

# HTML5 Reference

# The Syntax, Vocabulary and APIs of HTML5

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### **Abstract**

This document explains the syntax, vocabulary and the available APIs for HTML5 documents, focussing on simplicity and practical applications for beginners while also providing in depth information for more advanced web developers. This document is complimentary to the <a href="https://example.com/html/>
HTML5 Guide">HTML5 Guide</a>.

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### 1 Introduction

This document serves as a reference for the HTML syntax, vocabulary and its associated DOM APIs and is intended for web site and application developers, publishers, tutorial writers and teachers and their students. That is, people who write documents using HTML, or who teach others to do so.

This guide is structured into three major sections. The first provides a set of basic templates for authors to get started with.

The second section provides an in depth look at the syntax of HTML and XHTML documents. This will investigate both the similarities and differences between the two alternatives and provides guidance on choosing which to use for your own projects, depending on your needs. Additionally, this will also provide details about creating polyglot documents—that is, documents that conform to both HTML and XHTML simultaneiously—including issues related to ensuring stylesheets and scripts work correctly under both conditions.

The third and final section provides a reference for the HTML vocabulary. Each element is described, providing details about its its meaning, allowed attributes, content models and DOM APIs. Each is accompanied by clear examples illustrating how the element is designed to be used for a range of different use cases.

# 2 Basic Templates

The following basic templates are designed to be used as starting points for the documents you create. Several alternatives are provided, allowing individuals to choose the template that is most appropriate for their needs.

# Simple: HTML: The most basic template recommended for most authors.

</body>

Insert content here.

# Intermediate: HTML and XHTML Polyglot:

Template suitable for intermediate authors who are producing documents adhering to the polyglot markup conventions. While this template is safe for beginners to use, it is only recommended for authors familiar with the techniques for creating polyglot documents.

# Advanced: XHTML:

Template suitable for advanced authors who are producing XHTML documents. This template is not suitable for use as HTML because it lacks the DOCTYPE and does not declare the character encoding. Authors using this template should be using UTF-8 or UTF-16, or should at least be aware of how to declare the correct encoding for XML.

<a href="http://www.w3.org/1999/xhtml">http://www.w3.org/1999/xhtml">http://www.w3.org/1999/xhtml</a>

```
<html xmlns="http://www.w3.org/1999/xhtml">
    <head>
        <title>XHTML Template</title>
        </head>
        <body>
            Insert content here.
        </body>
        </html>
```

#### Advanced: Minimal HTML:

Template suitable for advanced authors who are producing HTML documents. This template takes advantage of the ability to omit certain tags for some elements. Authors who are not familiar with, or are uncomfortable with, these features should avoid this template.

```
<!DOCTYPE html>
<meta charset="UTF-8">
<title>Minimal HTML Template</title>
Insert content here.
```

# 3 The HTML and XHTML Syntax

It is useful to make a distinction between the vocabulary of an HTML document—the elements and attributes, and their meanings—and the syntax in which it is written.

HTML has a defined set of elements and attributes which can be used in a document; each designed for a specific purpose with their own meaning. Consider this set of elements to be analogous to the list of words in a dictionary. This includes elements for headings, paragraphs, lists, tables, links, form controls and many other features. This is the vocabulary of HTML. Similarly, just as natural languages have grammatical rules for how different words can be used, HTML has rules for where and how each element and attribute can be used.

The basic structure of elements in an HTML document is a tree structure. Most elements have at most one parent element, (except for the root element), and may have any number of child elements. This structure needs to be reflected in the syntax used to write the document.

# 3.1 Syntactic Overview

There are two syntaxes that can be used: the traditional HTML syntax, and the XHTML syntax. While these are similar, each is optimised for different needs and authoring habits. The former is more lenient in its design and handling requirements, and has a number of convenient shorthands for authors to use. The latter is based on XML and has much stricter syntactic requirements, designed to discourage the proliferation of syntactic errors.

The HTML syntax is loosely based upon the older, though very widely used syntax from HTML 4.01. Although it is inspired by its SGML origins, in practice, it really only shares minor syntactic similarities. This features a range of shorthand syntaxes, designed to make hand coding more convenient, such as allowing the omission of some optional tags and attribute values. Authors are free to choose whether or not they wish to take advantage of these shorthand features based upon their own personal preferences.

XHTML, however, is based on the much more strict XML syntax. While this too is inspired by SGML, this syntax requires documents to be well-formed, which some people prefer because of its stricter error handling, forcing authors to maintain cleaner markup.

Note: The XHTML document does not need to include the DOCTYPE because XHTML documents that are delivered correctly using an XML MIME type and are processed as XML by browsers, are always rendered in no quirks mode. However, the DOCTYPE may optionally be included, and should be included if the document uses the compatible subset of markup that is conforming in both HTML and XHTML, and is ever expected to be used in text/html environments.

Due to the similarities of both the HTML and XHTML syntaxes, it is possible to mark up documents using a common subset of the syntax that is the same in both, while avoiding the syntactic features that are unique to each. This type of document is said to use polyglot markup, often simply referred to as a polyglot document, because it simultaneously conforms to both syntaxes and may be treated as either. There are a number of issues involved with creating such documents and authors wishing to do so should familiarise themselves with the similarities and differences between HTML and XHTML.

</html>

There are a number of basic components make up the syntax of HTML, that are used throughout any document. These include the DOCTYPE declaration, elements, attributes, comments, text and CDATA sections.

### 3.2.1 DOCTYPE Declaration

The Document Type Declaration needs to be present at the beginning of a document that uses the HTML syntax. It may optionally be used within the XHTML syntax, but it is not required. The following DOCTYPE is strongly recommended for most HTML documents:

### **Example:**

The HTML5 DOCTYPE declaration.

<!DOCTYPE html>

For compatibility with legacy producers of HTML — that is, software that outputs HTML documents — an alternative legacy compatibility DOCTYPE is available. This is recommended for use by systems that are unable to output the DOCTYPE given above. This limitation occurs in software that expects a DOCTYPE to include either a PUBLIC or SYSTEM identifier, and is unable to omit them. The canonical form of this DOCTYPE is as follows:

#### **Example:**

The HTML5 legacy compatibility DOCTYPE declaration.

<!DOCTYPE html SYSTEM "about:legacy-compat">

Note: The term "legacy-compat" refers to compatibility with legacy producers only. In particular, it does not refer to compatibility with legacy browsers, which, in practice, ignore SYSTEM identifiers and DTDs.

In HTML, the DOCTYPE is case insensitive, except for the quoted string "about:legacy-compat", which must be written in lower case. This quoted string, however, may also be quoted with single quotes, rather than double quotes. The highlighted fragments below illustrate which parts are case insensitive in HTML.

#### **Example:**

The three conforming variants of the HTML5 DOCTYPE declarations, indicating case insensitivity in the HTML syntax.

<!DOCTYPE html>

<!DOCTYPE html SYSTEM "about:legacy-compat">

<!DOCTYPE html SYSTEM 'about:legacy-compat'>

For XHTML, the DOCTYPE may be omitted because it is unnecessary. If you choose to use a DOCTYPE, then the canonical case-sensitive versions of the above DOCTYPEs are recommended. But there are no restrictions placed on the use of alternative DOCTYPEs. You may, if you wish, use a custom DOCTYPE referring to a custom DTD, typically for validation purposes. Although, be advised that DTDs have a number of limitations compared with other alternative schema languages and validation techniques.

# 3.2.1.1 Obsolete But Permitted DOCTYPEs

In order to ease the transitional process from previous editions of HTML, selected legacy DOCTYPEs are grandfathered into the HTML syntax as conforming, but they are considered obsolete. This does not apply to XHTML.

Warning: When using these DOCTYPEs, some validators may apply conformance requirements from older specifications, instead of the requirements of HTML5. HTML5 conformance checkers are required to issue a warning if one is present. Authors are strongly discouraged from using these DOCTYPEs.

For the permitted DOCTYPEs using only a *public identifier*, the syntax is as follows. The highlighted fragments indicate case insensitivity in the HTML syntax.

# HTML Example:

The obsolete but permitted HTML 4.01 Strict DOCTYPE with only the public identifier.

<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN">

For the permitted DOCTYPEs that also have a *system identifier*, the syntax is:

# HTML Example:

The obsolete but permitted HTML 4.01 Strict DOCTYPE with both the public and system identifiers.

<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01//EN"
 SYSTEM "http://www.w3.org/TR/html4/strict.dtd">

In addition to those, the following public and system identifiers in the table below may be substituted accordingly.

Allowed values for public and system identifiers in an obsolete permitted DOCTYPE string.

Public Identifier	System Identifier
-//W3C//DTD HTML 4.0//EN	
-//W3C//DTD HTML 4.0//EN	http://www.w3.org/TR/REC-html40/strict.dtd
-//W3C//DTD HTML 4.01//EN	
-//W3C//DTD HTML 4.01//EN	http://www.w3.org/TR/html4/strict.dtd
-//W3C//DTD XHTML 1.0 Strict//EN	http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd
-//W3C//DTD XHTML 1.1//EN	http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd

# 3.2.1.2 HTML and XHTML Comparison

Comparison of the DOCTYPE syntax requirements between HTML and XHTML

	HTML	XHTML
DOCTYPE	Required	Optional
DOCTYPE keyword	Case-insensitive	Case-sensitive
html keyword	Case-insensitive	Case-sensitive
PUBLIC keyword	Case-insensitive	Case-sensitive
SYSTEM keyword	Case-insensitive	Case-sensitive
Public Identifier	Optional	Optional
System Identifier	Optional	Optional, but required if public identifier is present
Legacy Compatibility DOCTYPE	Allowed	Allowed
Other DOCTYPEs	Obsolete but permitted DOCTYPE list	Any XML compliant DOCTYPE (excludes HTML 4.01 and earlier DOCTYPEs)

#### 3.2.1.3 Historical Notes

This section needs revising and may be moved to an external document and simply referred to.

The DOCTYPE originates from HTML's SGML lineage and, in previous levels of HTML, was originally used to refer to a Document Type Definition (DTD) — a formal declaration of the elements, attributes and syntactic features that could be used within the document. Those who are familiar with previous levels of HTML will notice that there is no PUBLIC identifier present in this DOCTYPE, which were used to refer to the DTD. Also, note that the about: URI scheme in the SYSTEM identifier of the latter DOCTYPE is used specifically because it cannot be resolved to any specific DTD.

As HTML5 is no longer formally based upon SGML, the DOCTYPE no longer serves this purpose, and thus no longer needs to refer to a DTD. However, due to legacy constraints, it has gained another very important purpose: triggering no-quirks mode in browsers.

HTML5 defines three modes: **quirks mode**, **limited quirks mode** and **no quirks mode**, of which only the latter is considered conforming to use. The reason for this is due to backwards compatibility. The important thing to understand is that there are some differences in the way documents are visually rendered in each of the modes; and to ensure the most standards compliant rendering, it is important to ensure no-quirks mode is used.

#### 3.2.2 Elements

There are five different kinds of elements: normal, void, raw text, RCDATA and foreign elements. Each is represented syntactically by a tag. While the types have some similarities to each other, they are distinguished by their syntactic requirements for their content models and the types of tags that may be used.

### 3.2.2.1 Tags

All elements are identified by their **tag name** and are marked up using either start tags and end tags or self-closing tags. A **start tag** marks the beginning of an element, while an **end tag** marks the end. Start tags are delimited using angle brackets with the tag name and any attributes in between. End tags are delimited by angle brackets with a slash before the tag name.

# Example:

The markup for the start and end tags of the  $\underline{p}$  element.

The quick brown fox jumps over the lazy dog.

A **Self-closing tag** is a special form of <u>start tag</u> with a slash immediately before the closing right angle bracket. These indicate that the element is to be closed immediately, and has no content. Where this syntax is permitted and used, the <u>end tag</u> must be omitted. In HTML, the use of this syntax is restricted to <u>void elements</u> and <u>foreign elements</u>. If it is used for other elements, it is treated as a <u>start tag</u>. In XHTML, it is possible for any element to use this syntax. But note that it is only conforming for elements with content models that permit them to be empty.

# Example:

A br element using the self-closing tag syntax.

The quick brown fox<br/>jumps over the lazy dog.

In HTML, <u>tag names</u> are case insensitive. It is conventional to use their canonical case, but this is not required. For example, they could be written in all uppercase or mixed case, depending on your own preferences.

# HTML Example:

Uppercase tag names are permitted in the HTML syntax.

