HTML 5.2

W3C Recommendation, 14 December 2017



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§ 3. Semantics, structure, and APIs of HTML documents

§ 3.1. Documents

Every XML and HTML document in an HTML UA is represented by a Document object. [DOM41]

The <u>Document</u> object's <u>URL</u> is defined in the DOM specification. It is initially set when the <u>Document</u> object is created, but that can change during the lifetime of the <u>Document</u> object; for example, it changes when the user <u>navigates</u> to a <u>fragment</u> on the page and when the <u>pushState()</u> method is called with a new <u>URL</u>. [DOM41]

_AWarning! Interactive user agents typically expose the <u>Document</u> object's <u>URL</u> in their user interface. This is the primary mechanism by which a user can tell if a site is attempting to impersonate another.

When a <u>Document</u> is created by a <u>script</u> using the <u>createDocument()</u> or <u>createHTMLDocument()</u> APIs, the Document is both <u>ready for post-load tasks</u> and <u>completely loaded</u> immediately.

The document's referrer is a string (representing a <u>URL</u>) that can be set when the <u>Document</u> is created. If it is not explicitly set, then its value is the empty string.

Each <u>Document</u> object has a **reload override flag** that is originally unset. The flag is set by the <u>document.open()</u> and <u>document.write()</u> methods in certain situations. When the flag is set, the <u>Document</u> also has a **reload override buffer** which is a Unicode string that is used as the source of the document when it is reloaded.

When the user agent is to perform an overridden reload, given a source browsing context, it must act as follows:

- 1. Let source be the value of the browsing context's active document's reload override buffer.
- 2. Let address be the browsing context's active document's URL.
- 3. Let HTTPS state be the HTTPS state of the browsing context's active document.
- 4. Let referrer policy be the referrer policy of the browsing context's active document.
- 5. Let CSP list be the CSP list of the browsing context's active document.
- 6. Navigate the browsing context to a new response whose body is source, header list is Referrer-Policy/referrer policy, CSP list is CSP list and HTTPS state is HTTPS state, with the exceptions enabled flag set and replacement enabled. The source browsing context is that given to the overridden reload algorithm. When the navigate algorithm creates a Document object for this purpose, set that Document's reload override flag and set its reload override buffer to source. Rethrow any exceptions.

When it comes time to set the document's address in the navigation algorithm, use address as the override URL.

§ 3.1.1. The Document object

The DOM specification defines a Document interface, which this specification extends significantly:

```
enum DocumentReadyState { "loading", "interactive", "complete" };
typedef (HTMLScriptElement or SVGScriptElement) HTMLOrSVGScriptElement;
[OverrideBuiltins]
partial interface Document {
 // resource metadata management
  [PutForwards=href, Unforgeable] readonly attribute Location? location;
  attribute USVString domain;
 readonly attribute USVString referrer;
 attribute USVString cookie;
 readonly attribute DOMString lastModified;
  readonly attribute DocumentReadyState readyState;
 // DOM tree accessors
  getter object (DOMString name);
  [CEReactions] attribute DOMString title;
  attribute DOMString dir;
  attribute HTMLElement? body;
  readonly attribute HTMLHeadElement? head;
  [\underline{\mathsf{SameObject}}] \ \ \underline{\mathsf{readonly}} \ \ \underline{\mathsf{attribute}} \ \underline{\mathsf{HTMLCollection}} \ \underline{\mathsf{images}};
  [SameObject] readonly attribute HTMLCollection embeds;
 [SameObject] readonly attribute HTMLCollection plugins;
  [SameObject] readonly attribute HTMLCollection links;
  [SameObject] readonly attribute HTMLCollection forms;
  [SameObject] readonly attribute HTMLCollection scripts;
  NodeList getElementsByName(DOMString elementName);
  readonly attribute HTMLOrSVGScriptElement? currentScript; // classic scripts in a document
tree only
  // dynamic markup insertion
  Document open(optional DOMString type = "text/html", optional DOMString replace = "");
  WindowProxy open(DOMString url, DOMString name, DOMString features, optional boolean replace =
false);
  [CEReactions] void close();
  [CEReactions] void write(DOMString... text);
  [CEReactions] void writeln(DOMString... text);
 // user interaction
  readonly attribute WindowProxy? defaultView;
  readonly attribute Element? activeElement;
  boolean hasFocus();
 [CEReactions] attribute DOMString designMode;
 [CEReactions] boolean execCommand(DOMString commandId, optional boolean showUI = false,
optional DOMString value = "");
 boolean queryCommandEnabled(DOMString commandId);
  boolean queryCommandIndeterm(DOMString commandId);
  boolean queryCommandState(DOMString commandId);
  boolean queryCommandSupported(DOMString commandId);
  DOMString queryCommandValue(DOMString commandId);
 // special event handler IDL attributes that only apply to Document objects
 [LenientThis] attribute EventHandler onreadystatechange;
Document implements GlobalEventHandlers;
Document implements DocumentAndElementEventHandlers;
```

The <u>Document</u> has an **HTTPS state** (an <u>HTTPS state value</u>), initially "none", which represents the security properties of the network channel used to deliver the <u>Document</u>'s data.

The <u>Document</u> has a **referrer policy** (a <u>referrer policy</u>), initially the empty string, which represents the default <u>referrer policy</u> used by fetches initiated by the <u>Document</u>.

The <u>Document</u> has a **CSP list**, which is a list of <u>Content Security Policy</u> objects active in this context. The list is empty unless otherwise specified.

The Document has a module map, which is a module map, initially empty.

§ 3.1.2. Resource metadata management

This definition is non-normative. Implementation requirements are given below this definition.

document . referrer

Returns the <u>URL</u> of the <u>Document</u> from which the user navigated to this one, unless it was blocked or there was no such document, in which case it returns the empty string.

The <u>noreferrer</u> link type can be used to block the referrer.

The referrer attribute must return the document's referrer.



This definition is non-normative. Implementation requirements are given below this definition.

document . cookie [= value]

Returns the HTTP cookies that apply to the <u>Document</u>. If there are no cookies or cookies can't be applied to this resource, the empty string will be returned.

Can be set, to add a new cookie to the element's set of HTTP cookies.

If the contents are <u>sandboxed into a unique origin</u> (e.g., in an <u><iframe></u> with the <u>sandbox</u> attribute), a "SecurityError" DOMException will be thrown on getting and setting.

The **cookie** attribute represents the cookies of the resource identified by the document's <u>URL</u>.

A Document object that falls into one of the following conditions is a cookie-averse Document object:

- A Document that has no browsing context.
- A Document whose <u>URL</u>'s <u>scheme</u> is not a <u>network scheme</u>.

On getting, if the document is a <u>cookie-averse Document</u> object, then the user agent must return the empty string. Otherwise, if the <u>Document</u>'s <u>origin</u> is an <u>opaque origin</u>, the user agent must throw a "<u>SecurityError</u>" <u>DOMException</u>. Otherwise, the user agent must return the <u>cookie-string</u> for the document's <u>URL</u> for a "non-HTTP" API, decoded using <u>UTF-8</u> decode without BOM. [COOKIES]

On setting, if the document is a <u>cookie-averse Document</u> object, then the user agent must do nothing. Otherwise, if the <u>Document's origin</u> is an <u>opaque origin</u>, the user agent must throw a "<u>SecurityError</u>" <u>DOMException</u>. Otherwise, the user agent must act as it would when <u>receiving a set-cookie-string</u> for the document's <u>URL</u> via a "non-HTTP" API, consisting of the new value encoded as <u>UTF-8</u>. [COOKIES] [ENCODING]

NOTE

Since the <u>cookie</u> attribute is accessible across frames, the path restrictions on cookies are only a tool to help manage which cookies are sent to which parts of the site, and are not in any way a security feature.

△Warning! The <u>cookie</u> attribute's getter and setter synchronously access shared state. Since there is no locking mechanism, other browsing contexts in a multiprocess user agent can modify cookies while scripts are running. A site could, for instance, try to read a cookie, increment its value, then write it back out, using the new value of the cookie as a unique identifier for the session; if the site does this twice in two different browser windows at the same time, it might end up using the same "unique" identifier for both sessions, with potentially disastrous effects.







This definition is non-normative. Implementation requirements are given below this definition.

${\it document}$. ${\it lastModified}$

Returns the date of the last modification to the document, as reported by the server, in the form "MM/DD/YYYY hh:mm:ss", in the user's local time zone.

If the last modification date is not known, the current time is returned instead.

The **lastModified** attribute, on getting, must return the date and time of the <u>Document</u>'s source file's last modification, in the user's local time zone, in the following format:

- 1. The month component of the date.
- 2. A U+002F SOLIDUS character (/).
- 3. The day component of the date.
- 4. A U+002F SOLIDUS character (/).
- 5. The year component of the date.
- 6. A U+0020 SPACE character.
- 7. The hours component of the time.
- 8. A U+003A COLON character (:).
- 9. The minutes component of the time.
- 10. A U+003A COLON character (:).
- 11. The seconds component of the time.

All the numeric components above, other than the year, must be given as two <u>ASCII digits</u> representing the number in base ten, zero-padded if necessary. The year must be given as the shortest possible string of four or more <u>ASCII digits</u> representing the number in base ten, zero-padded if necessary.

The <u>Document</u>'s source file's last modification date and time must be derived from relevant features of the networking protocols used, e.g., from the value of the HTTP <u>Last-Modified</u> header of the document, or from metadata in the file system for local files. If the last modification date and time are not known, the attribute must return the current date and time in the above format.



This definition is non-normative. Implementation requirements are given below this definition.

document . readyState

Returns "loading" while the Document is loading, "interactive" once it is finished parsing but still loading sub-resources, and "complete" once it has loaded.

The <u>readystatechange</u> event fires on the <u>Document</u> object when this value changes.

Each document has a **current document readiness**. When a <u>Document</u> object is created, it must have its <u>current document</u> readiness set to the string "<u>loading</u>" if the document is associated with an <u>HTML parser</u>, an <u>XML parser</u>, or an XSLT processor, and to the string "<u>complete</u>" otherwise. Various algorithms during page loading affect this value. When the value is set, the user agent must fire an event named readystatechange at the Document object.

A <u>Document</u> is said to have an **active parser** if it is associated with an <u>HTML parser</u> or an <u>XML parser</u> that has not yet been <u>stopped</u> or aborted.

The ${\it readyState}$ IDL attribute must, on getting, return the ${\it \underline{current}}$ document ${\it readiness}$.

§ 3.1.3. DOM tree accessors

The httml> element of a document is its document element, if it's an ">httml> element, and null otherwise.



This definition is non-normative. Implementation requirements are given below this definition.

document . head

Returns the <head> element.

The <head> element of a document is the first <head> element that is a child of the <html> element, if there is one, or null otherwise.

The head attribute, on getting, must return the <head> element of the document (a <head> element or null).



This definition is non-normative. Implementation requirements are given below this definition.

document . title [= value]

Returns the document's title, as given by the $\underline{\langle \text{title} \rangle}$ element for HTML and as given by the SVG $\underline{\langle \text{title} \rangle}$ element for SVG.

Can be set, to update the document's title. If there is no appropriate element to update, the new value is ignored.

