

addChild()

Adds a new child element and returns a reference to it.

The parameter, `child`, is the `p5.XML` object to add as a child element. For example, calling `myXML.addChild(otherXML)` inserts `otherXML` as a child element of `myXML`.

[Start Coding](#)
[Donate](#)
[Reference](#)
[Input](#)

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

Examples



```
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);

  // Create a new p5.XML object.
  let newAnimal = new p5.XML();

  // Set its properties.
  newAnimal.setName('hydrozoa');
  newAnimal.setAttribute('id', 4);
  newAnimal.setAttribute('species', 'Physalia physalis');
  newAnimal.setContent('Bluebottle');

  // Add the child element.
  myXML.addChild(newAnimal);

  // Get the first child element that is a hydrozoa.
  let blueBottle = myXML.getChild('hydrozoa');

  // Style the text.
  textAlign(CENTER, CENTER);
```

Syntax

```
addChild(child)
```



Parameters

`child` `p5.XML`: child element to add.

Returns

`p5.XML`: added child 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.