<DIV>...</DIV>

In XHTML, tag names are *case sensitive* and must be written in their canonical case. In general, the canonical case is lowercase for HTML and MathML elements, and camel case for SVG. Refer to the definition of each element if in doubt.

In both HTML and XHTML, within each tag, whitespace is permitted after the tag name, but it is *not* permitted before the tag name. Some authors choose to include a space before the slash in the <u>self-closing tag</u>. This practice is based upon a convention that originated within the compatibility guidelines in XHTML 1.0, Appendix C. However, adherence to this convention is unnecessary.

The permitted syntax of each element and its content model varies based on the type of element. The term **empty element** is used to describe an element that contains no content. Elements of any type can be empty, depending on their content model. Depending on the type, these are represented either by a <u>start tag</u> that is immediately closed, either implicitly or by the presence of an <u>end tag</u>, or by using the <u>self-closing tag</u> syntax.

# Example:

An empty span element.

### 3.2.2.2 Void Elements

The term **void elements** is used to designate elements that must be <u>empty</u>. These requirements *only* apply to the HTML syntax. In XHTML, all such elements are treated as <u>normal elements</u>, but must be marked up as empty elements.

These elements are forbidden from containing any content at all. In HTML, these elements have a <u>start tag</u> only. The <u>self-closing tag</u> syntax may be used. The <u>end tag</u> must be omitted because the element is automatically closed by the parser.

#### **HTML Example:**

A void element in the HTML syntax. This is not permitted in the XHTML syntax.

### **Example:**

A void element using the HTML- and XHTML-compatible self-closing tag syntax.

<hr/>

### **XHTML Example:**

A void element using the XHTML-only syntax with an explicit end tag. This is not permitted for void elements in the HTML syntax. <a href="https://hrw.nc.new.org/">https://hrw.nc.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/nc.new.org/<a href="https://hrw.new.org/">https://hrw.new.org/<a href="https://hrw.new.org/">https://hrw.new.or

Such elements include, among others, <u>br</u>, <u>hr</u>, <u>link</u> and <u>meta</u>.

### 3.2.2.3 Raw Text Elements

The term **raw text elements** refers to elements within which the content is treated as raw text instead of markup. These requirements *only* apply to the HTML syntax. In XHTML, all such elements are treated as <u>normal elements</u>.

These require a <u>start tag</u> and an <u>end tag</u>. Neither the <u>self-closing tag</u> syntax, nor <u>optional tags</u> are supported.

These elements can only contain raw text. This means that other content like comments, character references and other elements cannot be represented in the HTML syntax. That is, the markup for such constructs is treated as text instead of markup. All occurrences of special characters do not need to be escaped as character references, as they otherwise would within normal elements.

# HTML Example:

A <u>script</u> element containing some functions. Special characters do not need to be escaped using character references or a CDATA section.

<script>
function isLeap(year) {
 return year % 4 == 0 && year % 100 != 0 || year % 400 == 0;
}

function compare(a, b) {
 if (a < b)

```
function compare(a, b) {
    if (a < b)
        return -1;
    else if (a > b)
        return 1;
    return 0;
}
</script>
```

There is, however, one additional restriction that the text cannot contain a string that looks like the element's end tag. Specifically, a string that matches the pattern of "</" followed by a case insensitive match for the element's tag name, followed by either "/", ">", or whitespace.

# **Example Error:**

In the previous example, an HTML conformance checker would report the error as relating to the second <u>end tag</u>, believing that the first is in fact the <u>end tag</u>. Care must be taken to ensure such strings do not occur within the script.

# **HTML Example:**

The javascript can be modified by escaping the slash, to workaround the HTML syntax error.

```
<script>
if (condition) {
          document.write("<script src=\"example.js\"><\\/script>");
}
</script>
```

In XHTML, because such elements are treated as <u>normal elements</u>, markup like comments, character references and other elements can be represented. It is therefore necessary to escape all special characters using either character references or by enclosing the content within a CDATA section.

```
XHTML Example:
```

```
Special characters within a <u>script</u> element may be escaped using character references in the XHTML syntax. <script>
```

```
function isLeap(year) {
    return year % 4 == 0 & amp; year % 100 != 0 || year % 400 == 0;
```

```
function compare(a, b) {
    if (a < b)
        return -1;
    else if (a &gt; b)
        return 1;
    return 0;
}
</script>

XHTML Example:

Special characters within a script element may be escaped using a CDATA section in the XHTML syntax.
```

The above does not work in HTML because the strings "<![cdata[" and "]]>" are treated as text instead of markup. However, by taking advantage of the scripting language's comment syntax, those strings can be commented so that they are ignored by the script in HTML, but still processed as markup in XHTML. This provides us with an an HTML- and XHTML- compatible syntax for scripts.

# 3.2.2.4 RCDATA Elements

The term **RCDATA elements** refers to elements within which character references are supported, but all other content is treated as raw text instead of markup. These requirements *only* apply to the HTML syntax. In XHTML, all such elements are treated as <u>normal</u> <u>elements</u>.

These require a <u>start tag</u> and an <u>end tag</u>. Neither the <u>self-closing tag</u> syntax, nor <u>optional tags</u> are supported.

These elements can only contain text or character references. This means that only character references are treated as markup, whereas all other content like comments and other elements cannot be represented in the HTML syntax. That is, the markup for such constructs is treated as text.

Occurrences of special characters may, but generally do not need to be escaped as character references, as they otherwise would within <u>normal elements</u>. But this is subject to the additional restriction that the text cannot include an ambiguous ampersand. That is, an ampersand followed a sequence of characters that looks like a named character reference, but which is not valid.

```
HTML Example:

A textarea element can contain text and character references.

<textarea>
This can contain character references like &amp;, &lt; and &gt;,
but such characters and also be written directly as &, < and >.
Strings that look like <!-- comments --> or other elements <span>
are treated as plain text, instead of markup.

</textarea>

Example Error:

An ambiguous ampersand cannot occur within a textarea element.

<textarea>
An unknown named character reference like &this gives an ambiguous ampersand error.

</textarea>
</textarea>
</textarea>
</textarea>
</textarea>
</textarea>
</textarea>
</textarea>
```

Another additional restriction that the text cannot contain a string that looks like the element's end tag. Specifically, a string that matches the pattern of "</" followed by a case insensitive match for the element's tag name, followed by either "/", ">", or whitespace.

```
Example Error:

A <u>textarea</u> element cannot contain a string that is indistinguishable from the end tag.

<textarea>
This text cannot contain a string like </textarea because it looks like an end tag for the element.

</textarea>
```

In XHTML, because such elements are treated as <u>normal elements</u>, markup like comments and other elements can also be represented. It is therefore necessary to escape all special characters using either character references or by enclosing the content within a CDATA section.

```
XHTML Example:
```

```
A textarea element can contain text and character references and comments in the XHTML syntax.

<textarea>
This can contain character references like &amp;, &lt; and &gt;.
Unlike the HTML syntax, this can also contain comments.
<!-- just like other normal elements -->

If the string is intended to be rendered, the special characters must be escaped &lt;!-- like this --&gt;.
```

#### **XHTML Example:**

</textarea>

```
The content of a <u>textarea</u> element can also be contained within a CDATA section.

<textarea><![CDATA[This can contain special characters like &, < and >.

Strings that look like markup, like <!-- comments -->,

character references & amp;, & lt; and & gt;,

or other elements <span> are treated as plain text, instead of markup.

]]></textarea>
```

### 3.2.2.5 Foreign Elements

The term foreign elements refers to elements that are in the SVG and MathML namespaces.

These require a <u>start tag</u> and an <u>end tag</u>. The <u>self-closing tag</u> syntax may be used, where the element's content model permits. <u>Optional tags</u> are not supported.

These elements can contain text, character references, CDATA sections, other elements, and comments, but the text must not contain the less-than sign character (<) or an ambiguous ampersand.

Need examples.

#### 3.2.2.6 Normal Elements

**Normal Elements** refers to all other HTML elements that are not categorised in any of the other types.

These have a <u>start tag</u> and an <u>end tag</u>. These elements do not support the <u>self-closing tag</u> syntax. Certain elements have **optional tags**, meaning that one or both tags may be omitted in specific circumstances where the presence of the tag will be implied by surrounding markup. Consult the element definitions to see which tags may be omitted.

Normal elements can contain text, character references, other elements, and comments, but the text must not contain the less-than sign character (<) or an ambiguous ampersand. Some additional restrictions apply on a per-element basis to some specific elements. Consult the element definitions for details.

Need examples.

# 3.2.2.7 Element Type Comparision

Comparison of the element type syntax requirements in HTML. (This does not apply to XHTML)

Element Type	Start Tag	End Tag	Self- Closing	Allowed Content Syntax
Normal Element	Yes (sometimes optional)	Yes (sometimes optional)	No	Text, elements, comments, character references
Void Element	Yes	No	Yes (optional)	<u>Empty</u>
Raw Text Element	Yes (Required)	Yes (Required)	No	Text
RCDATA Element	Yes (Required)	Yes (Required)	No	Text, character references
Foreign Element	Yes	Yes	Yes	Text, elements, CDATA sections, comments, character references

# 3.2.2.8 HTML and XHTML Comparison

Comparison of the element and tag syntax requirements between HTML and XHTML

	HTML	XHTML
Start Tag	Optional for selected elements; required for others, unless an empty element tag is used	Required for all elements
End Tag	Optional for selected elements; forbidden for void elements or if empty element tag is used; required for others	Required for all elements with matching start tag, unnecessary and forbidden if empty element tag is used
Self-Closing Tag	Allowed for void elements and foreign content elements (if content model permits)	Allowed for all elements (if content model permits)
Tag Name	Case-insensitive	Case-sensitive
Namespace Prefixes for Tag Name	Forbidden	Allowed

	HTML	XHTML
Normal Elements	Yes	Yes
Void Elements	Yes, use start tag with no end tag, or empty element tag	Yes, use start tag immediately closed by an end tag, or empty element tag
Raw Text Elements	Yes	No (treated as normal elements)
<b>RCDATA Elements</b>	Yes	No (treated as normal elements)
Foreign Elements	SVG and MathML only	Any
Line feed immediately after start tag	Normalised	Allowed

#### 3.2.3 Attributes

Elements may have attributes that are used to specify additional information about them. Some attributes are defined globally and can be used on any HTML element, while others are defined for specific elements only. Every attribute must have an **attribute name** that is used to identify it. Every attribute also has an associated **attribute value**, which, depending on the attribute's definition, may represent one of several different types. The permitted syntax for each attribute depends on the given value.

A typical attribute in HTML has a <u>name</u> and a <u>value</u> separated by an equals sign (=). Attributes are placed within a <u>start tag</u> and are separated from the <u>tag name</u> and from each other by whitespace. They must not be specified within an <u>end tag</u>.

```
Example:

The syntax of two typical attributes.

<div class="example" lang="en">...</div>

Example Error:

Attributes cannot be placed within end tags.

<section id="example">...</section id="example"
```

In HTML, attribute names are case insensitive. It is conventional to use their canonical case, but this is not required. For example, they could be written in all uppercase or mixed case, depending on your own preferences. For custom attributes, attribute names must consist of one or more characters other than the space characters, control characters, NULL, one of the characters: double quote ("), single quote ('), greater-than sign (>), solidus (/), equals sign (=), nor any characters that are *not* defined by Unicode. It is, however, recommended that authors use the lowercase letters in the ranges a–z and 0–9.

```
HTML Example:

Attribute names in HTML are case-insensitive, and can be written in uppercase or mixed case.

<div CLASS="example" Lang="en">...</div>
```

In XHTML, <u>attribute names</u> are case sensitive and must be written in their canonical case. In general, the canonical case is lowercase for most attributes on HTML and MathML elements, and camel case for SVG. Refer to the definition of each element if in doubt.

Attribute values may contain text and character references, subject to the restriction that the text cannot contain an ambiguous ampersand, and to any additional restrictions imposed by the syntax being used. There are four slightly different syntaxes that may be used for attributes in HTML: empty, unquoted, single-quoted and double-quoted. All four syntaxes may be used in the HTML syntax, depending on what is needed for each specific attribute. However, in the XHTML syntax, attribute values must always be quoted using either single or double quotes.

# 3.2.3.1 Empty Attribute Syntax

An empty attribute is one where the value has been omitted. This is a syntactic shorthand for specifying the attribute with an empty value, and is commonly used for boolean attributes. This syntax may be used in the HTML syntax, but not in the XHTML syntax.