The <title> element of a document is the first <title> element in the document (in tree order), if there is one, or null otherwise.

The **title** attribute must, on getting, run the following algorithm:

- 1. If the <u>document element</u> is an SVG <<u>svg></u> element, then let <u>value</u> be the <u>child text content</u> of the first SVG <<u>title></u> element that is a child of the <u>document element</u>. [SVG11]
- 2. Otherwise, let value be the child text content of the <title> element, or the empty string if the <title> element is null.
- 3. Strip and collapse white space in value.
- 4. Return value.

On setting, the steps corresponding to the first matching condition in the following list must be run:

If the <u>document element</u> is an SVG <u>⟨svg⟩</u> element

- 1. If there is an SVG <title> element that is a child of the document element, let element be the first such element.
- 2. Otherwise:
 - 1. Let *element* be the result of <u>creating an element</u> given the <u>document element</u>'s <u>node document</u>, SVG <title>, and the <u>SVG namespace</u>.
 - 2. Insert element as the first child of the document element.
- 3. Act as if the textContent IDL attribute of *element* was set to the new value being assigned.
- → If the <u>document element</u> is in the <u>HTML namespace</u>
 - 1. If the <title> element is null and the <head> element is null, then abort these steps.
 - 2. If the <title> element is non-null, let element be the <title> element.
 - 3. Otherwise:
 - 1. Let *element* be the result of <u>creating an element</u> given the <u>document element</u>'s <u>node document</u>, <title>, and the <u>HTML namespace</u>.
 - 2. Append element to the <head> element.
 - 4. Act as if the textContent IDL attribute of element was set to the new value being assigned.

→ Otherwise

Do nothing.



This definition is non-normative. Implementation requirements are given below this definition.

document . body [= value]

Returns the <body> element.

Can be set, to replace the <body> element.

If the new value is not a <body> or <frameset> element, this will throw a "HierarchyRequestError" DOMException.

The $\underline{\langle body \rangle}$ element of a document is the first child of the $\underline{\langle html \rangle}$ element that is either a $\underline{\langle body \rangle}$ element or a $\underline{\langle frameset \rangle}$ element. If there is no such element, it is null.

The **body** attribute, on getting, must return the body element (either a body element, a frameset> element, or null). On setting, the following algorithm must be run:

- 1. If the new value is not a <body> or <frameset> element, then throw a "HierarchyRequestError" DOMException and abort these steps.
- 2. Otherwise, if the new value is the same as the <body> element, do nothing. Abort these steps.
- 3. Otherwise, if the <body> element is not null, then
replace the
body> element with the new value within the
body> element's parent and abort these steps.
- 4. Otherwise, if there is no <u>document element</u>, throw a "<u>HierarchyRequestError</u>" <u>DOMException</u> and abort these steps.
- 5. Otherwise, the <body> element is null, but there's a document element. Append the new value to the document element.



This definition is non-normative. Implementation requirements are given below this definition.

document . images

Returns an HTMLCollection of the elements in the Document.

document . embeds

document . plugins

Return an $\underline{\mathsf{HTMLCollection}}$ of the $\underline{\mathsf{'embed'}}$ elements in the $\underline{\mathsf{Document}}$.

document .links

Returns an HTMLCollection of the <a> and <area> elements in the Document that have href attributes.

document . forms

Return an HTMLCollection of the <form> elements in the Document.

document .scripts

Return an HTMLCollection of the escript> elements in the Document.

The **images** attribute must return an $\underline{\mathsf{HTMLCollection}}$ rooted at the $\underline{\mathsf{Document}}$ node, whose filter matches only $\underline{\mathsf{cimg}}$ elements.

The **embeds** attribute must return an <u>HTMLCollection</u> rooted at the <u>Document</u> node, whose filter matches only $\frac{\text{embed}}{\text{elements}}$ elements.

The **plugins** attribute must return the same object as that returned by the $\underline{\text{embeds}}$ attribute.

The **links** attribute must return an <u>HTMLCollection</u> rooted at the <u>Document</u> node, whose filter matches only $\frac{\langle a \rangle}{\langle a \rangle}$ elements with href attributes and $\frac{\langle a \rangle}{\langle a \rangle}$ elements with href attributes.

The **forms** attribute must return an <u>HTMLCollection</u> rooted at the <u>Document</u> node, whose filter matches only <u><form></u> elements

The **scripts** attribute must return an <u>HTMLCollection</u> rooted at the <u>Document</u> node, whose filter matches only <u><script></u> elements.



This definition is non-normative. Implementation requirements are given below this definition.

collection = document . getElementsByName(name)

Returns a NodeList of elements in the Document that have a name attribute with the value *name* .

The getElementsByName (name) method takes a string name, and must return a live NodeList containing all the HTML elements in that document that have a name attribute whose value is equal to the name argument (in a case-sensitive manner), in tree order. When the method is invoked on a Document object again with the same argument, the user agent may return the same as the object returned by the earlier call. In other cases, a new NodeList object must be returned.



This definition is non-normative. Implementation requirements are given below this definition.

document . currentScript

Returns the <script> element, or the SVG <script> element, that is currently executing, as long as the element represents a classic script. In the case of reentrant script execution, returns the one that most recently started executing amongst those that have not yet finished executing.

Returns null if the <u>Document</u> is not currently executing a <u><script></u> element or SVG <u><script></u> element (e.g., because the running script is an event handler, or a timeout), or if the currently executing <u><script></u> or SVG <script> element represents a <u>module script</u>.

The **currentScript** attribute, on getting, must return the value to which it was most recently initialized. When the **Document** is created, the **currentScript** must be initialized to null.

NOTE:

This API has fallen out of favor in the implementor and standards community, as it globally exposes <script> or SVG <script> elements. As such, it is not available in newer contexts, such as when running module scripts or when running scripts in a shadow tree.



The <u>Document</u> interface <u>supports named properties</u>. The <u>supported property names</u> of a <u>Document</u> object <u>document</u> at any moment consist of the following, in <u>tree order</u> according to the element that contributed them, ignoring later duplicates, and with values from <u>id</u> attributes coming before values from name attributes when the same element contributes both:

- the value of the name content attribute for all <applet>, exposed <embed>, <form>, <iframe>, , and exposed <object> elements that have a non-empty name content attribute and are in a document tree with document as their root:
- the value of the <u>id</u> content attribute for all <u><applet></u> and <u>exposed <object></u> elements that have a non-empty <u>id</u> content attribute and are <u>in a document tree</u> with <u>document</u> as their <u>root</u>;
- the value of the <u>id</u> content attribute for all <u></u> elements that have both a non-empty <u>id</u> content attribute and a non-empty name content attribute, and are in a document tree with <u>document</u> as their root.

To <u>determine the value of a named property</u> <u>name</u> for a <u>Document</u>, the user agent must return the value obtained using the following steps:

1. Let *elements* be the list of <u>named elements</u> with the name *name* that are <u>in a document tree</u> with the <u>Document</u> as their root.

NOTE:

There will be at least one such element, by definition.

2. If *elements* has only one element, and that element is an <u><iframe></u> element, and that <u><iframe></u> element's <u>nested</u> browsing context is not null, then return the WindowProxy object of the element's nested browsing context.

- 3. Otherwise, if *elements* has only one element, return that element.
- 4. Otherwise return an
 HTMLCollection">HTMLCollection rooted at the Document node, whose filter matches only name elements with the name name.

Named elements with the name *name*, for the purposes of the above algorithm, are those that are either:

- <applet>, exposed <embed>, <form>, <iframe>, , or exposed <object> elements that have a name content attribute whose value is name, or
- <applet> or exposed <object> elements that have an id content attribute whose value is name, or
- elements that have an id content attribute whose value is name, and that have a non-empty name content attribute present also.

An <embed> or <object> element is said to be exposed if it has no exposed <object> ancestor, and, for <object> elements, is additionally either not showing its fallback content or has no <object> or <embed> descendants.



NOTE:

The $\underline{\text{dir}}$ attribute on the $\underline{\text{Document}}$ interface is defined along with the $\underline{\text{dir}}$ content attribute.

§ 3.2. Elements

§ 3.2.1. Semantics

Elements, attributes, and attribute values in HTML are defined (by this specification) to have certain meanings (semantics). For example, the element represents an ordered list, and the lang attribute represents the language of the content.

These definitions allow HTML processors, like web browsers and search engines, to present documents and applications consistently in different contexts.

EXAMPLE 1

In this example the HTML headings may be presented as large text in a desktop browser, or standard size text in bold in a mobile browser. In both cases the semantic information remains the same - that the $\frac{\langle h1 \rangle}{\langle h2 \rangle}$ elements represent headings.

```
<!doctype html>
<html lang="en">
  <head>
   <title>Favorite books</title>
  </head>
  <body>
    <header>
     <img src="logo.png" alt="Favorite books logo">
    </header>
    <main>
      <h1>Favorite books</h1>
     These are a few of my favorite books.
     <h2>The Belgariad</h2>
     Five books by David and Leigh Eddings.
     <h2>The Hitchhiker's Guide to the Galaxy</h2>
      A trilogy of five books by Douglas Adams.
    </main>
  </body>
</html>
```

This semantic information is critical to assistive technologies. For example, a screen reader will query the browser for semantic information and use that information to present the document or application in synthetic speech.

In some cases assistive technologies use semantic information to provide additional functionality. A speech recognition tool might provide a voice command for moving focus to the start of the <main> element for example.

When the appropriate HTML element or attribute is not used, it deprives HTML processors of valuable semantic information

EXAMPLE 2

In this example styling may be used to create a visual representation of headings and other components, but because the appropriate HTML elements have not been used there is little semantic information available to web browsers, search engines and assistive technologies.

```
<!doctype html>
<html lang="en">
 <head>
   <title>Favorite books</title>
  </head>
  <body>
    <div class="header">
      <img src="logo.png" alt="Favorite books logo">
    </div>
    <div class="main">
      <span class="largeHeading">Favorite books</span>
      These are a few of my favorite books.
      <span class="smallHeading">The Belgariad</span>
      Five books by David and Leigh Eddings.
      <span class="smallHeading">The Hitchhiker's Guide to the Galaxy
      A trilogy of five books by Douglas Adams.
   </div>
  </body>
</html>
```

A document can change dynamically while it is being processed. Scripting and other mechanisms can be used to change attribute values, text, or the entire document structure. The semantics of a document are therefore based on the document's state at a particular instance in time, but may also change in response to external events. User agents must update their presentation of the document to reflect these changes.

DOM nodes whose <u>node document</u> does not have a <u>browsing context</u> are exempt from all document conformance requirements other than <u>the HTML</u> <u>syntax</u> requirements and <u>the XML</u> <u>syntax</u> requirements.

EXAMPLE 3

In this example the <audio> element is used to play a music track. The controls attribute is used to show the user agent player, and as the music plays the controls are updated to indicate progress. The available semantic information is updated in response to these changes.

```
<audio src="comfortablynumb.mp3" controls>
```

§ 3.2.2. Elements in the DOM

The nodes representing <u>HTML elements</u> in the DOM must implement, and expose to scripts, the interfaces listed for them in the relevant sections of this specification. This includes <u>HTML elements</u> in <u>XML documents</u>, even when those documents are in another context (e.g., inside an XSLT transform).

