new name as a string. For example, calling `myXML.setName('planet')` will make the element's new tag name `<planet></planet>`.

## Examples

animals  
monsters



```
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 element's original name.
    let oldName = myXML.getName();

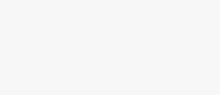
    // Set the element's name.
    myXML.setName('monsters');

    // Get the element's new name.
    let newName = myXML.getName();

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

    // Display the element's names.
    text(oldName, 50, 33);
    text(newName, 50, 67);

    describe(
        'The words "animals" and "monsters" written on separate
        lines. The text is black on a gray background.'
    )
}
```



## Syntax

```
setName(name)
```



## Parameters

`name` String: new tag name of the element.

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.