Note: In previous editions of HTML, which were formally based on SGML, it was technically an attribute's name that could be omitted where the value was a unique enumerated value specified in the DTD. However, due to legacy constraints, this has been changed in HTML5 to reflect the way implementations really work.

```
HTML Example:
```

Empty attributes may have their value omitted in the HTML syntax.

```
<input disabled>...</div>
```

# Example:

Specifying the value as as an empty string is equivalent to the empty attribute syntax. This is an XHTML-compatible syntax.

```
<input disabled="">...</div>
```

Note: The previous examples are semantically equivalent to specifying the attribute with the value "disabled", but are not exactly the same.

This syntax is permitted only for boolean attributes.

# 3.2.3.2 Unquoted Attribute Value Syntax

An unquoted attribute value is one where the value is supplied, but is not surrounded by quotation marks. This syntax may be used in the HTML syntax, but not in the XHTML syntax.

The <u>attribute value</u> must not contain any literal space characters, any of the characters: double quote ("), apostrophe ('), equals sign (=), less-than sign (<), greater-than sign (>), or grave accent (`), and the value must not be the empty string. To represent those characters in an attribute value, they either need to be escaped using character references, or you need to use either the single- or double-quoted attribute values.

### HTML Example:

Some attribute values may be left unquoted in the HTML syntax.

<img src=example.png height=200 width=300/>

In the previous example, each attribute is separated from the last by a space. The slash at the end, which despite not being separated from the last value by any space characters, is not considered part of the attribute's value. Instead, the the slash indicates the use of the self-closing tag syntax.

There may be space characters between the <u>attribute name</u> and the equals sign (=), and between that and the <u>attribute value.</u>

### **HTML Example:**

Whitespace is permitted before and after the the equals sign, separating the name and value.

<img src = image.png>

### 3.2.3.3 Double-Quoted Attribute Value Syntax

An double-quoted attribute value is one where the supplied value is surrounded by double quotation marks ("). This syntax may be used in both HTML and XHTML.

The <u>attribute value</u> must delimited by double-quote characters (") before and after the value, and must not contain any double-quote characters or an ambiguous ampersands in between. All other text and character references are permitted.

The advantage of quoting attributes, the value may contain the additional characters that can't be used in unquoted attribute values. To include a double-quote character within the value, either use a character reference (<code>&quot;</code>), or use a single-quoted attribute value instead.

#### **Example:**

Attribute values may be quoted with double quote marks.

<img src="example.jpg" title="An example photograph">

There may be space characters between the <u>attribute name</u> and the equals sign (=), and between that and the <u>attribute value.</u>

### **HTML Example:**

Whitespace is permitted before and after the the equals sign, separating the name and value.

<img src = "example.png">

### 3.2.3.4 Single-Quoted Attribute Value Syntax

An single-quoted attribute value is one where the supplied value is surrounded by single quotation marks (¹). This syntax may be used in both HTML and XHTML.

The <u>attribute value</u> must delimited by single-quote characters (') before and after the value, and must not contain any single-quote characters or an ambiguous ampersands in between. All other text and character references are permitted.

The advantage of quoting attributes, the value may contain the additional characters that can't be used in unquoted attribute values. To include a single-quote (or apostrophe) character within the value, either use a character reference ('), or use a double-quoted attribute value instead.

# **Example:**

Attribute values may be quoted with single quote marks.

<img src='example.jpg' title='An example photograph'>

There may be space characters between the <u>attribute name</u> and the equals sign (=), and between that and the <u>attribute value</u>.

# **HTML Example:**

Whitespace is permitted before and after the the equals sign, separating the name and value.

<img src = 'example.png'>

# 3.2.3.5 HTML and XHTML Comparison

Comparison of the attribute syntax requirements between HTML and XHTML

	HTML	XHTML
Attribute Names	Case-insensitive	Case-sensitive
Namespace Prefixes for Attribute Names	Limited, specified prefixes only	Allowed
Empty attributes	Allowed	Forbidden
Unquoted attributes	Allowed	Forbidden
Double quoted attributes	Allowed	Allowed
Single quoted attributes	Allowed	Allowed
Line feeds in attribute values	Allowed	Normalised to spaces

# 3.2.4 Comments

---

#### 3.2.6 CDATA Sections

...

### 3.2.7 Character References

Discuss numeric and named character reference syntax. May link to the list of entity references in a separate document, rather than trying to list them all in here.

# 3.3 Understanding MIME Types

Discuss text/html, application/xhtml+xml, etc.

# 3.4 Character Encoding

Overview of Unicode, character repertoires, encodings, etc. Declaring the encoding with the Content-Type header, BOM, meta, etc.

# 3.5 Choosing HTML or XHTML

The choice of HTML or XHTML syntax is largely dependent upon a number of factors the, including needs of a given project, the skill set of the developers involved, level of support in browsers used by the site's target audience, or it may simply be a matter of personal preference.

The important thing to understand is that there are valid reasons to choose both, and that authors are encouraged to make an informed decision.

Need to develop guidelines to help authors make this choice.

# 3.6 Polyglot Documents

A polyglot HTML document is a document that conforms to both the HTML and XHTML syntactic requirements, and which can be processed as either by browsers, depending on the MIME type used. This works by using a common subset of the syntax that is shared by both HTML and XHTML.

Polyglot documents are useful to create for situations where a document is intended to be served as either HTML or XHTML, depending on the support in particular browsers, or when it is not known at the time of creation, which MIME type the document will ultimately be served as.

In order to successfully create and maintain polyglot documents, authors need to be familiar with both the similarities and differences between the two syntaxes. This includes not only syntactic differences, but also differences in the way stylesheets, and scripts are handled, and the way in which character encodings are detected.

This section will provide the details about each of these similarities and differences, and provide guidelines on the creation of polyglot documents.

Base this on the HTML vs. XHTML article.

# 4 The HTML Vocabulary and APIs

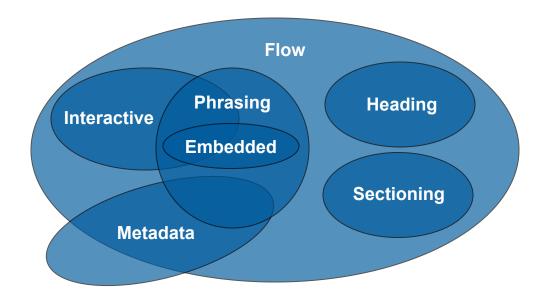
# 4.1 Categories

Each element in HTML falls into zero or more categories that group elements with similar characteristics together. The following categories are used in this guide:

- Metadata content
- Flow content
- Sectioning root
- Sectioning content
- Heading content
- Phrasing content
- Embedded content
- Interactive content
- Iransparent

Some elements have unique requirements and do not fit into any particular category.

These categories are related as follows:



#### 4.1.1 Metadata Content

Metadata content includes elements for marking up document metadata; marking up or linking to resources that describe the behaviour or presentation of the document; or indicate relationships with other documents.

Metadata elements appear within the <u>head</u> of a document. Some common examples of metadata elements include: <u>title</u>, <u>meta</u>, <u>link</u>, <u>script</u> and <u>style</u>.

### 4.1.2 Flow content

Most elements that are used in the body of documents and applications are categorised as flow content. Most of the elements used to mark up the main content in the body of a page are considered to be flow content. In general, this includes elements that are presented visually as either block level or inline level.

Some common flow content includes elements like div, p, em and strong.

Elements categorised as heading content, phrasing content or embedded content are also considered to be flow content.

### 4.1.3 Sectioning root

### [This description needs improving.]

These elements can have their own outlines, but the sections and headers inside these elements do not contribute to the outlines of their ancestors.

Some common sectioning root elements include, among others, <u>body</u>, <u>blockquote</u> and <u>figure</u>.

### 4.1.4 Sectioning content

Sectioning content is used for structuring a document into sections, each of which generally has its own heading. These elements provide a scope within which associated headers, footers and contact information apply.

Some common sectioning elements include, among others, <u>section</u>, <u>article</u> and <u>nav</u>.

Most sectioning elements, with the exception of the body element, are also classified as flow content.

### 4.1.5 Heading content

Heading content includes the elements for marking up headers. Headings, in conjunction with the sectioning elements, are used to describe the the structure of the document.

Heading content includes the <u>header</u> element and the <u>h1</u> to <u>h6</u> elements.

Elements categorised as heading content are considered to be flow content.

# 4.1.6 Phrasing content

Phrasing content includes text and text-level markup. This is similar to the concept of inline level elements in HTML 4.01. Most elements that are categorised as phrasing content can only contain other phrasing content.

Some common examples of phrasing content elements include abbr, em, strong and span

Elements categorised as phrasing content are considered to be flow content.

# 4.1.7 Embedded content

Embedded content includes elements that load external resources into the document. Such external resources include, for example, images, videos and Flash-based content. Some embedded content elements include <u>img</u>, <u>object</u>, <u>embed</u> and <u>video</u>.

Elements categorised as embedded content are considered to be phrasing content, and thus also considered to be flow content.

# 4.1.8 Interactive content

Interactive elements are those that allow the user to interact with or activate in some way. Depending on the user's browser and device, this could be performed using any kind of input device, such as, for example, a mouse, keyboard, touch screen or voice input.

Some common examples of interactive content include <u>a</u>, <u>audio</u> and <u>video</u> when used with the <u>controls</u> attribute, and most form controls using <u>input</u>.

# **4.1.9 Transparent Content Models**

Some elements have transparent content models, meaning that their allowed content depends upon the parent element. They may contain any content that their parent element may contain, in addition to any other allowances or exceptions described for the element.

When the element has no parent, then the content model defaults to <u>flow content</u>.

# 4.2 Global Attributes

To be completed.

# 4.3 The Elements

Expect major changes to this section. Each of these needs longer descriptions and the elements should be divided into categories. The IDL for the DOM Interfaces is likely to be replaced by something a lot more reader-friendly in the future; consider it a placeholder for now. Attributes will likely be accompanied by brief descriptions within the summary box, in addition to fuller descriptions and examples afterwards.

### 4.3.1 The Root Element

4.3.1.1 The html eleme	nt	Start tag: optional End tag: optional	
The <a href="html">html</a> element represents the root of an HTML document.			
Categories: None.			
Contained By:	As the root element of a document. Wherever a subdocument fragment is	As the root element of a document. Wherever a subdocument fragment is allowed in a compound document.	
Content Model:	A <u>head</u> element followed by a <u>body</u> element.		
ATTRIBUTES		DOM INTERFACE	
Global attributes  manifest		Uses HTMLElement.	

The <a href="html">html</a> element is the root element of a document. Every document must begin with this element, and it must contain both the <a href="head">head</a> and <a href="html">body</a> elements.

It is considered good practice to specify the primary language of the document on this element using the lang attribute.

```
HTML Example:

<!DOCTYPE html>
<html lang="en">
<head>
...
</head>
<body>
...
</body>
</html>
```

In the HTML syntax only, both the start and end tags are optional, and so for convenience either may be omitted, unless you wish to specify attributes on this element, in which case, at least the start tag needs to be included.

```
HTML Example:

<!DOCTYPE html>
<head>
...
</head>
<body>
...
</body>
```

In the XHTML syntax, the xmlns attribute needs to be specified on this element to declare that it is in the HTML namespace. You may use either the lang or xml:lang attribute to specify the language.

# manifest

The manifest attribute gives the address of the document's application cache manifest, if there is one. If the attribute is present, the attribute's value must be a valid URL.

Need to describe application cache manifests.

# 4.3.2 Document Metadata

4.3.2.1 The head eleme	Start tag: optional End tag: optional	
The head element collects the document's metadata.		
Categories:	None.	
Contained By:	As the first element in an <a href="httml">httml</a> element.	
Content Model:	One or more elements of metadata content, of which exactly one is a title element.	
ATTRIBUTES		DOM INTERFACE
Global attributes		Uses HTMLElement.

The <u>head</u> element is the container for the document's metadata. Metadata is information about the document itself, such as it's title, author. Scripts and stylesheets may also be included within the <u>head</u> element. Every document must have a <u>head</u> element.

The following examples illustrate the typical usage of the <a href="head">head</a> element in HTML and XHTML.

```
HTML Example

<!DOCTYPE html>
<html>
<head>
<title>Example</title>
</head>
<body>
<hl>>body>
<hl>>Document</hl>
</body>
</html>
```

### 4.3.2.2 The title element

Start tag: required End tag: required

The <u>title</u> element represents the document's title or name, and should be meaningful even when read out of context.

Categories: <u>Metadata content.</u>

Contained By: In a <u>head</u> element containing no other <u>title</u> elements.

Content Model: Text.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

### 4.3.2.3 The base element

Start tag: required End tag: empty

The <u>base</u> element is for specifying a base URL against which relative links will be resolved, and the name of the default target for opening links and form submissions.