Elements in the DOM represent things; that is, they have intrinsic meaning, also known as semantics.

EXAMPLE 4

For example, an $\underline{<\mathtt{ol}>}$ element represents an ordered list.

The basic interface, from which all the <u>HTML elements'</u> interfaces inherit, and which must be used by elements that have no additional requirements, is the HTMLElement interface.

```
[HTMLConstructor]
interface HTMLElement : Element {
 // metadata attributes
  [CEReactions] attribute DOMString title;
  [CEReactions] attribute DOMString lang;
  [CEReactions] attribute boolean translate;
  [CEReactions] attribute DOMString dir;
  [SameObject] readonly attribute DOMStringMap dataset;
  // user interaction
  [CEReactions] attribute boolean hidden;
  void click();
  [CEReactions] attribute long tabIndex;
  void focus();
  void blur();
  [CEReactions] attribute DOMString accessKey;
  [CEReactions] attribute boolean draggable;
  [CEReactions] attribute boolean spellcheck;
  void forceSpellCheck();
  [CEReactions, TreatNullAs=EmptyString] attribute DOMString innerText;
HTMLElement implements GlobalEventHandlers;
HTMLElement implements DocumentAndElementEventHandlers;
HTMLElement implements ElementContentEditable;
// Note: intentionally not [HTMLConstructor]
interface HTMLUnknownElement : HTMLElement { };
```

The <u>HTMLElement</u> interface holds methods and attributes related to a number of disparate features, and the members of this interface are therefore described in various different sections of this specification.

The <u>HTMLUnknownElement</u> interface must be used for <u>HTML elements</u> that are not defined by this specification (or <u>other</u> applicable specifications).

The element interface for an element with name name in the HTML namespace is determined as follows:

- 1. If name is
 to spacers, then return HTMLUnknownElement.
- 2. If name is <acronym>, <basefont>, <big>, <center>, <nobr>, <noembed>, <noframes>, <plaintext>, <rb>, <rtc>, <strike>, or <tt>, then return HTMLElement.
- 3. If name is or <xmp>, then return HTMLPreElement.
- 4. Otherwise, if this specification defines an interface appropriate for the <u>element type</u> corresponding to the local name <u>name</u>, then return that interface.
- 5. If other applicable specifications define an appropriate interface for name, then return the interface they define.
- 6. If name is a valid custom element name, then return HTMLElement.
- 7. Return HTMLUnknownElement.

NOTE:

§ 3.2.3. Element definitions

Each element in this specification has a definition that includes the following information:

Categories

A list of categories to which the element belongs. These are used when defining the content models for each element.

Contexts in which this element can be used

A *non-normative* description of where the element can be used. This information is redundant with the content models of elements that allow this one as a child, and is provided only as a convenience.

For simplicity, only the most specific expectations are listed. For example, an element that is both <u>flow content</u> and <u>phrasing content</u> can be used anywhere that either <u>flow content</u> or <u>phrasing content</u> is expected, but since anywhere that <u>flow content</u> is expected, <u>phrasing content</u> is also expected (since all <u>phrasing content</u> is <u>flow content</u>), only "where phrasing content is expected" will be listed.

Content model

A normative description of what content must be included as children and descendants of the element.

Tag omission in text/html

A *non-normative* description of whether, in the <u>text/html</u> syntax, the <u>start</u> and <u>end</u> tags can be omitted. This information is redundant with the normative requirements given in the <u>optional tags</u> section, and is provided in the element definitions only as a convenience.

Content attributes

A normative list of attributes that may be specified on the element (except where otherwise disallowed), along with non-normative descriptions of those attributes. (The content to the left of the dash is normative, the content to the right of the dash is not.)

Allowed ARIA role attribute values

A non normative list of <u>ARIA role attribute</u> values that may be specified on the element (except where otherwise disallowed). Each value is linked to a non normative description.

Allowed ARIA state and property attributes

Links to the Global aria-* attributes list and the allowed roles, states and properties table as described in the state and property attributes section.

DOM interface

A normative definition of a DOM interface that such elements must implement.

This is then followed by a description of what the element <u>represents</u>, along with any additional normative conformance criteria that may apply to authors and implementations. Examples are sometimes also included.

§ 3.2.3.1. Attributes

An attribute value is a string. Except where otherwise specified, attribute values on <u>HTML elements</u> may be any string value, including the empty string, and there is no restriction on what text can be specified in such attribute values.

§ 3.2.4. Content models

Each element defined in this specification has a content model: a description of the element's expected <u>contents</u>. An <u>HTML</u> <u>element</u> must have contents that match the requirements described in the element's content model. The **contents of an element** are its children in the DOM.

NOTE:

When a <template> element is being parsed, its children are assigned to the template contents (a separate DocumentFragment assigned to the element when the element is created), rather than its children.

The <u>space characters</u> are always allowed between elements. User agents represent these characters between elements in the source markup as <u>Text</u> nodes in the DOM. Empty <u>Text</u> nodes and <u>Text</u> nodes consisting of just sequences of those characters are considered **inter-element white space**.

<u>Inter-element white space</u>, comment nodes, and processing instruction nodes must be ignored when establishing whether an element's contents match the element's content model or not, and must be ignored when following algorithms that define document and element semantics.

NOTE:

Thus, an element A is said to be preceded or followed by a second element B if A and B have the same parent node and there are no other element nodes or $\underline{\text{Text}}$ nodes (other than $\underline{\text{inter-element white space}}$) between them. Similarly, a node is the only child of an element if that element contains no other nodes other than $\underline{\text{inter-element white space}}$, comment nodes, and processing instruction nodes.

Authors must not use <u>HTML elements</u> anywhere except where they are explicitly allowed, as defined for each element, or as explicitly required by other specifications. For XML compound documents, these contexts could be inside elements from other namespaces, if those elements are defined as providing the relevant contexts.

EXAMPLE 5

For example, the Atom specification defines a <content> element. When its type attribute has the value xhtml, the Atom specification requires that it contain a single HTML ddiv> element. Thus, a ddiv> element is allowed in that context, even though this is not explicitly normatively stated by this specification. [RFC4287]

In addition, HTML elements may be orphan nodes (i.e., without a parent node).

EXAMPLE 6

For example, creating a element and storing it in a global variable in a script is conforming, even though elements are otherwise only supposed to be used inside elements.

```
var data = {
  name: "Banana",
  cell: document.createElement('td'),
};
```

§ 3.2.4.1. The "nothing" content model

When an element's content model is **nothing**, the element must contain no <u>Text</u> nodes (other than <u>inter-element white</u> <u>space</u>) and no element nodes.

NOTE:

Most HTML elements whose content model is "nothing" are also, for convenience, <u>void elements</u> (elements that have no <u>end tag</u> in the <u>HTML syntax</u>). However, these are entirely separate concepts.

§ 3.2.4.2. Kinds of content

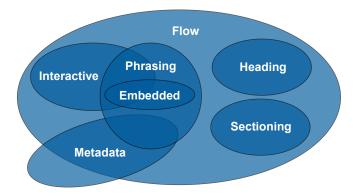
Each element in HTML falls into zero or more **categories** that group elements with similar characteristics together. The following broad categories are used in this specification:

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

NOTE:

Some elements also fall into other categories, which are defined in other parts of this specification.

These categories are related as follows:



Sectioning content, heading content, phrasing content, embedded content, and interactive content are all types of flow content. Metadata is sometimes flow content. Metadata and interactive content are sometimes phrasing content. Embedded

content is also a type of phrasing content, and sometimes is interactive content.

Other categories are also used for specific purposes, e.g., form controls are specified using a number of categories to define common requirements. Some elements have unique requirements and do not fit into any particular category.

§ 3.2.4.2.1. METADATA CONTENT

Metadata content is content that sets up the presentation or behavior of the rest of the content, or that sets up the relationship of the document with other documents, or that conveys other "out of band" information.

```
\Rightarrow \ \underline{\langle \mathsf{base} \rangle} \ , \underline{\langle \mathsf{link} \rangle} \ , \underline{\langle \mathsf{meta} \rangle} \ , \underline{\langle \mathsf{noscript} \rangle} \ , \underline{\langle \mathsf{script} \rangle} \ , \underline{\langle \mathsf{style} \rangle} \ , \underline{\langle \mathsf{template} \rangle} \ , \underline{\langle \mathsf{title} \rangle}
```

Elements from other namespaces whose semantics are primarily metadata-related (e.g., RDF) are also metadata content.

EXAMPLE 7

Thus, in the XML serialization, one can use RDF, like this:

```
<html xmlns="http://www.w3.org/1999/xhtml" xmlns:r="http://www.w3.org/1999/02/22-rdf-syntax-</pre>
ns#">
  <head>
    <title>Hedral's Home Page</title>
    <r:RDF>
      <Person xmlns="http://www.w3.org/2000/10/swap/pim/contact#"</pre>
                 r:about="https://hedral.example.com/#">
        <fullName>Cat Hedral</fullName>
        <mailbox r:resource="mailto:hedral@damowmow.com"/>
        <personalTitle>Sir</personalTitle>
      </Person>
    </r:RDE>
  </head>
  <body>
    <h1>My home page</h1>
    I like playing with string, I guess. Sister says squirrels are fun
    too so sometimes I follow her to play with them.
  </body>
</html>
```

This isn't possible in the HTML serialization, however.

§ 3.2.4.2.2. FLOW CONTENT

Most elements that are used in the body of documents and applications are categorized as flow content.

```
\Rightarrow \langle a \rangle, \langle abbr \rangle, \langle address \rangle, \langle area \rangle \ (if it is a descendant of a \langle map \rangle element), \langle article \rangle, \langle aside \rangle, \langle audio \rangle, \langle b \rangle, \langle bbd \rangle, \langle bbd \rangle, \langle bbo \rangle, \langle bbo \rangle, \langle bbo \rangle, \langle bb \rangle, \langle bb
```

§ 3.2.4.2.3. Sectioning content

Sectioning content is content that defines the scope of headings and footers.

```
\Rightarrow <article>, <aside>, <nav>, <section>
```

Each <u>sectioning content</u> element potentially has a heading and an <u>outline</u>. See the section on <u>headings and sections</u> for further details.

NOTE:

There are also certain elements that are <u>sectioning roots</u>. These are distinct from <u>sectioning content</u>, but they can also have an outline.

