

attribute()

Adds an [attribute](#) to the element.

This method is useful for advanced tasks. Most commonly-used attributes, such as `id`, can be set with their dedicated methods. For example, `nextButton.id('next')` sets an element's `id` attribute. Calling `nextButton.attribute('id', 'next')` has the same effect.

The first parameter, `attr`, is the attribute's name as a string. Calling `myElement.attribute('align')` returns the attribute's current value as a string or `null` if it hasn't been set.

The second parameter, `value`, is optional. It's a string used to set the attribute's value. For example, calling `myElement.attribute('align', 'center')` sets the element's horizontal alignment to `center`.

Examples

```
hi ►
hi ■
hi

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

  // Create a container div element and place it at the top-left corner.
  let container = createDiv();
  container.position(0, 0);

  // Create a paragraph element and place it within the container.
  // Set its horizontal alignment to "left".
  let p1 = createP('hi');
  p1.parent(container);
  p1.attribute('align', 'left');

  // Create a paragraph element and place it within the container.
  // Set its horizontal alignment to "center".
  let p2 = createP('hi');
  p2.parent(container);
  p2.attribute('align', 'center');

  // Create a paragraph element and place it within the container.
  // Set its horizontal alignment to "right".
  let p3 = createP('hi');
  p3.parent(container);
```

Syntax

`attribute()`

`attribute(attr, value)`

Parameters

<code>attr</code>	String: attribute to set.
<code>value</code>	String: value to assign to the attribute.

Returns

String: value of the attribute.

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<code>p5.js</code>	<code>attribute</code>	<code>center</code>	<code>child</code>
Adds a class to the element.	Adds an attribute to the element.	Centers the element either vertically, horizontally, or both.	Attaches the element as a child of another element.