Categories: Metadata content.

Contained By: In a <u>head</u> element containing no other <u>base</u> elements.

Content Model: Empty.

ATTRIBUTES DOM INTERFACE

Global attributes

href

target

interface HTMLBaseElement : HTMLElement {
 attribute DOMString href;
 attribute DOMString target;
};

# 4.3.2.4 The link element

Start tag: required End tag: empty

The <u>link</u> is for linking to other resources, such as stylesheets, favicons and syndication feeds.

Categories: <u>Metadata content.</u>

Contained By: Where <u>metadata content</u> is expected.

Also, the title attribute has special semantics on this element.

In a  $\frac{\text{noscript}}{\text{element}}$  element that is a child of a  $\frac{\text{head}}{\text{element}}$ .

Content Model: Empty.

# ATTRIBUTES DOM INTERFACE

Global attributes interface HTMLLinkElement : HTMLElement { attribute boolean disabled; href attribute DOMString href; rel attribute DOMString rel; readonly attribute DOMTokenList relList; media attribute DOMString media; hreflang attribute DOMString hreflang; type attribute DOMString type; attribute DOMString sizes; sizes

The LinkStyle interface must also be implemented by this element, the styling processing model defines how. [CSSOM]

# 4.3.2.5 The meta element

Start tag: required End tag: empty

The meta element is for providing various types of metadata, such as the application-name or specifying the documents character encoding.

**}**;

Categories: Metadata content.

**Contained By:** If the charset attribute is present, or if the element is in the Encoding declaration state: in a head element.

If the http-equiv attribute is present, and the element is not in the Encoding declaration state: in a head

element

If the http-equiv attribute is present, and the element is not in the Encoding declaration state: in a

noscript element that is a child of a head element.

If the name attribute is present: where metadata content is expected.

Content Model: Empty.

ATTRIBUTES

Global attributes

name
http-equiv
content
charset

DOM INTERFACE

interface HTMLMetaElement : HTMLElement {
 attribute DOMString content;
 attribute DOMString name;
 attribute DOMString httpEquiv;
};

4.3.2.6 The style element

Start tag: required End tag: required

The <u>style</u> element allows authors to embed stylesheets, typically CSS, within their documents.

Categories: <u>Metadata content.</u>

If the scoped attribute is present: flow content.

**Contained By:** If the scoped attribute is absent: where metadata content is expected.

If the scoped attribute is absent: in a noscript element that is a child of a head element.

If the scoped attribute is present: where <u>flow content</u> is expected, but before any other <u>flow content</u> other

than other <u>style</u> elements and inter-element whitespace.

Content Model: Depends on the value of the type attribute.

ATTRIBUTES

Global attributes

media

type
scoped

Also, the title attribute has special semantics on this element.

DOM INTERFACE

interface HTMLStyleElement: HTMLElement {
 attribute boolean disabled;
 attribute DOMString media;
 attribute DOMString type;
 attribute boolean scoped;
};

The LinkStyle interface must also be implemented by this element, the styling processing model defines how. [CSSOM]

# 4.3.3 Scripting

# 4.3.3.1 The script element

Start tag: required End tag: required

The script element allows authors to include scripts, typically javaScript, and data blocks in their documents.

Categories: Metadata content.

Flow content.

Phrasing content.

Contained By: Where <u>metadata content</u> is expected.

Where <u>phrasing content</u> is expected.

Content Model: If there is no src attribute, depends on the value of the type attribute.

If there is a src attribute, the element must be either empty or contain only script documentation.

ATTRIBUTES

Global attributes

src

async
defer
type
charset

DOM INTERFACE

interface HTMLScriptElement: HTMLElement {
 attribute DOMString src;
 attribute boolean async;
 attribute DOMString type;
 attribute DOMString charset;
 attribute DOMString text;
};

# 4.3.3.2 The noscript element

Start tag: required End tag: required

The noscript element is used to provide alternative content for users using browsers that do not support scripting or have it disabled.

Categories: <u>Metadata content.</u>

Flow content.

Phrasing content.

Contained By: In a <a href="head">head</a> element of an HTML document, if there are no ancestor <a href="noscript">noscript</a> elements.

Where phrasing content is expected in HTML documents, if there are no ancestor noscript elements.

Content Model: When scripting is disabled, in a head element: in any order, zero or more link elements, zero or more

<u>style</u> elements, and zero or more <u>meta</u> elements.

When scripting is disabled, not in a head element: transparent, but there must be no noscript element

descendants.

Otherwise: text that conforms to the requirements given in the prose.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

#### 4.3.4 Sections

# 4.3.4.1 The body element

Start tag: optional End tag: optional

The body element represents the main content of the document.

Categories: <u>Sectioning root.</u>

Contained By: As the second element in an <a href="httml">httml</a> element.

Content Model: Flow content.

**ATTRIBUTES DOM INTERFACE** Global attributes interface HTMLBodyElement : HTMLElement { attribute Function onbeforeunload; onbeforeunload attribute Function onerror; onerror attribute Function onhashchange; attribute Function onload; onhashchange attribute Function onmessage; onload attribute Function onoffline; onmessage attribute Function ononline; attribute Function onpopstate; onoffline attribute Function onresize; ononline attribute Function onstorage; onpopstate attribute Function onunload; **}**; onresize onstorage

### 4.3.4.2 The section element

onunload

Start tag: required End tag: required

The <u>section</u> element represents a generic document or application section. A section, in this context, is a thematic grouping of content, typically with a header and possibly a footer.

Categories: Flow content.

Sectioning content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

# 4.3.4.3 The nav element

Start tag: required End tag: required

The nav element represents a section of a page containing primary navigation links to other pages or to parts within the page.

Categories: Flow content.

Sectioning content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

# 4.3.4.4 The article element

Start tag: required End tag: required

The <u>article</u> element represents an independent section of a document, page, or site. This could be a forum post, a magazine or newspaper article, a blog entry, a user-submitted comment, or any other independent item of content.

Categories: Flow content.

Sectioning content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

4.3.4.5 The aside element

Start tag: required End tag: required

The <u>aside</u> element represents a section of a page that consists of content that is tangentially related to the content around the <u>aside</u> element, and which could be considered separate from that content. Such sections are often represented as sidebars in printed typography.

Categories: Flow content.

Sectioning content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

4.3.4.6 The h1, h2, h3, h4, h5, and h6 elements

Start tag: required End tag: required

These elements define headers for their sections.

Categories: Flow content.

<u>Heading content</u>.

Contained By: Where <u>flow content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

4.3.4.7 The header element

Start tag: required End tag: required

The <u>header</u> element represents the header of a section, typically containing headings and subheadings, and other metadata about the section.

Categories: Flow content.

Heading content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content, including at least one descendant that is heading content, but no sectioning content

descendants, no header element descendants, and no footer element descendants.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.4.8 The footer element

Start tag: required End tag: required

The <u>footer</u> element represents a footer of a section, typically containing information such as who wrote it, links to related documents, and copyright notices.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content, but with no heading content descendants, no sectioning content descendants, and no

footer element descendants.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.4.9 The address element

Start tag: required End tag: required

The <u>address</u> element represents the contact information for the section it <u>applies</u> to. If it applies to the body element, then it instead applies to the document as a whole.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content, but with no heading content descendants, no sectioning content descendants, no footer

element descendants, and no address element descendants.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

### 4.3.4.10 Headings and Sections

A typical document is often structured into different sections and subsections, with each potentially having its own heading and possibly a subheading. These heading and sectioning elements provide a way for this structure to be conveyed to the reader.

Consider a simple page like a blog, which is structured into a few main sections.

### 4.3.5 Grouping Content

4.3.5.1 The p element Start tag: required End tag: optional

The p element represents a paragraph.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES DOM INTERFACE** 

Global attributes Uses HTMLElement.

4.3.5.2 The hr element Start tag: required End tag: empty

The <u>hr</u> element represents a paragraph-level thematic break, e.g. a scene change in a story, or a transition to another topic within a section of a reference book.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

**Content Model:** Empty.

**ATTRIBUTES** DOM INTERFACE

Uses HTMLElement. Global attributes

4.3.5.3 The br element Start tag: required End tag: empty

The <u>br</u> element represents a line break.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Empty.

**ATTRIBUTES DOM INTERFACE** 

Global attributes Uses HTMLElement.

4.3.5.4 The pre element Start tag: required End tag: required

The pre element represents a block of preformatted text, in which structure is represented by typographic conventions rather than by

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES** DOM INTERFACE

Global attributes Uses HTMLElement.

4.3.5.5 The dialog element

Start tag: required End tag: required

The <u>dialog</u> element represents a conversation.

Categories: Flow content.

Contained By: Where **flow content** is expected.

**Content Model:** Zero or more pairs of one dt element followed by one dd element. ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

4.3.5.6 The blockquote element

The <u>blockquote</u> element represents a section that is quoted from another source.

Categories: Flow content.

Sectioning root.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes interface HTMLQuoteElement : HTMLElement {

cite

};
The  $\underline{\text{HTMLQuoteELement}}$  interface is also used by the  $\underline{g}$  element.

attribute DOMString cite;

Start tag: required End tag: required

4.3.5.7 The ol element Start tag: required End tag: required

The ol element represents an ordered list.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Zero or more <u>li</u> elements.

ATTRIBUTES DOM INTERFACE

Global attributes

reversed start interface HTMLOListElement : HTMLElement {
 attribute boolean reversed;
 attribute long start;

};

4.3.5.8 The ull element Start tag: required End tag: required

The <u>ul</u> element represents an unordered list.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Zero or more <u>li</u> elements.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.5.9 The 1i element Start tag: required End tag: optional

The 11 element represents a list item.

Categories: None.

Contained By: Inside <u>ol</u> elements.

Inside <u>u1</u> elements. Inside <u>menu</u> elements.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

If the element is a child of an ol element: value

interface HTMLLIElement : HTMLElement {

attribute long value;

**}**;

4.3.5.10 The d1 element Start tag: required End tag: required

The delement introduces an association list containing groups of terms and associated descriptions. (a description list).

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Zero or more groups each consisting of one or more dt elements followed by one or more dd elements.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

4.3.5.11 The dt element

Start tag: required End tag: optional

The dt element represents the term, or name, part of a term-description group in a description list (dl element), and the talker, or speaker, part of a talker-discourse pair in a conversation (dialog element).

Categories: None.

Contained By: Before dd or dt elements inside dl elements.

Before a dd element inside a dialog element.

Content Model: Phrasing content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.5.12 The dd element

Start tag: required End tag: optional

The <u>dd</u> element represents the description, definition, or value, part of a term-description group in a description list (<u>dl</u> element), and the discourse, or quote, part in a conversation (<u>dialog</u> element).

Categories: None.

Contained By: After dt or dd elements inside dl elements.

After a dt element inside a dialog element.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

### 4.3.6 Text-Level Semantics

4.3.6.1 The a element Start tag: required End tag: required

If the <u>a</u> element has an href attribute, then it represents a hyperlink.

Categories: <u>Interactive content.</u>

Flow content.

When the element only contains phrasing content: phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Transparent</u>, but there must be no <u>interactive content</u> descendant.

DOM INTERFACE **ATTRIBUTES** Global attributes [Stringifies=href] interface HTMLAnchorElement : HTMLElement { attribute DOMString href; href attribute DOMString target; target attribute DOMString ping; attribute DOMString rel; ping readonly attribute DOMTokenList relList; rel attribute DOMString media; media attribute DOMString hreflang; attribute DOMString type; hreflang }; type The Command interface must also be implemented by this element.

4.3.6.2 The q element

Start tag: required End tag: required

The  $\underline{\mathbf{q}}$  element represents a phrase quoted from another source.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content.

ATTRIBUTES DOM INTERFACE

Global attributes

The g element uses the  $\frac{HTMLQuoteElement}{}$  interface.

cite

4.3.6.3 The cite element Start tag: required End tag: required

The <u>cite</u> element represents the title of a work, such as an article, a book, a poem, a song, a film, or any other creative work.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

4.3.6.4 The em element Start tag: required End tag: required

The em element represents stress emphasis of its contents.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.6.5 The strong element Start tag: required End tag: required

The <u>strong</u> element represents strong importance for its contents.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

4.3.6.6 The small element Start tag: required End tag: required

The <u>small</u> element represents small print (part of a document often describing legal restrictions, such as copyrights or other disadvantages), or other side comments.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement

4.3.6.7 The mark element

Start tag: required End tag: required

The mark element represents a run of text in one document marked or highlighted for reference purposes, due to its relevance in another context.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

4.3.6.8 The dfn element Start tag: required End tag: required

The dfn element represents the defining instance of a term, where its definition is provided nearby.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content, but there must be no descendant dfn elements.