§ 3.2.4.2.4. HEADING CONTENT

Heading content defines the header of a section (whether explicitly marked up using <u>sectioning content</u> elements, or implied by the heading content itself).

```
\Rightarrow \langle h1 \rangle, \langle h2 \rangle, \langle h3 \rangle, \langle h4 \rangle, \langle h5 \rangle, \langle h6 \rangle
```

§ 3.2.4.2.5. Phrasing content

Phrasing content is the text of the document, as well as elements that mark up that text at the intra-paragraph level. Runs of phrasing content form paragraphs.

```
\Rightarrow \underbrace{\langle a \rangle, \langle abbr \rangle, \langle area \rangle}_{\text{(if it is a descendant of a } \langle amap \rangle, element)}_{\text{(audio)}, \langle b \rangle, \langle bdi \rangle, \langle bdo \rangle, \langle br \rangle, \langle button \rangle,}_{\text{(canvas)}, \langle cite \rangle, \langle code \rangle, \langle data \rangle, \langle datalist \rangle, \langle del \rangle, \langle dfn \rangle, \langle em \rangle, \langle embed \rangle, \langle i \rangle, \langle iframe \rangle, \langle imp \rangle, \langle input \rangle, \langle ins \rangle, \langle kbd \rangle, \langle label \rangle, \langle link \rangle_{\text{(if it is allowed in the body)}}_{\text{(map)}, \langle map \rangle}_{\text{(map)}, \langle mark \rangle}_{\text{(math)}, \langle meter \rangle, \langle noscript \rangle,}_{\text{(object)}, \langle output \rangle, \langle progress \rangle, \langle q \rangle, \langle ruby \rangle, \langle s \rangle, \langle samp \rangle, \langle script \rangle, \langle select \rangle, \langle small \rangle, \langle span \rangle, \langle strong \rangle, \langle sub \rangle, \langle sup \rangle, \langle SVG \rangle, \langle template \rangle, \langle textarea \rangle, \langle time \rangle, \langle u \rangle, \langle var \rangle, \langle video \rangle, \langle wbr \rangle, text}
```

NOTE:

Most elements that are categorized as phrasing content can only contain elements that are themselves categorized as phrasing content, not any flow content.

Text, in the context of content models, means either nothing, or <u>Text</u> nodes. <u>Text</u> is sometimes used as a content model on its own, but is also <u>phrasing content</u>, and can be <u>inter-element white space</u> (if the <u>Text</u> nodes are empty or contain just <u>space</u> characters).

<u>Text</u> nodes and attribute values must consist of <u>Unicode characters</u>, must not contain U+0000 characters, must not contain permanently undefined Unicode characters (noncharacters), and must not contain <u>control characters</u> other than <u>space</u> <u>characters</u>. This specification includes extra constraints on the exact value of <u>Text</u> nodes and attribute values depending on their precise context.

For elements in HTML, the constraints of the <u>Text content model</u> also depends on the <u>kind of element</u>. For instance, an "<" inside a <textarea> element does not need to be escaped in HTML because <textarea> is an <u>escapable raw text</u> element. (This does not apply to XHTML. In XHTML, the kind of element doesn't affect the constraints of the Text content model.)

§ 3.2.4.2.6. Embedded content

Embedded content is content that imports another resource into the document, or content from another vocabulary that is inserted into the document.

```
\Rightarrow \underline{\langle \text{audio} \rangle}, \underline{\langle \text{canvas} \rangle}, \underline{\langle \text{embed} \rangle}, \underline{\langle \text{iframe} \rangle}, \underline{\langle \text{img} \rangle}, \underline{\text{MathML}}, \underline{\langle \text{math} \rangle}, \underline{\langle \text{object} \rangle}, \underline{\langle \text{picture} \rangle}, \underline{\text{SVG}}, \underline{\langle \text{svg} \rangle}, \underline{\langle \text{video} \rangle}
```

Elements that are from namespaces other than the <u>HTML namespace</u> and that convey content but not metadata, are embedded content for the purposes of the content models defined in this specification. (For example, MathML, or SVG.)

Some embedded content elements can have **fallback content**: content that is to be used when the external resource cannot be used (e.g., because it is of an unsupported format). The element definitions state what the fallback is, if any.

§ 3.2.4.2.7. Interactive content

Interactive content is content that is specifically intended for user interaction.

```
\Rightarrow \underbrace{\langle \mathsf{a} \rangle} \text{ (if the $\underline{\mathsf{href}}$ attribute is present) , $\underline{\langle \mathsf{audio} \rangle}$ (if the $\underline{\mathsf{controls}}$ attribute is present) , $\underline{\langle \mathsf{details} \rangle}$ , $
```

The tabindex attribute can also make any element into interactive content.

§ 3.2.4.2.8. PALPABLE CONTENT

As a general rule, elements whose content model allows any <u>flow content</u> or <u>phrasing content</u> should have at least one node in its contents that is **palpable content** and that does not have the hidden attribute specified.

<u>Palpable content</u> makes an element non-empty by providing either some descendant non-empty <u>text</u>, or else something users can hear (<u><audio></u> elements) or view (<u><video></u> or <u></u> or <u><canvas></u> elements) or otherwise interact with (for example, interactive form controls).

This requirement is not a hard requirement, however, as there are many cases where an element can be empty legitimately, for example when it is used as a placeholder which will later be filled in by a script, or when the element is part of a template and would on most pages be filled in but on some pages is not relevant.

Conformance checkers are encouraged to provide a mechanism for authors to find elements that fail to fulfill this requirement, as an authoring aid.

The following elements are palpable content:

⇒ <a>, <abbr>, <address>, <article>, <aside>, <audio> (if the controls attribute is present), , <bdi>, <bdo>, <bdo>,

§ 3.2.4.2.9. Script-supporting elements

Script-supporting elements are those that do not <u>represent</u> anything themselves (i.e., they are not rendered), but are used to support scripts, e.g., to provide functionality for the user.

The following elements are script-supporting elements:

⇒ <script> , <template>

§ 3.2.4.3. Transparent content models

Some elements are described as **transparent**; they have "transparent" in the description of their content model. The content model of a <u>transparent</u> element is derived from the content model of its parent element: the elements required in the part of the content model that is "transparent" are the same elements as required in the part of the content model of the parent of the transparent element in which the transparent element finds itself.

EXAMPLE 8

For instance, an <ins> element inside a <ruby> element cannot contain an <rt> element, because the part of the <ruby> element's content model that allows <ins> elements is the part that allows phrasing content, and the <rt> element is not phrasing content.

NOTE:

In some cases, where transparent elements are nested in each other, the process has to be applied iteratively.

EXAMPLE 9

Consider the following markup fragment:

```
<object><param><ins><map><a href="/">Apples</a></map></ins></object>
```

To check whether "Apples" is allowed inside the $\underline{\langle a \rangle}$ element, the content models are examined. The $\underline{\langle a \rangle}$ element's content model is transparent, as is the $\underline{\langle map \rangle}$ element's, as is the $\underline{\langle ins \rangle}$ element's, as is the part of the $\underline{\langle object \rangle}$ element's in which the $\underline{\langle ins \rangle}$ element is found. The $\underline{\langle object \rangle}$ element is found in the $\underline{\langle p \rangle}$ element, whose content model is <u>phrasing content</u>. Thus, "Apples" is allowed, as text is phrasing content.

When a transparent element has no parent, then the part of its content model that is "transparent" must instead be treated as accepting any flow content.

§ 3.2.4.4. Paragraphs

The term <u>paragraph</u> as defined in this section is used for more than just the definition of the $\underline{\langle p \rangle}$ element. The <u>paragraph</u> concept defined here is used to describe how to interpret documents. The $\underline{\langle p \rangle}$ element is merely one of several ways of marking up a <u>paragraph</u>.

A **paragraph** is typically a run of <u>phrasing content</u> that forms a block of text with one or more sentences that discuss a particular topic, as in typography, but can also be used for more general thematic grouping. For instance, an address is also a paragraph, as is a part of a form, a byline, or a stanza in a poem.

EXAMPLE 10

In the following example, there are two paragraphs in a section. There is also a heading, which contains phrasing content that is not a paragraph. Note how the comments and <u>inter-element white space</u> do not form paragraphs.

```
<section>
  <h2>Example of paragraphs</h2>
  This is the <em>first</em> paragraph in this example.
  This is the second.
  <!-- This is not a paragraph. -->
</section>
```

Paragraphs in <u>flow content</u> are defined relative to what the document looks like without the <a>>, <in>>>, >,<and><map> elements complicating matters, since those elements, with their hybrid content models, can straddle paragraph boundaries, as shown in the first two examples below.

NOTE:

Generally, having elements straddle paragraph boundaries is best avoided. Maintaining such markup can be difficult.

EXAMPLE 11

The following example takes the markup from the earlier example and puts <ins> and elements around some of the markup to show that the text was changed (though in this case, the changes admittedly don't make much sense). Notice how this example has exactly the same paragraphs as the previous one, despite the <ins> and elements — the <ins> element straddles the heading and the first paragraph, and the element straddles the boundary between the two paragraphs.

```
<section>
    <ins><h1>Example of paragraphs</h1>
    This is the <em>first</em> paragraph in</ins> this example<del>.
    This is the second.</del>
    <!-- This is not a paragraph. -->
</section>
```

Let *view* be a view of the DOM that replaces all <a>, <ins>, , and <map> elements in the document with their contents. Then, in view, for each run of sibling phrasing content nodes uninterrupted by other types of content, in an element that accepts content other than phrasing content as well as phrasing content, let *first* be the first node of the run, and let *last* be the last node of the run. For each such run that consists of at least one node that is neither embedded content nor interelement white space, a paragraph exists in the original DOM from immediately before *first* to immediately after *last*. (Paragraphs can thus span across <a>, <ins>, , <ins</sub>, , <ins>, , <ins>, , <ins>, , <ins</sub>, <del<, <ins>, , <ins</sub>, , <ins>, , <ins</sub>, , <ins>, , <ins</sub>, , <ins>, , <ins</sub>, , <ins</sub>, <del<, <ins>, , <ins</sub>, <del<, <ins</sub>, , <ins</sub>, , <ins</sub>, <del<, <ins</sub>, , <ins</sub>, <del<, <ins</sub>, <del</td>

Conformance checkers may warn authors of cases where they have paragraphs that overlap each other (this can happen with cobject, cvideo, cutotic structure, <a href="cutotic st

A paragraph is also formed explicitly by elements.

NOTE

The $\leq p \geq$ element can be used to wrap individual paragraphs when there would otherwise not be any content other than phrasing content to separate the paragraphs from each other.

In the following example, the link spans half of the first paragraph, all of the heading separating the two paragraphs, and half of the second paragraph. It straddles the paragraphs and the heading.

```
<header>
Welcome!
  <a href="about.html">
    This is home of...
    <h1>The Falcons!</h1>
    The Lockheed Martin multirole jet fighter aircraft!
  </a>
    This page discusses the F-16 Fighting Falcon's innermost secrets.
</header>
```

Here is another way of marking this up, this time showing the paragraphs explicitly, and splitting the one link element into three:

It is possible for paragraphs to overlap when using certain elements that define fallback content. For example, in the following section:

```
<section>
 <h2>My Cats</h2>
 You can play with my cat simulator.
 <object data="cats.sim">
   To see the cat simulator, use one of the following links:
     <a href="cats.sim">Download simulator file</a>
     <a href="https://sims.example.com/watch?v=LYds5xY4INU">Use online simulator</a>
   Alternatively, upgrade to the Mellblom Browser.
 </object>
 I'm quite proud of it.
</section>
```

There are five paragraphs:

- 1. The paragraph that says "You can play with my cat simulator. object I'm quite proud of it.", where object is the <object> element.
- 2. The paragraph that says "To see the cat simulator, use one of the following links:".

- The paragraph that says "Download simulator file".
 The paragraph that says "Use online simulator".
 The paragraph that says "Alternatively, upgrade to the Mellblom Browser.".

The first paragraph is overlapped by the other four. A user agent that supports the "cats.sim" resource will only show the first one, but a user agent that shows the fallback will confusingly show the first sentence of the first paragraph as if it was in the same paragraph as the second one, and will show the last paragraph as if it was at the start of the second sentence of the first paragraph.

To avoid this confusion, explicit elements can be used. For example:

```
<section>
 <h2>My Cats</h2>
 You can play with my cat simulator.
 <object data="cats.sim">
   To see the cat simulator, use one of the following links:
     <a href="cats.sim">Download simulator file</a>
     <a href="https://sims.example.com/watch?v=LYds5xY4INU">Use online simulator</a>
   Alternatively, upgrade to the Mellblom Browser.
  I'm quite proud of it.
</section>
```

§ 3.2.5. Global attributes

The following attributes are common to and may be specified on all HTML elements (even those not defined in this specification):

- accesskey
- class
- contenteditable
- dir
- draggable
- hidden
- lang
- spellcheck
- style
- tabindex
- title
- translate

These attributes are only defined by this specification as attributes for HTML elements. When this specification refers to elements having these attributes, elements from namespaces that are not defined as having these attributes must not be considered as being elements with these attributes.

For example, in the following XML fragment, the "bogus" element does not have a <u>dir</u> attribute as defined in this specification, despite having an attribute with the literal name "<u>dir</u>". Thus, <u>the directionality</u> of the inner-most <u></u> element is '<u>rtl'</u>, inherited from the <u><div></u> element indirectly through the "bogus" element.

```
<div xmlns="http://www.w3.org/1999/xhtml" dir="rtl">
  <bogus xmlns="https://example.net/ns" dir="ltr">
        <span xmlns="http://www.w3.org/1999/xhtml">
        </span>
        </bogus>
        </div>
```



The DOM specification defines additional user agent requirements for the **class**, **id**, and **slot** attributes for any element in any namespace. [DOM41]

The class, id, and slot attributes may be specified on all HTML elements.

When specified on <u>HTML</u> elements, the <u>class</u> attribute must have a value that is a <u>set of space-separated tokens</u> representing the various classes that the element belongs to.

NOTE:

Assigning classes to an element affects class matching in selectors in CSS, the <u>getElementsByClassName()</u> method in the DOM, and other such features.

There are no additional restrictions on the tokens authors can use in the <u>class</u> attribute, but authors are encouraged to use values that describe the nature of the content, rather than values that describe the desired presentation of the content.

When specified on <u>HTML elements</u>, the <u>id</u> attribute value must be unique amongst all the <u>IDs</u> in the element's <u>tree</u> and must contain at least one character. The value must not contain any <u>space characters</u>.

NOTE:

The id attribute specifies its element's unique identifier (ID).

There are no other restrictions on what form an ID can take; in particular, IDs can consist of just digits, start with a digit, start with an underscore, consist of just punctuation, etc.

An element's <u>unique identifier</u> can be used for a variety of purposes, most notably as a way to link to specific parts of a document using <u>fragment</u>, as a way to target an element when scripting, and as a way to style a specific element from CSS

Identifiers are opaque strings. Particular meanings should not be derived from the value of the id attribute.

There are no conformance requirements for the slot attribute specific to HTML elements.



To enable assistive technology products to expose a more fine-grained interface than is otherwise possible with HTML elements and attributes, a set of annotations for assistive technology products can be specified (the ARIA <u>role</u> and <u>aria-*</u> attributes). [wai-aria-1.1]



The following event handler content attributes may be specified on any HTML element:

- onabort
- onauxclick
- onblur*
- oncancel
- oncanplay
- oncanplaythrough
- onchange
- onclick

- onclose
- oncuechange
- ondblclick
- ondrag
- ondragend
- ondragenter
- ondragexit
- ondragleave
- ondragover
- ondragstart
- ondrop
- <u>ondura</u>tionchange
- onemptied
- onended
- onerror*
- onfocus*
- oninput
- oninvalid
- onkeydown
- onkeypress
- onkeyuponload*
- onloadeddata
- onloadedmetadata
- onloadend
- onloadstart
- onmousedown
- onmouseenter
- onmouseleave onmousemove
- onmouseout
- onmouseover
- onmouseup
- onwheel
- onpause
- onplay
- onplaying onprogress
- onratechange
- onreset
- onresize*
- onscroll*
- onseeked
- onseeking
- onselect onshow
- onstalled
- onsubmit
- onsuspend ontimeupdate
- ontoggle onvolumechange
- onwaiting

The attributes marked with an asterisk have a different meaning when specified on
 dody> elements as those elements expose event handlers of the Window object with the same names.

NOTE:

While these attributes apply to all elements, they are not useful on all elements. For example, only media elements will ever receive a volumechange event fired by the user agent.



Custom data attributes (e.g., data-foldername or data-msgid) can be specified on any HTML element, to store custom data specific to the page.



In HTML documents, elements in the HTML namespace may have an xmlns attribute specified, if, and only if, it has the exact value "http://www.w3.org/1999/xhtml". This does not apply to XML documents.

In HTML, the <u>xmlns</u> attribute has absolutely no effect. It is basically a talisman. It is allowed merely to make migration to and from XML mildly easier. When parsed by an <u>HTML parser</u>, the attribute ends up in no namespace, not the "http://www.w3.org/2000/xmlns/" namespace like namespace declaration attributes in XML do.

NOTE:

In XML, an <u>xmlns</u> attribute is part of the namespace declaration mechanism, and an element cannot actually have an <u>xmlns</u> attribute in no namespace specified.



The XML specification also allows the use of the <u>xml:space</u> attribute in the <u>XML namespace</u> on any element in an <u>XML</u> <u>document</u>. This attribute has no effect on <u>HTML elements</u>, as the default behavior in HTML is to preserve white space.

[XML]

NOTE:

There is no way to serialize the xml: space attribute on HTML elements in the text/html syntax.

§ 3.2.5.1. The title attribute

The **title** attribute <u>represents</u> advisory information for the element, such as would be appropriate for a tooltip. On a link, this could be the title or a description of the target resource; on an image, it could be the image credit or a description of the image; on a paragraph, it could be a footnote or commentary on the text; on a citation, it could be further information about the source; on <u>interactive content</u>, it could be a label for, or instructions for, use of the element; and so forth. The value is text.

△Warning! Relying on the <u>title</u> attribute is currently discouraged as many user agents do not expose the attribute in an accessible manner as required by this specification (e.g., requiring a pointing device such as a mouse to cause a tooltip to appear, which excludes keyboard-only users and touch-only users, such as anyone with a modern phone or tablet).

If this attribute is omitted from an element, then it implies that the <u>title</u> attribute of the nearest ancestor <u>HTML element</u> with a <u>title</u> attribute set is also relevant to this element. Setting the attribute overrides this, explicitly stating that the advisory information of any ancestors is not relevant to this element. Setting the attribute to the empty string indicates that the element has no advisory information.

If the <u>title</u> attribute's value contains U+000A LINE FEED (LF) characters, the content is split into multiple lines. Each U+000A LINE FEED (LF) character represents a line break.

EXAMPLE 15

Caution is advised with respect to the use of newlines in <u>title</u> attributes.

For instance, the following snippet actually defines an abbreviation's expansion with a line break in it:

```
My logs show that there was some interest in <abbr title="Hypertext Transport Protocol">HTTP</abbr> today.
```

Some elements, such as <<u>link></u>, <<u>abbr></u>, and <<u>input></u>, define additional semantics for the <u>title</u> attribute beyond the semantics described above.

The **advisory information** of an element is the value that the following algorithm returns, with the algorithm being aborted once a value is returned. When the algorithm returns the empty string, then there is no advisory information.

- 1. If the element is a <a dink</pre><a dink<a dink<a dink<a dink<a dink<
- 2. Otherwise, if the element has a title attribute, then return its value.
- 3. Otherwise, if the element has a parent element, then return the parent element's advisory information.

4. Otherwise, return the empty string.

User agents should inform the user when elements have <u>advisory information</u>, otherwise the information would not be discoverable.



The title IDL attribute must reflect the title content attribute.

§ 3.2.5.2. The Lang and xml: Lang attributes

The lang attribute (in no namespace) specifies the primary language for the element's contents and for any of the element's attributes that contain text. Its value must be a valid BCP 47 language tag, or the empty string. Setting the attribute to the empty string indicates that the primary language is unknown. [BCP47]

The lang attribute in the XML namespace is defined in XML. [XML]

If these attributes are omitted from an element, then the language of this element is the same as the language of its parent element, if any.

The lang attribute in no namespace may be used on any HTML element.

The <u>lang</u> attribute in the <u>XML</u> namespace may be used on <u>HTML</u> elements in <u>XML</u> documents, as well as elements in other namespaces if the relevant specifications allow it (in particular, MathML and SVG allow <u>lang</u> attributes in the <u>XML</u> <u>namespace</u> to be specified on their elements). If both the <u>lang</u> attribute in no namespace and the <u>lang</u> attribute in the <u>XML</u> <u>namespace</u> are specified on the same element, they must have exactly the same value when compared in an <u>ASCII case</u>-insensitive manner.

Authors must not use the <u>lang</u> attribute in the <u>XML namespace</u> on <u>HTML elements</u> in <u>HTML documents</u>. To ease migration to and from XHTML, authors may specify an attribute in no namespace with no prefix and with the literal localname "<u>xml:lang</u>" on <u>HTML elements</u> in <u>HTML documents</u>, but such attributes must only be specified if a <u>lang</u> attribute in no namespace is also specified, and both attributes must have the same value when compared in an <u>ASCII case-insensitive</u> manner.

NOTE

The attribute in no namespace with no prefix and with the literal localname "xml:lang" has no effect on language processing.

△Warning! The language of <u>HTML documents</u> is indicated using a <u>lang</u> attribute (on the <<u>html></u> element itself, to indicate the primary language of the document, and on individual elements, to indicate a change in language). It provides an explicit indication to user agents about the language of content in order to enable language specific behavior. For example, use of an appropriate language dictionary; selection of an appropriate font or glyphs for characters shared between different languages; or in the case of screen readers and similar assistive technologies with voice output, pronunciation of content using the correct voice / language library.

Incorrect or absent <u>lang</u> attributes can produce unexpected results in other circumstances, as they are also used to determine quotation marks for <u><q></u> elements, styling such as hyphenation, case conversion, line-breaking, and spell-checking in some editors, etc.

Setting the <u>lang</u> attribute to a language which does not match the language of the document or document parts will result in some users being unable to understand the content.



To determine the **language** of a node, user agents must look at the nearest ancestor element (including the element itself if the node is an element) that has a <u>lang</u> attribute in the <u>XML namespace</u> set or is an <u>HTML element</u> and has a <u>lang</u> in no namespace attribute set. That attribute specifies the language of the node (regardless of its value).

If both the <u>lang</u> attribute in no namespace and the <u>lang</u> attribute in the <u>XML namespace</u> are set on an element, user agents must use the <u>lang</u> attribute in the <u>XML namespace</u>, and the <u>lang</u> attribute in no namespace must be <u>ignored</u> for the purposes of determining the element's language.