**ATTRIBUTES** DOM INTERFACE

Global attributes

Uses HTMLElement.

Also, the title attribute has special semantics on this element.

4.3.6.9 The abbr element

Start tag: required End tag: required

The <u>abbr</u> element represents an abbreviation or acronym, optionally with its expansion.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES** DOM INTERFACE

Global attributes

Uses HTMLElement.

Also, the title attribute has special semantics on this element.

4.3.6.10 The time element

Start tag: required End tag: required

The <u>time</u> element represents a date and/or a time.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES** DOM INTERFACE

Global attributes

datetime

interface HTMLTimeElement : HTMLElement { attribute DOMString dateTime; readonly attribute Date date; readonly attribute Date time; readonly attribute Date timezone; **}**;

4.3.6.11 The progress element

Start tag: required End tag: required

The <u>progress</u> element represents the completion progress of a task.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**DOM INTERFACE** ATTRIBUTES

Global attributes

value max

interface HTMLProgressElement : HTMLElement { attribute float value; attribute float max; readonly attribute float position;

# 4.3.6.12 The meter element

Start tag: required End tag: required

The meter element represents a scalar measurement within a known range, or a fractional value.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

DOM INTERFACE **ATTRIBUTES** 

Global attributes interface HTMLMeterElement : HTMLElement { attribute float value;

value
min
low
high
max
optimum

attribute float min;
attribute float max;
attribute float low;
attribute float high;
attribute float optimum;
};

4.3.6.13 The code element

Start tag: required End tag: required

The <u>code</u> element represents a fragment of computer code.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.6.14 The var element

Start tag: required End tag: required

The <u>var</u> element represents a variable, such as in a mathematical expression or programming context, or it could just be a term used as a placeholder in prose.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

4.3.6.15 The samp element

Start tag: required End tag: required

The <u>samp</u> element represents (sample) output from a program or computing system.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.6.16 The kbd element

Start tag: required End tag: required

The <u>kbd</u> element represents user input (typically keyboard input, although it may also be used to represent other input, such as voice commands).

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

4.3.6.17 The sub and sup elements

Start tag: required End tag: required

The <u>sup</u> element represents a superscript and the <u>sub</u> element represents a subscript.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Phrasing content.</u>

**ATTRIBUTES** DOM INTERFACE Uses HTMLElement. Global attributes

4.3.6.18 The span element

Start tag: required End tag: required

The span element doesn't mean anything on its own, but can be useful when used together with other attributes, e.g. class, lang, or

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES DOM INTERFACE** 

Global attributes Uses HTMLElement.

### 4.3.6.19 The i element

Start tag: required End tag: required

The <u>i</u> element represents a span of text in an alternate voice or mood, or otherwise offset from the normal prose, such as a taxonomic designation, a technical term, an idiomatic phrase from another language, a thought, a ship name, or some other prose whose typical typographic presentation is italicized.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES** DOM INTERFACE

Global attributes Uses HTMLElement.

### 4.3.6.20 The b element

Start tag: required End tag: required

The b element represents a span of text to be stylistically offset from the normal prose without conveying any extra importance, such as key words in a document abstract, product names in a review, or other spans of text whose typical typographic presentation is boldened.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

**Content Model:** Phrasing content.

**ATTRIBUTES** DOM INTERFACE

Global attributes Uses HTMLElement.

# 4.3.6.21 The bdo element

Start tag: required End tag: required

The bdo element allows authors to override the Unicode bidi algorithm by explicitly specifying a direction override. [BIDI]

Categories: Flow content.

Phrasing content.

Contained By: Where phrasing content is expected.

**Content Model:** Phrasing content.

DOM INTERFACE **ATTRIBUTES** 

Global attributes

Uses HTMLElement.

Also, the dir global attribute has special semantics on this

element.

# 4.3.6.22 The ruby element

Start tag: required End tag: required

The <u>ruby</u> element allows one or more spans of phrasing content to be marked with ruby annotations. Ruby annotations are short runs of text presented alongside base text, primarily used in East Asian typography as a guide for pronounciation or to include other annotations. In Japanese, this form of typography is also known as furigana.

Categories: Flow content.

Phrasing content.

Content Model:

One or more groups of: <a href="mailto:phrasing content">phrasing content</a> followed either by a single <a href="mailto:rt">rt</a> element, or an <a href="mailto:rp">rp</a> element, an <a href="mailto:rt">rt</a>

element, and another rp element.

Where <u>phrasing content</u> is expected.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

4.3.6.23 The rt element

The <u>rt</u> element marks the ruby text component of a ruby annotation.

Categories: None.

Contained By:

Contained By: As a child of a <u>ruby</u> element.

Content Model: Phrasing content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLE1ement.

### 4.3.6.24 The rp element

Start tag: required End tag: required

Start tag: required End tag: required

The  $\frac{rp}{rp}$  element can be used to provide parentheses around a ruby text component of a ruby annotation, to be shown by user agents that don't support ruby annotations.

Categories: None.

Contained By: As a child of a <u>ruby</u> element, either immediately before or immediately after an <u>rt</u> element.

Content Model: If the <u>rp</u> element is immediately after an <u>rt</u> element that is immediately preceded by another <u>rp</u> element:

a single character from Unicode character class Pe.

Otherwise: a single character from Unicode character class Ps.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

### 4.3.7 Edits

4.3.7.1 The ins element Start tag: required End tag: required

The <u>ins</u> element represents an addition to the document.

Categories: Flow content.

When the element only contains <u>phrasing content</u>: <u>phrasing content</u>.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Transparent</u>.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses the HTMLModElement interface.

cite datetime

4.3.7.2 The del element

Start tag: required End tag: required

The <u>del</u> element represents a removal from the document.

Categories: Flow content.

When the element only contains <u>phrasing content</u>: <u>phrasing content</u>.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: <u>Transparent</u>.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses the HTMLModElement interface.

cite

datetime

# 4.3.8 Embedded Content

4.3.8.1 The figure element

Start tag: required End tag: required

The <u>figure</u> element represents some <u>flow content</u>, optionally with a caption, which can be moved away from the main flow of the document without affecting the document's meaning.

Categories: Flow content.

Sectioning root.

Contained By: Where flow content is expected.

**Content Model:** Either: one <u>legend</u> element followed by <u>flow content</u>.

Or: Flow content followed by one <u>legend</u> element.

Or: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

Uses HTMLElement.

4.3.8.2 The img element

Start tag: required End tag: empty

An <u>img</u> element represents an image.

Categories: Flow content.

Phrasing content.

Embedded content.

If the element has an usemap attribute: Interactive content.

Contained By: Where <u>embedded content</u> is expected.

Content Model: Empty.

DOM INTERFACE **ATTRIBUTES** Global attributes [NamedConstructor=Image(), NamedConstructor=Image(in unsigned long width), alt NamedConstructor=Image(in unsigned long width, in unsigned long height)] src interface HTMLImageElement : HTMLElement { attribute DOMString alt; usemap attribute DOMString src; ismap attribute DOMString useMap; width attribute boolean isMap; attribute unsigned long width; height attribute unsigned long height; readonly attribute boolean complete;

# 4.3.8.3 The iframe element

Start tag: required End tag: required

The <u>iframe</u> element introduces a new nested browsing context.

Categories: Flow content.

Phrasing content.
Embedded content.

Contained By: Where <u>embedded content</u> is expected.

**Content Model:** Text that conforms to the requirements given in the prose.

ATTRIBUTES DOM INTERFACE

Global attributes
src
name

name sandbox

seamless width height interface HTMLIFrameElement : HTMLElement {
 attribute DOMString src:

**}**;

attribute DOMString src; attribute DOMString name; attribute DOMString sandbox; attribute boolean seamless; attribute DOMString width; attribute DOMString height;

Objects implementing the <a href="https://html.iframeElement">https://html.iframeElement</a> interface must also implement the <a href="https://ement.interface">EmbeddingElement</a> interface defined in the Window Object specification. <a href="https://www.implement.interface">[WINDOW]</a>

# 4.3.8.4 The embed element

Start tag: required End tag: empty

The embed element represents an integration point for an external (typically non-HTML) application or interactive content.

Categories: Flow content.

Phrasing content.
Embedded content.

Contained By: Where <u>embedded content</u> is expected.

Content Model: Empty.

ATTRIBUTES DOM INTERFACE

Global attributes

src

type

width

height

Any other attribute that has no namespace (see prose).

```
interface HTMLEmbedElement : HTMLElement {
    attribute DOMString src;
    attribute DOMString type;
    attribute DOMString width;
    attribute DOMString height;
};
```

Depending on the type of content instantiated by the <a href="mbed">embed</a> element, the node may also support other interfaces.

### 4.3.8.5 The object element

Start tag: required End tag: required

The <u>object</u> element can represent an external resource, which, depending on the type of the resource, will either be treated as an image, as a nested browsing context, or as an external resource to be processed by a plugin.

Categories: Flow content.

Phrasing content.

Embedded content.

Listed, submittable, form-associated element.

Contained By: Where <u>embedded content</u> is expected.

Content Model: Zero or more param elements, then, transparent.

**DOM INTERFACE ATTRIBUTES** Global attributes interface HTMLObjectElement : HTMLElement { attribute DOMString data; data attribute DOMString type; type attribute DOMString name; attribute DOMString useMap; name readonly attribute HTMLFormElement form; usemap attribute DOMString width; form attribute DOMString height; }; width height Objects implementing the <a href="https://http implement the EmbeddingElement interface defined in the Window Object specification. [WINDOW] Depending on the type of content instantiated by the object element, the node may also support other interfaces.

# 4.3.8.6 The param element

Start tag: required End tag: empty

The param element defines parameters for plugins invoked by object elements.

Categories: None.

Contained By: As a child of an <u>object</u> element, before any <u>flow content</u>.

Content Model: Empty.

ATTRIBUTES

Clobal attributes

name
value

DOM INTERFACE

interface HTMLParamElement : HTMLElement {
 attribute DOMString name;
 attribute DOMString value;
};

# 4.3.8.7 The video element

Start tag: required End tag: required

A video element represents a video or movie.

Categories: Flow content.

Phrasing content.
Embedded content.

If the element has a controls attribute: <u>Interactive content</u>.

Contained By: Where <u>embedded content</u> is expected.

Content Model: If the element has a src attribute: transparent.

If the element does not have a src attribute: one or more source elements, then, transparent.

#### **ATTRIBUTES** DOM INTERFACE Global attributes interface HTMLVideoElement : HTMLMediaElement { attribute DOMString width; src attribute DOMString height; poster readonly attribute unsigned long videoWidth; readonly attribute unsigned long videoHeight; autobuffer attribute DOMString poster; autoplay **}**; loop controls width

height

### 4.3.8.8 The audio element

Start tag: required End tag: required

An <u>audio</u> element represents a sound or audio stream.

Categories:

Flow content.

Phrasing content.

Embedded content.

If the element has a controls attribute: Interactive content.

Contained By:

Where <u>embedded content</u> is expected.

Content Model:

If the element has a src attribute: transparent.

If the element does not have a src attribute: one or more source elements, then, transparent.

ATTRIBUTES

DOM INTERFACE

Global attributes

src
autobuffer
autoplay
loop

controls

[NamedConstructor=Audio(),

NamedConstructor=Audio(in DOMString src)]
interface HTMLAudioElement : HTMLMediaElement {
 // no members
};

4.3.8.9 The source element

Start tag: required End tag: empty

The <u>source</u> element allows authors to specify multiple media resources for media elements.

Categories:

None.

**Contained By:** 

As a child of a media element, before any flow content.

**Content Model:** 

Empty.

ATTRIBUTES

DOM INTERFACE

Global attributes

src type

media

interface HTMLSourceElement : HTMLElement {
 attribute DOMString src;
 attribute DOMString type;
 attribute DOMString media;

};

4.3.8.10 The canvas element

Start tag: required End tag: required

The <u>canvas</u> element represents a resolution-dependent bitmap canvas, which can be used for rendering graphs, game graphics, or other visual images on the fly.

Categories:

Flow content.

Phrasing content.

Embedded content.

Contained By:

Where <u>embedded content</u> is expected.

**Content Model:** 

Transparent.