If node's <u>inclusive ancestors</u> do not have either attribute set, but there is a <u>pragma-set default language</u> set, then that is the language of the node. If there is no <u>pragma-set default language</u> set, then language information from a higher-level protocol (such as HTTP), if any, must be used as the final fallback language instead. In the absence of any such language information, and in cases where the higher-level protocol reports multiple languages, the language of the node is unknown, and the corresponding language tag is the empty string.

EXAMPLE 16

For example, if a document is delivered over HTTP and the <u>Content-Language</u> HTTP header is specified with a value "en", then for any element in the document that does not itself have a <u>lang</u> attribute nor any ancestor of that element, the fallback language for the element will be English. If the value of the <u>Content-Language</u> header was "de, fr, it" then the language of the node is unknown. <u>This article</u> provides some additional guidance on the use of HTTP headers, and <meta> elements for providing language information.

If the resulting value is not a recognized language tag, then it must be treated as an unknown language having the given language tag, distinct from all other languages. For the purposes of round-tripping or communicating with other services that expect language tags, user agents should pass unknown language tags through unmodified, and tagged as being BCP 47 language tags, so that subsequent services do not interpret the data as another type of language description. [BCP47]

EXAMPLE 17

Thus, for instance, an element with lang="xyzzy" would be matched by the selector :lang(xyzzy) (e.g., in CSS), but it would not be matched by :lang(abcde), even though both are equally invalid. Similarly, if a Web browser and screen reader working in unison communicated about the language of the element, the browser would tell the screen reader that the language was "xyzzy", even if it knew it was invalid, just in case the screen reader actually supported a language with that tag after all. Even if the screen reader supported both BCP 47 and another syntax for encoding language names, and in that other syntax the string "xyzzy" was a way to denote the Belarusian language, it would be *incorrect* for the screen reader to then start treating text as Belarusian, because "xyzzy" is not how Belarusian is described in BCP 47 codes (BCP 47 uses the code "be" for Belarusian).

If the resulting value is the empty string, then it must be interpreted as meaning that the language of the node is explicitly unknown.



User agents may use the element's language to determine proper processing or rendering (e.g., in the selection of appropriate fonts or pronunciations, for dictionary selection, or for the user interfaces of form controls such as date pickers).



The lang IDL attribute must reflect the lang content attribute in no namespace.

§ 3.2.5.3. The translate attribute

The **translate** attribute is an <u>enumerated attribute</u> that is used to specify whether an element's attribute values and the values of its <u>Text</u> node children are to be translated when the page is localized, or whether to leave them unchanged.

The attribute's keywords are the empty string, yes, and no. The empty string and the yes keyword map to the *yes* state. The no keyword maps to the *no* state. In addition, there is a third state, the *inherit* state, which is the <u>missing value default</u> (and the invalid value default).

Each element (even non-HTML elements) has a **translation mode**, which is in either the <u>translate-enabled</u> state or the <u>notranslate</u> state. If an <u>HTML element's translate</u> attribute is in the <u>yes</u> state, then the element's <u>translation mode</u> is in the <u>translate-enabled</u> state; otherwise, if the element's <u>translate</u> attribute is in the <u>no</u> state, then the element's <u>translation mode</u> is in the <u>no-translate</u> state. Otherwise, either the element's <u>translate</u> attribute is in the <u>inherit</u> state, or the element is not an <u>HTML element</u> and thus does not have a <u>translate</u> attribute; in either case, the element's <u>translation mode</u> is in the same state as its parent element's, if any, or in the <u>translate-enabled</u> state, if the element is a <u>document element</u>.

When an element is in the **translate-enabled** state, the element's <u>translatable attributes</u> and the values of its <u>Text</u> node children are to be translated when the page is localized.

When an element is in the **no-translate** state, the element's attribute values and the values of its <u>Text</u> node children are to be left as-is when the page is localized, e.g., because the element contains a person's name or a name of a computer

program.

The following attributes are translatable attributes:

- abbr on elements
- alt on area, img, and input elements
- content on <meta> elements, if the name attribute specifies a metadata name whose value is known to be translatable
- download on <a> and <area> elements
- label on optgroup, option, and track elements
- lang on HTML elements; must be "translated" to match the language used in the translation
- placeholder on input and textarea elements
- srcdoc on <i frame> elements; must be parsed and recursively processed
- style on HTML elements; must be parsed and recursively processed (e.g., for the values of 'content' properties)
- title on all HTML elements
- value on <input> elements with a type attribute in the Button state or the Reset Button state

Other specifications may define other attributes that are also <u>translatable attributes</u>. For example, ARIA would define the aria-label attribute as translatable.



The **translate** IDL attribute must, on getting, return true if the element's <u>translation mode</u> is <u>translate-enabled</u>, and false otherwise. On setting, it must set the content attribute's value to "yes" if the new value is true, and set the content attribute's value to "no" otherwise.

EXAMPLE 18

In this example, everything in the document is to be translated when the page is localized, except the sample keyboard input and sample program output:

§ 3.2.5.4. The <u>xml:base</u> attribute (XML only)

The xml:base attribute is defined in XML Base. [XMLBASE]

The xml:base attribute may be used on \underline{HTML} elements of \underline{XML} documents. Authors must not use the $\underline{xml:base}$ attribute on \underline{HTML} elements in \underline{HTML} documents.

§ 3.2.5.5. The dir attribute

The **dir** attribute specifies the element's text directionality. The attribute is an <u>enumerated attribute</u> with the following keywords and states:

The Ltr keyword, which maps to the ltr state

Indicates that the contents of the element are explicitly directionally isolated left-to-right text.

The rtl keyword, which maps to the rtl state

Indicates that the contents of the element are explicitly directionally isolated right-to-left text.

The auto keyword, which maps to the auto state

Indicates that the contents of the element are explicitly directionally isolated text, but that the direction is to be determined programmatically using the contents of the element (as described below).

The heuristic used by this state is very crude (it just looks at the first character with a strong directionality, in a manner analogous to the Paragraph Level determination in the bidirectional algorithm). Authors are urged to only use this value as a last resort when the direction of the text is truly unknown and no better server-side heuristic can be applied. [BIDI]

NOTE:

For <textarea> and elements, the heuristic is applied on a per-paragraph level.

The attribute has no invalid value default and no missing value default.



The directionality of an element (any element, not just an <u>HTML element</u>) is either '<u>ltr'</u> or '<u>rtl'</u>, and is determined as per the first appropriate set of steps from the following list:

- → If the element's dir attribute is in the ltr state
- → If the element is a <u>document element</u> and the <u>dir</u> attribute is not in a defined state (i.e., it is not present or has an invalid value)
- → If the element is an <input> element whose type attribute is in the Telephone state, and the dir attribute is not in a defined state (i.e., it is not present or has an invalid value)

The directionality of the element is 'ltr'.

If the element's dir attribute is in the rtl state

The directionality of the element is 'rtl'.

- → If the element is an <u><input></u> element whose <u>type</u> attribute is in the <u>Text</u>, <u>Search</u>, <u>Telephone</u>, <u>URL</u>, or <u>E-mail</u> state, and the <u>dir</u> attribute is in the <u>auto</u> state
- \hookrightarrow If the element is a <textarea> element and the \underline{dir} attribute is in the \underline{auto} state

If the element's <u>value</u> contains a character of bidirectional character type AL or R, and there is no character of bidirectional character type L anywhere before it in the element's <u>value</u>, then <u>the directionality</u> of the element is <u>'rtl'</u>. [BIDI]

Otherwise, if the element's <u>value</u> is not the empty string, or if the element is a <u>document element</u>, <u>the directionality</u> of the element is '<u>ltr'</u>.

Otherwise, the directionality of the element is the same as the element's parent element's directionality.

- → If the element's dir attribute is in the auto state
- → If the element is a <u><bdi></u> element and the <u>dir</u> attribute is not in a defined state (i.e., it is not present or has an invalid value)

Find the first character in tree order that matches the following criteria:

- The character is from a <u>Text</u> node that is a descendant of the element whose <u>directionality</u> is being determined.
- The character is of bidirectional character type L, AL, or R. [BIDI]
- The character is not in a <u>Text</u> node that has an ancestor element that is a descendant of the element whose directionality is being determined and that is either:
 - o A <bdi>element.
 - A <script> element.
 - A <style> element.
 - A <textarea> element.
 - o An element with a dir attribute in a defined state.

If such a character is found and it is of bidirectional character type AL or R, the directionality of the element is 'rtl'.

If such a character is found and it is of bidirectional character type L, the directionality of the element is 'ltr'.

Otherwise, if the element is a document element, the directionality of the element is 'ltr'.

Otherwise, the directionality of the element the same as the element's parent element's directionality.

The directionality of the element is the same as the element's parent element's directionality.

NOTE:

Since the <u>dir</u> attribute is only defined for <u>HTML elements</u>, it cannot be present on elements from other namespaces. Thus, elements from other namespaces always just inherit their <u>directionality</u> from their parent element, or, if they don't have one, default to '<u>ltr</u>'.

NOTE:

This attribute has rendering requirements involving the bidirectional algorithm.



The directionality of an attribute of an <u>HTML</u> element, which is used when the text of that attribute is to be included in the rendering in some manner, is determined as per the first appropriate set of steps from the following list:

↔ If the attribute is a directionality-capable attribute and the element's dir attribute is in the auto state

Find the first character (in logical order) of the attribute's value that is of bidirectional character type L, AL, or R. [BIDI]

If such a character is found and it is of bidirectional character type AL or R, the <u>directionality of the attribute</u> is 'rtl'.

Otherwise, the directionality of the attribute is 'ltr'.

→ Otherwise

The directionality of the attribute is the same as the element's directionality.

The following attributes are directionality-capable attributes:

- abbr on elements
- alt on area, img, and input elements
- <u>content on <meta></u> elements, if the <u>name</u> attribute specifies a metadata name whose value is primarily intended to be <u>human-readable</u> rather than machine-readable
- label on optgroup, option, and track elements
- placeholder on input and textarea elements
- title on all HTML elements



This definition is non-normative. Implementation requirements are given below this definition.

document . dir [= value]

Returns the <html> element's dir attribute's value, if any.

Can be set, to either 'ltr', 'rtl', or 'auto' to replace the <html> element's dir attribute's value.

If there is no <html> element, returns the empty string and ignores new values.

The dir IDL attribute on an element must reflect the dir content attribute of that element, limited to only known values.

The dir IDL attribute on <u>Document</u> objects must <u>reflect</u> the <u>dir</u> content attribute of the https://distribute.org/ objects must <u>reflect</u> the <u>dir</u> content attribute of the https://distribute.org/ only known values. If there is no such element, then the attribute must return the empty string and do nothing on setting.

NOTE:

Authors are strongly encouraged to use the <u>dir</u> attribute to indicate text direction rather than using CSS, since that way their documents will continue to render correctly even in the absence of CSS (e.g., as interpreted by search engines).

This markup fragment is of an IM conversation.

Given a suitable style sheet and the default alignment styles for the $\leq p >$ element, namely to align the text to the *start edge* of the paragraph, the resulting rendering could be as follows:

```
Student: How do you write "What's your name?" in Arabic?

Student: Thanks.

Teacher: That's written "شكرُا".

Teacher: Do you know how to write "Please"?

Pright "من فضلك", Student
```

As noted earlier, the 'auto' value is not a panacea. The final paragraph in this example is misinterpreted as being right-to-left text, since it begins with an Arabic character, which causes the "right?" to be to the left of the Arabic text.

§ 3.2.5.6. The style attribute

All <u>HTML elements</u> may have the <u>style</u> content attribute set. This is a <u>style attribute</u> as defined by the *CSS Style Attributes* specification. [CSS-STYLE-ATTR]

In user agents that support CSS, the attribute's value must be parsed when the attribute is added or has its value changed, according to the rules given for style attributes. [CSS-STYLE-ATTR]

However, if the Should element's inline behavior be blocked by Content Security Policy? algorithm returns "Blocked" when executed upon the attribute's element and "style attribute", and the attribute's value, then the style rules defined in the attribute's value must not be applied to the element. [CSP3]

Documents that use <u>style</u> attributes on any of their elements must still be comprehensible and usable if those attributes were removed.

NOTE:

In particular, using the <u>style</u> attribute to hide and show content, or to convey meaning that is otherwise not included in the document, is non-conforming. (To hide and show content, use the <u>hidden</u> attribute.)



This definition is non-normative. Implementation requirements are given below this definition.

element . style

Returns a ${\hbox{\tt CSSStyleDeclaration}}$ object for the element's ${\hbox{\tt style}}$ attribute.

The style IDL attribute is defined in the CSS Object Model (CSSOM) specification. [CSSOM]

EXAMPLE 20

In the following example, the words that refer to colors are marked up using the element and the style attribute to make those words show up in the relevant colors in visual media.

```
My sweat suit is <span style="color: green; background:
transparent">green</span> and my eyes are <span style="color: blue;
background: transparent">blue</span>.
```

§ 3.2.5.7. Embedding custom non-visible data with the data-* attributes

A **custom data attribute** is an attribute in no namespace whose name starts with the string "data-", has at least one character after the hyphen, is XML-compatible, and contains no uppercase ASCII letters.

NOTE:

All attribute names on \underline{HTML} elements in \underline{HTML} documents get ASCII-lowercased automatically, so the restriction on ASCII uppercase letters doesn't affect such documents.

<u>Custom data attributes</u> are intended to store custom data private to the page or application, for which there are no more appropriate attributes or elements.

These attributes are not intended for use by software that is not known to the administrators of the site that uses the attributes. For generic extensions that are to be used by multiple independent tools, either this specification should be extended to provide the feature explicitly, or a technology like microdata should be used (with a standardized vocabulary).

EXAMPLE 21

For instance, a site about music could annotate list items representing tracks in an album with custom data attributes containing the length of each track. This information could then be used by the site itself to allow the user to sort the list by track length, or to filter the list for tracks of certain lengths.

```
    data-length="2m11s">Beyond The Sea
    ...
```

It would be inappropriate, however, for the user to use generic software not associated with that music site to search for tracks of a certain length by looking at this data.

This is because these attributes are intended for use by the site's own scripts, and are not a generic extension mechanism for publicly-usable metadata.

EXAMPLE 22

Similarly, a page author could write markup that provides information for a translation tool that they are intending to use:

```
The third <span data-mytrans-de="Anspruch">claim</span> covers the case of
<span translate="no">HTML</span> markup.
```

In this example, the "data-mytrans-de" attribute gives specific text for the MyTrans product to use when translating the phrase "claim" to German. However, the standard <u>translate</u> attribute is used to tell it that in all languages, "HTML" is to remain unchanged. When a standard attribute is available, there is no need for a <u>custom data attribute</u> to be used.

Every HTML element may have any number of custom data attributes specified, with any value.

Authors should carefully design such extensions so that when the attributes are ignored and any associated CSS dropped, the page is still usable.

User agents must not derive any implementation behavior from these attributes or values. Specifications intended for user agents must not define these attributes to have any meaningful values.

JavaScript libraries may use the <u>custom data attributes</u>, as they are considered to be part of the page on which they are used. Authors of libraries that are reused by many authors are encouraged to include their name in the attribute names, to reduce the risk of clashes. Where it makes sense, library authors are also encouraged to make the exact name used in the attribute names customizable, so that libraries whose authors unknowingly picked the same name can be used on the same page, and so that multiple versions of a particular library can be used on the same page even when those versions are not mutually compatible.

EXAMPLE 23

For example, a library called "DoQuery" could use attribute names like data-doquery-range, and a library called "jJo" could use attributes names like data-jjo-range. The jJo library could also provide an API to set which prefix to use (e.g. J.setDataPrefix("j2"), making the attributes have names like data-j2-range).



This definition is non-normative. Implementation requirements are given below this definition.

element . dataset

Returns a DOMStringMap object for the element's data-* attributes.

Hyphenated names are converted to dromedary-case (which is the same as camel-case except the initial letter is not uppercased). For example, data-foo-bar="" becomes element.dataset.fooBar.

The dataset IDL attribute provides convenient accessors for all the data-* attributes on an element. On getting, the dataset IDL attribute must return a DOMStringMap whose associated element is this element.

The DOMStringMap interface is used for the dataset attribute. Each DOMStringMap has an associated element.

```
[OverrideBuiltins]
interface DOMStringMap {
  getter DOMString (DOMString name);
  [CEReactions] setter void (DOMString name, DOMString value);
  [CEReactions] deleter void (DOMString name);
};
```

To get a DOMStringMap's name-value pairs, run the following algorithm:

- 1. Let *list* be an empty list of name-value pairs.
- 2. For each content attribute on the <u>DOMStringMap</u>'s <u>associated element</u> whose first five characters are the string "data-" and whose remaining characters (if any) do not include any <u>uppercase ASCII letters</u>, in the order that those attributes are listed in the element's <u>attribute list</u>, add a name-value pair to <u>list</u> whose name is the attribute's name with the first five characters removed and whose value is the attribute's value.
- 3. For each name in *list*, for each U+002D HYPHEN-MINUS character (-) in the name that is followed by a <u>lowercase</u>

 <u>ASCII letter</u>, remove the U+002D HYPHEN-MINUS character (-) and replace the character that followed it by the same character in <u>ASCII uppercase</u>.
- 4. Return *list* .

The <u>supported property names</u> on a <u>DOMStringMap</u> object at any instant are the names of each pair returned from <u>getting</u> the <u>DOMStringMap</u>'s <u>name-value pairs</u> at that instant, in the order returned.

To <u>determine the value of a named property</u> <u>name</u> for a <u>DOMStringMap</u>, return the value component of the name-value pair whose name component is <u>name</u> in the list returned from getting the <u>DOMStringMap</u>'s name-value pairs.

To <u>set the value of a new named property</u> or <u>set the value of an existing named property</u> for a <u>DOMStringMap</u>, given a property name <u>name</u> and a new value <u>value</u>, run the following steps:

- 1. If <u>name</u> contains a U+002D HYPHEN-MINUS character (-) followed by a <u>lowercase ASCII letter</u>, then throw a "<u>SyntaxError</u>" <u>DOMException</u> and abort these steps.
- 2. For each <u>uppercase ASCII letter</u> in <u>name</u>, insert a U+002D HYPHEN-MINUS character (-) before the character and replace the character with the same character in <u>ASCII lowercase</u>.
- 3. Insert the string data- at the front of *name*.
- 4. If *name* does not match the XML <u>Name</u> production, throw an "<u>InvalidCharacterError</u>" <u>DOMException</u> and abort these steps.
- 5. Set an attribute value for the DOMStringMap's associated element using *name* and *value*.

To <u>delete an existing named property</u> name for a <u>DOMStringMap</u>, run the following steps:

- 1. For each <u>uppercase ASCII letter</u> in *name*, insert a U+002D HYPHEN-MINUS character (-) before the character and replace the character with the same character in ASCII lowercase.
- 2. Insert the string data- at the front of name.
- 3. Remove an attribute by name given name, and the DOMStringMap's associated element.

This algorithm will only get invoked by the Web IDL specification for names that are given by the earlier algorithm for getting the DOMStringMap's name-value pairs. [WEBIDL]

EXAMPLE 24

If a Web page wanted an element to represent a space ship, e.g., as part of a game, it would have to use the class attribute along with data-* attributes:

Notice how the hyphenated attribute name becomes dromedary-cased in the API.

EXAMPLE 25

Given the following fragment and elements with similar constructions:

```
<img class="tower" id="tower5" data-x="12" data-y="5"
    data-ai="robotarget" data-hp="46" data-ability="flames"
    src="towers/rocket.png" alt="Rocket Tower">
```

...one could imagine a function splashDamage() that takes some arguments, the first of which is the element to process:

```
function splashDamage(node, x, y, damage) {
  if (node.classList.contains('tower') && // checking the 'class' attribute
     node.dataset.x == x && // reading the 'data-x' attribute
     node.dataset.y == y) { // reading the 'data-y' attribute
     var hp = parseInt(node.dataset.hp); // reading the 'data-hp' attribute
     hp = hp - damage;
     if (hp < 0) {
        hp = 0;
        node.dataset.ai = 'dead'; // setting the 'data-ai' attribute
        delete node.dataset.ability; // removing the 'data-ability' attribute
    }
    node.dataset.hp = hp; // setting the 'data-hp' attribute
}</pre>
```

§ 3.2.6. The innerText IDL attribute

This definition is non-normative. Implementation requirements are given below this definition.

```
element . innerText [ = value ]
```

Returns the element's text content "as rendered".

Can be set, to replace the element's children with the given value, but with line breaks converted to
 elements.

On getting, the **innerText** attribute must follow these steps:

- 1. If this element is not being rendered, or if the user agent is a non-CSS user agent, then return the same value as the textContent IDL attribute on this element.
- 2. Compute a list of items each of which is a string or a positive integer (a *required line break count*), by applying the following recursive procedure to each child node *node* of this element in <u>tree order</u>, and then concatenating the results to a single list of items.

Intuitively, a *required line break count* item means that a certain number of line breaks appear at that point, but they can be collapsed with the line breaks induced by adjacent *required line break count* items, reminiscent to CSS margin-collapsing.

- 1. Let *items* be the result of recursively applying this procedure to each child of *node* in <u>tree order</u>, and then concatenating the results to a single list of items.
- 2. If *node* 's <u>computed value</u> of <u>'visibility'</u> is not "visible", then let the result of these substeps be *items* and abort these substeps.
- 3. If *node* has no associated CSS box, then let the result of these substeps be *items* and abort these substeps. For the purpose of this step, the following elements must act as described if the <u>computed value</u> of the <u>'display'</u> property is not "none":
 - <select> elements have an associated non-replaced inline CSS box whose child boxes include only those of <optgroup> and <option> element child nodes;
 - optgroup> elements have an associated non-replaced block-level CSS box whose child boxes include only those of option> element child nodes; and
 - <option> element have an associated non-replaced block-level CSS box whose child boxes are as normal for non-replaced block-level CSS boxes.

NOTE:

items can be non-empty due to "display:contents".