ATTRIBUTES

DOM INTERFACE

Global attributes

width height interface HTMLCanvasElement : HTMLElement {
 attribute unsigned long width;
 attribute unsigned long height;

Object getContext(in DOMString contextId);

DOMString toDataURL([Optional] in DOMString type, [Variadic] in any args);

**}**;

4.3.8.11 The map element

Start tag: required End tag: required

The  $\underline{\mathsf{map}}$  element, in conjunction with any  $\underline{\mathsf{area}}$  element descendants, defines an image map.

Categories:

Flow content.

Contained By:

Where <u>flow content</u> is expected.

Content Model:

Flow content.

ATTRIBUTES

DOM INTERFACE

Global attributes

olobal allibu

interface HTMLMapElement : HTMLElement {
 attribute DOMString name;
 readonly attribute HTMLCollection areas;

name

readonly attribute HTMLCollection images;

Start tag: required End tag: empty

Start tag: required End tag: required

### 4.3.8.12 The area element

The <u>area</u> element represents either a hyperlink with some text and a corresponding area on an image map, or a dead area on an image map.

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected, but only if there is a <u>map</u> element ancestor.

**Content Model:** Empty.

**DOM INTERFACE ATTRIBUTES** Global attributes interface HTMLAreaElement : HTMLElement { attribute DOMString alt; alt attribute DOMString coords; coords attribute DOMString shape; attribute DOMString href; shape attribute DOMString target; href attribute DOMString ping; attribute DOMString rel; target readonly attribute DOMTokenList relList; ping attribute DOMString media; rel attribute DOMString hreflang; attribute DOMString type; media **}**; hreflang type

### 4.3.9 Tabular Data

### 4.3.9.1 The table element

The <u>table</u> element represents data with more than one dimension (a table).

**Categories:** Flow content.

Contained By: Where <u>flow content</u> is expected.

**Content Model:** In this order: optionally a <u>caption</u> element, followed by either zero or more <u>colgroup</u> elements, followed

optionally by a thead element, followed optionally by a tfoot element, followed by either zero or more tbody elements or one or more tr elements, followed optionally by a tfoot element (but there can only be

one tfoot element child in total).

DOM INTERFACE **ATTRIBUTES** 

Global attributes

interface HTMLTableElement : HTMLElement { attribute HTMLTableCaptionElement caption; HTMLElement createCaption(); void deleteCaption(); attribute HTMLTableSectionElement tHead; HTMLElement createTHead(); void deleteTHead(); attribute HTMLTableSectionElement tFoot; HTMLElement createTFoot(); void deleteTFoot(); readonly attribute HTMLCollection tBodies; HTMLElement createTBody(); readonly attribute HTMLCollection rows; HTMLElement insertRow([Optional] in long index); void deleteRow(in long index); };

# 4.3.9.2 The caption element

Start tag: required End tag: required

The <u>caption</u> element represents the title of the <u>table</u> that is its parent, if it has a parent and that is a <u>table</u> element.

Categories: None.

Contained By: As the first element child of a <u>table</u> element.

**Content Model:** Phrasing content.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLElement.

# 4.3.9.3 The colgroup element

Start tag: optional End tag: optional

The colgroup element represents a group of one or more columns in the table that is its parent, if it has a parent and that is a table element.

Categories: None. Contained By: As a child of a <u>table</u> element, after any <u>caption</u> elements and before any <u>thead</u>, <u>tbody</u>, <u>tfoot</u>, and <u>tr</u>

elements.

Content Model: Zero or more <u>col</u> elements.

ATTRIBUTES

DOM INTERFACE

interface HTMLTableColElement : HTMLElement {

span

4.3.9.4 The col element Start tag: required End tag: empty

};

If a <u>col</u> element has a parent and that is a <u>colgroup</u> element that itself has a parent that is a <u>table</u> element, then the <u>col</u> element represents one or more columns in the column group represented by that <u>colgroup</u>.

Categories: None.

**Contained By:** As a child of a <u>colgroup</u> element that doesn't have a <u>span</u> attribute.

Content Model: Empty.

ATTRIBUTES DOM INTERFACE

Global attributes

span interface defines one member, span.

4.3.9.5 The tbody element

The <u>tbody</u> element represents a block of rows that consist of a body of data for the parent <u>table</u> element, if the <u>tbody</u> element has a

parent and it is a table.

Categories: None.

Contained By: As a child of a table element, after any caption, colgroup, and thead elements, but only if there are no tr

elements that are children of the <u>table</u> element.

Content Model: Zero or more <u>tr</u> elements

ATTRIBUTES DOM INTERFACE

Global attributes

interface HTMLTableSectionElement : HTMLElement {
 readonly attribute HTMLCollection rows;
 HTMLElement insertRow([Optional] in long index);
 void deleteRow(in long index);

HTMLTableColElement, same as for colgroup elements. This

attribute unsigned long span;

The  ${\tt HTMLTableSectionElement}$  interface is also used for  ${\tt thead}$  and  ${\tt tfoot}$  elements.

4.3.9.6 The thead element

Start tag: optional End tag: optional

**Start tag:** optional **End tag:** optional

The <u>thead</u> element represents the block of rows that consist of the column labels (headers) for the parent <u>table</u> element, if the <u>thead</u> element has a parent and it is a <u>table</u>.

Categories: None.

Contained By: As a child of a <u>table</u> element, after any <u>caption</u>, and <u>colgroup</u> elements and before any <u>tbody</u>, <u>tfoot</u>, and <u>tr</u>

elements, but only if there are no other thead elements that are children of the table element.

};

Content Model: Zero or more <u>tr</u> elements

ATTRIBUTES DOM INTERFACE

Global attributes <u>HTMLTableSectionElement</u>, as defined for <u>tbody</u> elements.

4.3.9.7 The tfoot element

Start tag: optional End tag: optional

The <u>tfoot</u> element represents the block of rows that consist of the column summaries (footers) for the parent <u>table</u> element, if the <u>tfoot</u> element has a parent and it is a <u>table</u>.

Categories: None.

Contained By: As a child of a table element, after any caption, colgroup, and thead elements and before any tbody and tr

elements, but only if there are no other <u>tfoot</u> elements that are children of the <u>table</u> element.

As a child of a <u>table</u> element, after any <u>caption</u>, <u>colgroup</u>, <u>thead</u>, <u>tbody</u>, and <u>tr</u> elements, but only if there

are no other  $\underline{\mathsf{tfoot}}$  elements that are children of the  $\underline{\mathsf{table}}$  element.

Content Model: Zero or more <u>tr</u> elements

ATTRIBUTES DOM INTERFACE

4.3.9.8 The tr element

The <u>tr</u> element represents a row of cells in a table.

Categories:

None.

**Contained By:** 

As a child of a thead element. As a child of a **tbody** element.

As a child of a tfoot element.

As a child of a <u>table</u> element, after any <u>caption</u>, <u>colgroup</u>, and <u>thead</u> elements, but only if there are no

tbody elements that are children of the table element.

**Content Model:** 

Zero or more td or th elements

**ATTRIBUTES** 

DOM INTERFACE

Global attributes

interface HTMLTableRowElement : HTMLElement { readonly attribute long rowIndex; readonly attribute long sectionRowIndex; readonly attribute HTMLCollection cells; HTMLElement insertCell([Optional] in long index); void deleteCell(in long index); **}**;

4.3.9.9 The td element

Start tag: required End tag: optional

Start tag: required End tag: optional

The td element represents a data cell in a table.

Categories:

Sectioning root.

Contained By:

As a child of a tr element.

**Content Model:** 

Flow content.

**ATTRIBUTES** 

DOM INTERFACE

Global attributes

colspan

rowspan headers interface HTMLTableDataCellElement : HTMLTableCellElement {};

attribute DOMString scope;

4.3.9.10 The th element

Start tag: required End tag: optional

The th element represents a header cell in a table.

Categories:

None.

Contained By:

As a child of a tr element.

**Content Model:** 

Phrasing content.

**ATTRIBUTES** 

DOM INTERFACE

Global attributes

colspan

rowspan headers

scope

interface HTMLTableHeaderCellElement : HTMLTableCellElement { **}**;

4.3.10 Forms

4.3.10.1 The form element

Start tag: required End tag: required

The form element represents a collection of form-associated elements, some of which can represent editable values that can be submitted to a server for processing.

Categories:

Flow content.

Contained By:

Where <u>flow content</u> is expected.

**Content Model:** 

Flow content, but with no form element descendants.

**ATTRIBUTES** 

DOM INTERFACE

Global attributes

accept-charset

action autocomplete

enctype

[Callable=namedItem] interface HTMLFormElement : HTMLElement {

attribute DOMString acceptCharset; attribute DOMString action; attribute boolean autocomplete; attribute DOMString enctype;

attribute DOMString method;

method
name
novalidate
target

attribute DOMString name;
 attribute boolean novalidate;
 attribute DOMString target;

readonly attribute HTMLFormControlsCollection elements;
readonly attribute long length;
[IndexGetter] any item(in DOMString name);
[NameGetter=OverrideBuiltins] any namedItem(in DOMString name);

void submit();
void reset();
boolean checkValidity();

void dispatchFormInput();
void dispatchFormChange();
};

### 4.3.10.2 The fieldset element

Start tag: required End tag: required

The <u>fieldset</u> element represents a set of form controls grouped under a common name.

Categories: Flow content.

Listed form-associated element.

Where <u>flow content</u> is expected.

Content Model: One <u>legend</u> element follwed by <u>flow content</u>.

# ATTRIBUTES DOM INTERFACE Global attributes interface HTM

disabled form name

Contained By:

# 4.3.10.3 The label element

Start tag: required End tag: required

The <u>label</u> represents a caption in a user interface. The caption can be associated with a specific form control, known as the <u>label</u> element's **labeled control**.

Categories: Flow content.

Phrasing content.
Interactive content.
Form-associated element.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content, but with no descendant labelable form-associated elements unless it is the element's

labeled control, and no descendant label elements.

ATTRIBUTES DOM INTERFACE

Global attributes

interface HTMLLabelElement : HTMLElement {
 readonly attribute HTMLFormElement form;
 attribute DOMString htmlFor:

form for

attribute DOMString htmlFor;
readonly attribute HTMLElement control;
}

# 4.3.10.4 The input element

Start tag: required End tag: empty

The <u>input</u> element represents a typed data field, usually with a form control to allow the user to edit the data.

Categories: Flow content.

Phrasing content.

If the type attribute is *not* in the Hidden state: <u>Interactive content</u>. Listed, labelable, submittable, and resettable form-associated element.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Empty.

ATTRIBUTES DOM INTERFACE

Global attributes

accept

action

alt

interface HTMLInputElement : HTMLElement {
 attribute DOMString accept;
 attribute DOMString action;
 attribute DOMString alt;
 attribute boolean autocomplete;

```
attribute boolean autofocus;
autocomplete
                                                                              attribute boolean defaultChecked;
autofocus
                                                                              attribute boolean checked;
checked
                                                                              attribute boolean disabled;
                                                                              attribute DOMString enctype;
disabled
                                                                    readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form;
enctype
                                                                              attribute DOMString height;
                                                                              attribute boolean indeterminate;
form
                                                                    readonly attribute HTMLElement list;
height
                                                                              attribute DOMString max;
                                                                              attribute long maxLength;
list
                                                                              attribute DOMString method;
                                                                              attribute DOMString min;
maxlength
                                                                              attribute boolean multiple;
                                                                              attribute DOMString name;
method
                                                                              attribute boolean noValidate;
min
                                                                              attribute DOMString pattern;
                                                                              attribute DOMString placeholder;
multiple
                                                                              attribute boolean readOnly;
name
                                                                              attribute boolean required;
novalidate
                                                                              attribute unsigned long size;
                                                                              attribute DOMString src;
pattern
                                                                              attribute DOMString step;
placeholder
                                                                              attribute DOMString target;
                                                                              attribute DOMString type;
readonly
                                                                              attribute DOMString defaultValue;
required
                                                                              attribute DOMString value;
size
                                                                              attribute Date valueAsDate;
                                                                              attribute float valueAsNumber;
src
                                                                    readonly attribute <a href="https://html/HTMLOptionElement">HTMLOptionElement</a> selectedOption;
step
                                                                              attribute DOMString width;
target
                                                                    void stepUp(in long n);
type
                                                                    void stepDown(in long n);
value
                                                                    readonly attribute boolean willValidate;
width
                                                                    readonly attribute ValidityState validity;
                                                                    readonly attribute DOMString validationMessage;
                                                                    boolean checkValidity();
                                                                    void setCustomValidity(in DOMString error);
                                                                    readonly attribute NodeList labels;
                                                                    void select();
                                                                              attribute unsigned long selectionStart;
                                                                              attribute unsigned long selectionEnd;
                                                                    void setSelectionRange(in unsigned long start, in unsigned long end);
                                                                  };
```

### 4.3.10.5 The button element

Global attributes

Start tag: required End tag: required

The <u>button</u> element represents a button. If the element is not disabled, then the user agent should allow the user to activate the button.

Categories: Flow content.

Phrasing content.
Interactive content.

Listed, labelable, and submittable form-associated element.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content, but there must be no interactive content descendant.

# ATTRIBUTES DOM INTERFACE

action
autofocus
disabled
enctype
form
method
name
novalidate
target
type
value

```
interface HTMLButtonElement : HTMLElement {
            attribute DOMString action;
            attribute boolean autofocus;
            attribute boolean disabled;
            attribute DOMString enctype;
  readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form;
            attribute DOMString method;
            attribute DOMString name;
            attribute DOMString noValidate;
            attribute DOMString target;
            attribute DOMString type;
            attribute DOMString value;
  readonly attribute boolean willValidate;
  readonly attribute ValidityState validity;
  readonly attribute DOMString validationMessage;
  boolean checkValidity();
  void setCustomValidity(in DOMString error);
  readonly attribute NodeList labels;
};
```

# 4.3.10.6 The select element

Start tag: required End tag: required

The <u>select</u> element represents a control for selecting amongst a set of options.

Categories: Flow content.

Phrasing content.

Interactive content.

Listed, labelable, submittable, and resettable form-associated element.

Contained By: Where <u>phrasing content</u> is expected. **Content Model:** Zero or more option or optgroup elements. DOM INTERFACE **ATTRIBUTES** Global attributes [Callable=namedItem] interface HTMLSelectElement : HTMLElement { autofocus attribute boolean autofocus; disabled attribute boolean disabled; form readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form; attribute boolean multiple; multiple attribute DOMString name; name attribute boolean size; size readonly attribute DOMString type; readonly attribute HTMLOptionsCollection options; attribute unsigned long length; [IndexGetter] any item(in DOMString name); [NameGetter] any namedItem(in DOMString name); void add(in HTMLElement element, in HTMLElement before); void add(in HTMLElement element, in long before); void remove(in long index); readonly attribute HTMLCollection selectedOptions; attribute long selectedIndex; attribute DOMString value; readonly attribute boolean willValidate; readonly attribute ValidityState validity; readonly attribute DOMString validationMessage; boolean checkValidity(); void setCustomValidity(in DOMString error);

# 4.3.10.7 The datalist element

Start tag: required End tag: required

The <u>datalist</u> element represents a set of <u>option</u> elements that represent predefined options for other controls. The contents of the element represents fallback content for legacy user agents, intermixed with <u>option</u> elements that represent the predefined options. In the rendering, the <u>datalist</u> element represents nothing and it, along with its children, should be hidden.

};

Categories: Flow content.

Phrasing content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Either: <u>phrasing content</u>.

Or: Zero or more option elements.

ATTRIBUTES

DOM INTERFACE

interface HTMLDataListElement : HTMLElement {
 readonly attribute HTMLCollection options;
 };

# 4.3.10.8 The optgroup element

Start tag: required End tag: optional

The optgroup element represents a group of option elements with a common label.

Categories: None.

Contained By: As a child of a <u>select</u> element.

Content Model: Zero or more <u>option</u> elements.

ATTRIBUTES DOM INTERFACE

Global attributes
disabled

label

readonly attribute NodeList labels;

# 4.3.10.9 The option element

Start tag: required End tag: optional

The option element represents an option in a select element or as part of a list of suggestions in a datalist element.

Categories: None.

Contained By: As a child of a <u>select</u> element.

As a child of a <u>datalist</u> element. As a child of an <u>optgroup</u> element.

Content Model: Text.

ATTRIBUTES DOM INTERFACE

```
Global
                    [NamedConstructor=Option(),
                     NamedConstructor=Option(in DOMString text),
attributes
                     NamedConstructor=Option(in DOMString text, in DOMString value),
disabled
                     NamedConstructor=Option(in DOMString text, in DOMString value, in boolean defaultSelected),
                     NamedConstructor=Option(in DOMString text, in DOMString value, in boolean defaultSelected, in boolean selected)]
label
                    interface HTMLOptionElement : HTMLElement {
selected
                                attribute boolean disabled;
value
                      readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form;
                                attribute DOMString label;
                                attribute boolean defaultSelected;
                                attribute boolean selected;
                                attribute DOMString value;
                      readonly attribute DOMString text;
                      readonly attribute long index;
                    };
```

#### 4.3.10.10 The textarea element

Start tag: required End tag: required

The <u>textarea</u> element represents a multiline plain text edit control for the element's **raw value**. The contents of the control represent the control's default value.

Categories: Flow content.

Phrasing content.

Interactive content.

Listed, labelable, submittable, and resettable form-associated element.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Text.

```
DOM INTERFACE
ATTRIBUTES
Global attributes
                                                                 interface HTMLTextAreaElement : HTMLElement {
                                                                             attribute boolean autofocus;
autofocus
                                                                             attribute unsigned long cols;
cols
                                                                             attribute boolean disabled;
                                                                   readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form;
disabled
                                                                             attribute long maxLength;
form
                                                                             attribute DOMString name;
maxlength
                                                                             attribute boolean readOnly;
                                                                             attribute boolean required;
name
                                                                             attribute unsigned long rows;
readonly
                                                                             attribute DOMString wrap;
required
                                                                   readonly attribute DOMString type;
rows
                                                                             attribute DOMString defaultValue;
wrap
                                                                             attribute DOMString value;
                                                                   readonly attribute boolean willValidate;
                                                                   readonly attribute ValidityState validity;
                                                                   readonly attribute DOMString validationMessage;
                                                                   boolean checkValidity();
                                                                   void setCustomValidity(in DOMString error);
                                                                   readonly attribute NodeList labels;
                                                                   void select();
                                                                             attribute unsigned long selectionStart;
                                                                             attribute unsigned long selectionEnd;
                                                                   void setSelectionRange(in unsigned long start, in unsigned long end);
                                                                 };
```

# 4.3.10.11 The output element

Start tag: required End tag: required

The <u>output</u> element represents the result of a calculation.

Categories: Flow content.

Phrasing content.

Listed and resettable form-associated element.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content.

### **DOM INTERFACE ATTRIBUTES** Global attributes interface HTMLOutputElement : HTMLElement { attribute DOMString htmlFor; readonly attribute <a href="https://example.com/html/>HTMLFormElement">HTMLFormElement</a> form; form attribute DOMString name; name readonly attribute DOMString type; attribute DOMString defaultValue; attribute DOMString value; readonly attribute boolean willValidate; readonly attribute ValidityState validity; readonly attribute DOMString validationMessage; boolean checkValidity(); void setCustomValidity(in DOMString error); **}**;

### 4.3.11 Interactive Elements

4.3.11.1 The details element Start tag: required End tag: required

The details element represents additional information or controls which the user can obtain on demand.

Categories: Flow content.

Interactive content.

Contained By: Where <u>flow content</u> is expected.

Content Model: One <u>legend</u> element followed by <u>flow content</u>.

ATTRIBUTES DOM INTERFACE

Global attributes

open

interface HTMLDetailsElement : HTMLElement {
 attribute boolean open;

Start tag: required End tag: empty

Start tag: required End tag: required

Start tag: required End tag: required

**}**;

### 4.3.11.2 The command element

The **command** element represents a command that the user can invoke.

Categories: <u>Metadata content.</u>

Flow content.

Phrasing content.

Contained By: Where <u>metadata content</u> is expected.

Where <u>phrasing content</u> is expected.

Content Model: Empty.

ATTRIBUTES DOM INTERFACE

Global attributes

type
label
icon
disabled
checked
radiogroup

default
Also, the title attribute has special semantics on this element.

interface HTMLCommandElement : HTMLElement {
 attribute DOMString type;
 attribute DOMString label;
 attribute DOMString icon;
 attribute boolean disabled;
 attribute boolean checked;
 attribute DOMString radiogroup;
 attribute boolean default;
void click(); // shadows HTMLElement.click()

The **Command** interface must also be implemented by this element.

# 4.3.11.3 The bb element

The bb element represents a user agent command that the user can invoke.

Categories: Flow content.

Phrasing content.
Interactive content.

Contained By: Where <u>phrasing content</u> is expected.

Content Model: Phrasing content, but there must be no interactive content descendant.

ATTRIBUTES DOM INTERFACE

Global attributes

type

interface HTMLBrowserButtonElement : HTMLElement {
 attribute DOMString type;
 readonly attribute boolean supported;
 readonly attribute boolean disabled;

The Command interface must also be implemented by this element.

# 4.3.11.4 The menu element

The menu element represents a list of commands.

Categories: Flow content.

If the element's type attribute is in the tool bar state: <u>Interactive content</u>.

Contained By: Where <u>flow content</u> is expected.

Content Model: Either: Zero or more <u>11</u> elements.

Or: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes

type

interface HTMLMenuElement : HTMLElement {
 attribute DOMString type;

### 4.3.12 Miscellaneous Elements

4.3.12.1 The legend element

Start tag: required End tag: required

The <u>legend</u> element represents a title or explanatory caption for the rest of the contents of the <u>legend</u> element's parent element.

Categories: None.

Contained By: As the first child of a <u>fieldset</u> element.

As the first child of a <u>details</u> element.

As a child of a <u>figure</u> element, if there are no other <u>legend</u> element children of that element.

Content Model: Phrasing content.

ATTRIBUTES

DOM INTERFACE

interface HTMLLegendElement : HTMLElement {
 readonly attribute HTMLFormElement form;
};

4.3.12.2 The div element

Start tag: required End tag: required

The <u>div</u> element represents nothing at all. It can be used with the <u>class</u>, <u>lang/xml:lang</u>, and <u>title</u> attributes to mark up semantics common to a group of consecutive elements.

Categories: Flow content.

Contained By: Where <u>flow content</u> is expected.

Content Model: Flow content.

ATTRIBUTES DOM INTERFACE

Global attributes Uses HTMLE1ement.

# 4.4 Microdata

---

# 5 Index of Elements

# 5.1 Conforming Elements

Element	Start Tag	End Tag	Short Description		
	required	required			
<u>-</u>	required	required	Abbreviation		
ress	required	required	Contact information		
<u>:a</u>	required	empty	Image map region		
<u>ticle</u>	required	required	Independent section		
.de	required	required	Auxiliary section		
lio	required	required	Audio stream		
	required	required	Bold text		
<u>e</u>	required	empty	Document base URI		
	required	required	Browser button		
	required	required	Bi-directional text override		
<u>kquote</u>	required	required	Long quotation		
<u>/</u>	optional	optional	Main content		
	required	empty	Line break		
<u>ton</u>	required	required	Push button control		
<u>vas</u>	required	required	Bitmap canvas		
tion	required	required	Table caption		
<u>e</u>	required	required	Citation		
<u>.</u>	required	required	Code fragment		
	required	empty	Table column		
<u>group</u>	required	optional	Table column group		
<u>and</u>	required	empty	Command that a user can invoke		
ngrid	required	required	Interactive tree, list or tabular data		
alist	required	required			
	required	optional	Description description		
	required	required	Deletion		
ails	required	required	Additional information		
	required	required	Defining instance of a term		

Element	Start Tag	End Tag	Short Description	Notes
dialog	required	required	Conversation	
div	required	required	Generic division	
<u>d1</u>	required	required	Description list	
<u>dt</u>	required	optional	Description term	
<u>em</u>	required	required	Stress emphasis	
<u>embed</u>	required	empty	Embedded application	
<u>fieldset</u>	required	required	Form control group	
<u>figure</u>	required	required	A figure with a caption.	
<u>footer</u>	required	required	Section footer	
<u>form</u>	required	required	Form	
<u>h1</u>	required	required	Heading level 1	The heading level is also affected by sectioning elements
<u>h2</u>	required	required	Heading level 2	
<u>h3</u>	required	required	Heading level 3	
<u>h4</u>	required	required	Heading level 4	
<u>h5</u>	required	required	Heading level 5	
<u>h6</u>	required	required	Heading level 6	
<u>head</u>	optional	optional	Document head	
<u>header</u>	required	required	Section header	
<u>hr</u>	required	empty	Separator	
<u>html</u>	optional	optional	Document root	
<u>i</u>	required	required	Italic text	
<u>iframe</u>	required	required	Inline frame	
<u>img</u>	required	empty	Image	
<u>input</u>	required	empty	Form control	
<u>ins</u>	required	required	Insertion	
<u>kbd</u>	required	required	User input	
<u>label</u>	required	required	Form control label	
<u>legend</u>	required	required	Explanatory title or caption	
<u>li</u>	required	optional	List item	
<u>link</u>	required	empty	Link to resources	
map	required required	required required	Client-side image map  Marked or highlighted text	
mark	required	required	Command menu	
menu mota	required	empty	Metadata	
meta moton	required	required	Scalar measurement	
<u>meter</u>	required	required	Navigation	
noscript	required	required	Alternative content for no script support	
<u>object</u>	required	required	Generic embedded resource	
<u>object</u>	required	required	Ordered list	
optgroup	required	optional	Option group	
<u>option</u>	required	optional	Selection choice	
output	required	required	Output control	
<u>p</u>	required	optional	Paragraph	
<u>param</u>	required	empty	Plugin parameter	
<u>pre</u>	required	required	Preformatted text	
progress	required	required	Progress of a task	
<u>q</u>	required	required	Inline quotation	
<u>rp</u>	required	required	Ruby parenthesis	
<u>rt</u>	required	required	Ruby text	
<u>ruby</u>	required	required	Ruby annotation	
<u>samp</u>	required	required	Sample output	
<u>script</u>	required	required	Linked or embedded script	
section	required	required	Document section	
select	required	required	Selection control	
<u>small</u>	required	required	Small print	
source	required	empty	Media resource	
<u>span</u>	required	required	Generic inline container	
strong	required	required	Strong importance	
<u>style</u>	required	required	Embedded stylesheet	
sub	required	required	Subscript	
<u>sup</u>	required	required	Superscript	
<u>table</u>	required	required	Table hadv	
<u>tbody</u>	optional	optional	Table body	
<u>td</u> 	required	optional	Table cell	
textarea	required	required	Multi-line text control	
tfoot	optional	optional	Table footer	
<u>th</u>	required	optional	Table header cell	

Element	Start Tag	End Tag	Short Description	Notes
<u>thead</u>	optional	optional	Table head	
<u>time</u>	required	required	Date and/or time	
<u>title</u>	required	required	Document title	
<u>tr</u>	required	optional	Table row	
<u>ul</u>	required	required	Unordered list	
<u>var</u>	required	required	Variable	
<u>video</u>	required	required	Video or movie	

# 5.2 Obsolete Elements

These elements are obsolete and should not be used by authors. However, they are documented here because they are supported by browsers, along with notes about conforming alternatives that may be used instead.

This list may be incomplete. Please report any missing elements.

Element	Start Tag	End Tag	Short Description	Notes
acronym	required	required	Acronym	Use the abbr element
applet	required	required	Java applet	Use the object element.
basefont	required	empty	Base font style	This has limited support in browsers. Use CSS instead.
bgsound	required	empty		Use the <u>audio</u> element.
big	required	required		Use a semantically appropriate element with CSS for style.
blink	required	required		CSS provides an alternative with limited browser support, but note that blinking text is annoying.
center	required	required		Use a semantically appropriate element with CSS for style.
dir	required	required		Use the <u>u1</u> element.
font	required	required	Font style	Use a semantically appropriate element with CSS for style.
frame	required	required		Consider using CSS layouts or the <u>iframe</u> element.
frameset	required	required		Consider using CSS layouts or the <u>iframe</u> element.
isindex	required	required		Use a form with a text <u>input</u> and submit button.
listing	required	required	Preformatted text	Use the pre element.
marquee	required	required		Scripting or CSS animations can be used to simulate scrolling text.
nobr	required	required		Use a semantically appropriate element with CSS for style.
noembed	required	required		
noframes	required	required		
plaintext	required	required	Preformatted text	Use the pre element.
S	required	required		Consider using the <u>del</u> element, if appropriate, or another semantically appropriate element with CSS for style.
spacer	required	required		Use CSS layout techniques.
strike	required	required		Consider using the <u>del</u> element, if appropriate, or another semantically appropriate element with CSS for style.
tt	required	required	Teletype	Consider using the <u>code</u> element, if appropriate, or another semantically appropriate element with CSS for style.
u	required	required		Use a semantically appropriate element with CSS for style.
wbr	required	empty		
xmp	required	required	Preformatted text	Use the pre element.

# 5.3 Comparison of HTML 4.01 and HTML5 Elements

Element	HTML 4.01/XHTML 1.0	HTML5	Short Description
<u>a</u>	strict	yes	Hyperlink
<u>abbr</u>	strict	yes	Abbreviation
acronym	strict	-	Acronym
<u>address</u>	strict	yes	Contact information
applet	transitional	-	Java applet
<u>area</u>	strict	yes	Image map region
<u>article</u>	-	yes	Independent section
<u>aside</u>	-	yes	Auxiliary section
<u>audio</u>	-	yes	Audio stream
<u>b</u>	strict	yes	Bold text
<u>base</u>	strict	yes	Document base URI
basefont	transitional	-	Base font style
<u>bb</u>	-	yes	Browser button
<u>bdo</u>	strict	yes	Bi-directional text override
bgsound	-	-	
big	strict	_	

Element	HTML 4.01/XHTML 1.0	HTML5	Short Description
blink		-	
<u>blockquote</u>	strict	yes	Long quotation
<u>body</u>	strict	yes	Main content
<u>br</u>	strict	yes	Line break
<u>button</u>	strict	yes	Push button control
<u>canvas</u>	-	yes	Bitmap canvas
<u>caption</u>	strict	yes	Table caption
center	transitional	-	
<u>cite</u>	strict	yes	Citation
<u>code</u>	strict	yes	Code fragment
	strict		Table column
<u>col</u>		yes	
<u>colgroup</u>	strict	yes	Table column group
<u>command</u>	-	yes	Command that a user can invoke
datagrid	-	yes	Interactive tree, list or tabular data
<u>datalist</u>		yes	Predefined control values
<u>dd</u>	strict	yes	Description description
<u>del</u>	strict	yes	Deletion
<u>details</u>	-	yes	Additional information
<u>dfn</u>	strict	yes	Defining instance of a term
<u>dialog</u>		yes	Conversation
<u>dialog</u> dir	transitional	-	Convolution
		1/00	Generic division
<u>div</u>	strict	yes	
<u>d1</u>	strict	yes	Description list
<u>dt</u>	strict	yes	Description term
<u>em</u>	strict	yes	Stress emphasis
<u>embed</u>	-	yes	Embedded application
<u>fieldset</u>	strict	yes	Form control group
<u>figure</u>	-	yes	A figure with a caption.
font	transitional	-	Font style
<u>footer</u>	-	yes	Section footer
<u>form</u>	strict	yes	Form
	frameset	yes	Tom
frame			
frameset	frameset	-	
<u>h1</u>	strict	yes	Heading level 1
<u>h2</u>	strict	yes	Heading level 2
<u>h3</u>	strict	yes	Heading level 3
<u>h4</u>	strict	yes	Heading level 4
<u>h5</u>	strict	yes	Heading level 5
<u>h6</u>	strict	yes	Heading level 6
<u>head</u>	strict	yes	Document head
<u>header</u>	-	yes	Section header
<u>hr</u>	strict	yes	Separator
	strict		Document root
html		yes	
<u>i</u>	strict	yes	Italic text
<u>iframe</u>	transitional	yes	Inline frame
<u>img</u>	strict	yes	Image
<u>input</u>	strict	yes	Form control
<u>ins</u>	strict	yes	Insertion
isindex	transitional	-	
<u>kbd</u>	strict	yes	User input
<u>label</u>	strict	yes	Form control label
<u>legend</u>	strict	yes	Explanatory title or caption
<u>li</u>	strict	yes	List item
	strict	-	Link to resources
link	Strict	yes	Preformatted text
listing			
<u>map</u>	strict	yes	Client-side image map
<u>mark</u>		yes	Marked or highlighted text
marquee		-	
<u>menu</u>	transitional	yes	Command menu
<u>meta</u>	strict	yes	Metadata
<u>meter</u>	-	yes	Scalar measurement
nav	-	yes	Navigation
nobr		_	Ŭ
noembed			
noembed	frameset		
	manneser		
noframes			Altamatica acutout fo
noframes noscript object	strict	yes yes	Alternative content for no script support  Generic embedded resource

Element	HTML 4.01/XHTML 1.0	HTML5	Short Description
<u>ol</u>	strict	yes	Ordered list
<u>optgroup</u>	strict	yes	Option group
<u>option</u>	strict	yes	Selection choice
<u>output</u>	-	yes	Output control
<u>p</u>	strict	yes	Paragraph
<u>param</u>	strict	yes	Plugin parameter
plaintext	-	-	Preformatted text
<u>pre</u>	strict	yes	Preformatted text
progress	-	yes	Progress of a task
<u>q</u>	strict	yes	Inline quotation
<u>rp</u>	-	yes	Ruby parenthesis
<u>rt</u>	-	yes	Ruby text
<u>ruby</u>	-	yes	Ruby annotation
S	transitional	-	
<u>samp</u>	strict	yes	Sample output
<u>script</u>	strict	yes	Linked or embedded script
<u>section</u>	-	yes	Document section
<u>select</u>	strict	yes	Selection control
<u>small</u>	strict	yes	Small print
<u>source</u>	-	yes	Media resource
spacer	-	-	
<u>span</u>	strict	yes	Generic inline container
strike	transitional	-	
strong	strict	yes	Strong importance
<u>style</u>	strict	yes	Embedded stylesheet
<u>sub</u>	strict	yes	Subscript
<u>sup</u>	strict	yes	Superscript
<u>table</u>	strict	yes	Table
<u>tbody</u>	strict	yes	Table body
<u>td</u>	strict	yes	Table cell
<u>textarea</u>	strict	yes	Multi-line text control
tfoot	strict	yes	Table footer
<u>th</u>	strict	yes	Table header cell
<u>thead</u>	strict	yes	Table head
<u>time</u>	-	yes	Date and/or time
<u>title</u>	strict	yes	Document title
<u>tr</u>	strict	yes	Table row
u	transitional	-	
<u>ul</u>	strict	yes	Unordered list
var	strict	yes	Variable
<u>video</u>	-	yes	Video or movie
wbr	-	-	
xmp	-	-	Preformatted text

# 6 How to Read This Guide

This section needs major revision and may be dropped.

# 6.1 Conventions

To ease readability and improve understanding, this document uses a number of conventions.

# 6.1.1 Notes, Tips and Warnings

Notes are used throughout this document to provide additional information. Tips are used to provide useful hints and suggestions. Warnings are used to point out common authoring errors and highlight important issues to be aware of.

[Need to provide examples of these]

# 6.1.2 Example Markup

Example markup is provided for both HTML and XHTML. In some cases, the markup is the same and thus only one example is needed, but in others there may be differences syntactic differences. Where HTML and XHTML differ, separate examples are given with each one clearly labelled.

```
HTML Example:

<!DOCTYPE html>
<html lang="en">
<head>
<title>HTML Example</title>
</head>
</head>
<body>
<body>
This is a sample HTML document.
```

```
</body>
```

Sometimes, erroneous examples are included. This is usually done to illustrate common authoring errors, bad practices and other issues to be cautious of.

### Erroneous Example:

```
This markup contains a <em><strong>mistake</em></strong>
```

#### 6.1.2.1 Attributes

Unless explicitly stated otherwise for a specific purpose, all attribute values in examples are quoted using double quotes. In HTML examples, boolean attributes are written in their minimised form and in XHTML examples, they are written in expanded form.

### HTML Example:

<input type="checkbox" checked>

### XHTML Example:

```
<input type="checkbox" checked="checked"/>
```

# 6.1.2.2 Void Elements

In XHTML examples, due to the XML Well-Formedness requirements, void elements are always marked up using the trailing slash.

# XHTML Example:

```
<img src="image.png" alt="example"/>
```

In HTML, however, the trailing slash is optional and, unless explicitly stated otherwise, is always omitted.

### HTML Example:

```
<img src="image.png" alt="example">
```

# 6.1.2.3 Namespaces

Some XHTML examples make use of XML namespaces. In such cases, the following prefixes are assumed to be defined even if there is no xmlns attributes in the fragment of code.

```
xml
    http://www.w3.org/XML/1998/namespace
html
    http://www.w3.org/1999/xhtml
math
    http://www.w3.org/1998/Math/MathML
svg
```

http://www.w3.org/2000/svg

# XHTML Example:

```
<html xml:lang="en">
...
</html>
```

# XHTML Example:

```
<div>
<svg:svg><svg:circle r="50" cx="50" cy="50" fill="green"/></svg:svg></div>
```