- 4. If <u>node</u> is a <u>Text</u> node, then for each CSS text box produced by <u>node</u>, in content order, compute the text of the box after application of the CSS <u>'white-space'</u> processing rules and <u>'text-transform'</u> rules, let the result of these substeps be a list of the resulting strings, and abort these substeps. The CSS <u>'white-space'</u> processing rules are slightly modified: collapsible spaces at the end of lines are always collapsed, but they are only removed if the line is the last line of the block, or it ends with a <u>sbr></u> element. Soft hyphens should be preserved. [CSS-TEXT-3]
- 5. If node is a

 selement, then append a string containing a single U+000A LINE FEED (LF) character to items.
- 6. If *node*'s <u>computed value</u> of <u>'display'</u> is <u>'table-cell'</u>, and *node*'s CSS box is not the last <u>'table-cell'</u> box of its enclosing <u>'table-row'</u> box, then append a string containing a single U+0009 CHARACTER TABULATION (tab) character to *items*.
- 7. If *node* 's <u>computed value</u> of <u>'display'</u> is <u>'table-cell'</u>, and *node* 's CSS box is not the last <u>'table-cell'</u> box of the nearest ancestor <u>'table'</u> box, then append a string containing a single U+000A LINE FEED (LF) character to *items*.
- 8. If node is a element, then add 2 (a required line break count) at the beginning and end of items.
- 9. If *node* 's <u>used value</u> of 'display' is block-level or 'table-caption', then add 1 (a *required line break count*) at the beginning and end of *items*. [CSS-DISPLAY-3]

NOTE.

Floats and absolutely-positioned elements fall into this category.

- 10. Let the result of these substeps be *items*.
- 3. Delete any string items whose strings are empty.
- 4. Delete any runs of consecutive required line break count items at the start or end of the list.
- 5. Replace each remaining run of consecutive *required line break count* items with a string consisting of as many U+000A LINE FEED (LF) characters as the maximum of the values in the *required line break count* items.
- 6. Return the concatenation of the string items.

NOTE:

Note that descendant nodes of most replaced elements (e.g., <textarea>, <input>, and <video> — but not <but> or rendered by CSS, strictly speaking, and therefore have no CSS boxes for the purposes of this algorithm.

On setting, the innerText attribute must follow these steps:

1. Let *document* be this element's node document.

- 2. Let *fragment* be a new DocumentFragment object whose <u>node document</u> is *document*.
- 3. Let *input* be the given value.
- 4. Let *pointer* be a pointer into *input*, initially pointing at the start of the string.
- 5. Let *text* be the empty string.
- 6. While *pointer* is not past the end of *input*:
 - 1. Collect a sequence of characters that are not U+000A LINE FEED (LF) or U+000D CARRIAGE RETURN (CR) characters. Set *text* to the collected characters.
 - 2. If *text* is not the empty string, then <u>append</u> a new <u>Text</u> node whose <u>data</u> is *text* and <u>node document</u> is *document* to *fragment*.
 - 3. While *pointer* is not past the end of *input*, and the character at *position* is either a U+000A LINE FEED (LF) or U+000D CARRIAGE RETURN (CR) character:
 - 1. If the character at *position* is a U+000D CARRIAGE RETURN (CR) character and the next character is a U+000A LINE FEED (LF) character, then advance *position* to the next character in *input*.
 - 2. Advance position to the next character in input.
 - 3. Append the result of creating an element given document,
 document,
 and the HTML namespace to fragment.
- 7. Replace all with *fragment* within this element.

§ 3.2.7. Requirements relating to the bidirectional algorithm

§ 3.2.7.1. Authoring conformance criteria for bidirectional-algorithm formatting characters

<u>Text content</u> in <u>HTML elements</u> with <u>Text</u> nodes in their <u>contents</u>, and text in attributes of <u>HTML elements</u> that allow free-form text, may contain characters in the ranges U+202A to U+202E and U+2066 to U+2069 (the bidirectional-algorithm formatting characters). [BIDI]

NOTE:

Authors are encouraged to use the <u>dir</u> attribute, the <u><bdo></u> element, and the <u><bdo></u> element, rather than maintaining the bidirectional-algorithm formatting characters manually. The bidirectional-algorithm formatting characters interact poorly with CSS.

§ 3.2.7.2. User agent conformance criteria

User agents must implement the Unicode bidirectional algorithm to determine the proper ordering of characters when rendering documents and parts of documents. [BIDI]

The mapping of HTML to the Unicode bidirectional algorithm must be done in one of three ways. Either the user agent must implement CSS, including in particular the CSS <u>'unicode-bidi'</u>, <u>'direction'</u>, and <u>'content'</u> properties, and must have, in its user agent style sheet, the rules using those properties given in this specification's <u>rendering</u> section, or, alternatively, the user agent must act as if it implemented just the aforementioned properties and had a user agent style sheet that included all the aforementioned rules, but without letting style sheets specified in documents override them, or, alternatively, the user agent must implement another styling language with equivalent semantics. [CSS-WRITING-MODES-3] [CSS3-CONTENT]

The following elements and attributes have requirements defined by the <u>rendering</u> section that, due to the requirements in this section, are requirements on all user agents (not just those that support the suggested default rendering):

- dir attribute
- <bdi>element
- <bdo> element
-
element
- element
- <textarea> element
- <u><wbr></u> element

§ 3.2.8. WAI-ARIA and HTML Accessibility API Mappings

§ 3.2.8.1. ARIA Authoring Requirements

Authors may use the ARIA <u>role</u> and <u>aria-*</u> attributes on <u>HTML elements</u>, in accordance with the requirements described in the ARIA specifications, except where these conflict with the requirements specified in ARIA in HTML [html-aria]. These exceptions are intended to prevent authors from making assistive technology products report nonsensical states that do not represent the actual state of the document. [wai-aria-1.1]

NOTE:

In the majority of cases setting an ARIA <u>role</u> and/or <u>aria-*</u> attribute that matches the default implicit ARIA semantics is unnecessary and not recommended as these properties are already set by the browser.

NOTE

Authors are encouraged to make use of the following documents for guidance on using ARIA in HTML beyond that which is provided in this section:

- <u>Using ARIA</u> A practical guide for developers on how to to add accessibility information to HTML elements using the Accessible Rich Internet Applications specification <u>[wai-aria-1.1]</u>.
- WAI-ARIA Authoring Practices 1.1 An author's guide to understanding and implementing Accessible Rich Internet Applications.

§ 3.2.8.2. Conformance Checker Implementation Requirements

Conformance checkers are required to implement document conformance requirements for use of the ARIA <u>role</u> and <u>aria*</u> attributes on <u>HTML elements</u>, as defined in ARIA in HTML. [html-aria]

§ 3.2.8.3. User Agent Implementation Requirements

User agents must implement ARIA semantics on all <u>HTML elements</u>, as defined in the ARIA specifications <u>[wai-aria-1.1]</u> and [core-aam-1.1].

User agents must implement Accessibility API semantics on all <u>HTML</u> elements, as defined in the HTML Accessibility API Mappings specification [html-aam-1.0].

The ARIA attributes defined in the ARIA specifications do not have any effect on CSS <u>pseudo-class</u> matching, user interface modalities that don't use assistive technologies, or the default actions of user interaction events as described in this specification.

§ 3.2.8.3.1. ARIA ROLE ATTRIBUTE

Every <u>HTML element</u> may have an ARIA <u>role</u> attribute specified. This is an ARIA Role attribute as defined by [wai-aria-1.1].

The attribute, if specified, must have a value that is a <u>set of space-separated tokens</u>; each token must be a non-abstract role defined in the WAI-ARIA specification [wai-aria-1.1].

The WAI-ARIA role that an <u>HTML element</u> has assigned to it is the first non-abstract role found in the list of values generated when the <u>role</u> attribute is split on spaces.

§ 3.2.8.3.2. State and Property Attributes

Every HTML element may have ARIA state and property attributes specified. These attributes are defined by [wai-aria-1.1].

A subset of the ARIA State and Property attributes are defined as "Global States and Properties" in the [wai-aria-1.1] specification.

These attributes, if specified, must have a value that is the ARIA value type in the "Value" field of the definition for the state or property, mapped to the appropriate HTML value type according to [wai-aria-1.1].

ARIA State and Property attributes can be used on any element. They are not always meaningful, however, and in such cases user agents might not perform any processing aside from including them in the DOM. State and property attributes are

processed according to the requirements of the HTML Accessibility API Mappings specification [html-aam-1.0], as well as [wai-aria-1.1] and, as defined in the ARIA specifications [WAI-ARIA] and [core-aam-1.1].

§ 3.2.8.4. Allowed ARIA roles, states and properties

This section is non-normative.

NOTE:

The following table provides an informative reference to the ARIA roles, states and properties permitted for use in HTML. Links to ARIA roles, states and properties in the table reference the normative definitions in the [wai-aria-1.1] specification.

ARIA Roles, States and Properties

Role	Description	Required	Supported Properties
		Properties	
any	global aria-* attributes can be used on any HTML element.	none	aria-atomic aria-busy (state) aria-controls aria-current (state) aria-describedby aria-details aria-disabled (state) aria-dropeffect aria- errormessage aria-flowto aria-grabbed (state) aria-haspopup aria-hidden (state) aria-invalid (state) aria-label aria-label aria-label aria-label aria-live aria-owns aria-roledescription
<u>alert</u>	A message with important, and usually time-sensitive, information. See related <u>alertdialog</u> and <u>status</u> .	none	• <u>aria-expanded</u> (state)
alertdialog	A type of dialog that contains an alert message, where initial focus goes to an element within the dialog. See related <u>alert</u> and <u>dialog</u> .	none	• aria-expanded (state) • aria-dialog
application	A structure containing one or more focusable elements requiring user input, such as keyboard or gesture events, that do not follow a standard interaction pattern supported by a widget role.	none	• aria-expanded (state)
article	A section of a page that consists of a composition that forms an independent part of a document, page, or site.	none	• aria-expanded (state)
banner	A region that contains mostly site-oriented content, rather than page-specific content.	none	• <u>aria-expanded</u> (state)
button	An input that allows for user-triggered actions when clicked or pressed. See related 1ink .	none	• aria-expanded (state) • aria-pressed (state)

Role	Description	Required Properties	Supported Properties
checkbox	A checkable input that has three possible values: true, false, or mixed.	• aria- checked (state)	none
cell	A cell in a tabular container.	none	aria-colspanaria-rowindexaria-rowspan
columnheader	A cell containing header information for a column.	none	 aria-sort aria-readonly aria-required aria-selected (state) aria-expanded (state) aria-colspan aria-rowindex aria-rowspan
combobox	A presentation of a select; usually similar to a textbox where users can type ahead to select an option, or type to enter arbitrary text as a new item in the list. See related listbox .	• aria- controls • aria- expanded (state)	• aria- autocomplete • aria-required • aria- activedescendant • aria-orientation
complementary	A supporting section of the document, designed to be complementary to the main content at a similar level in the DOM hierarchy, but remains meaningful when separated from the main content.	none	• aria-expanded (state)
contentinfo	A large perceivable region that contains information about the parent document.	none	• aria-expanded (state)
definition	A definition of a term or concept.	none	• aria-expanded (state)
dialog	A dialog is an application window that is designed to interrupt the current processing of an application in order to prompt the user to enter information or require a response. See related alertdialog .	none	• aria-expanded (state) • aria-dialog
directory	A list of references to members of a group, such as a static table of contents.	none	• aria-expanded (state)
document	A region containing related information that is declared as document content, as opposed to a web application.	none	• aria-expanded (state)
feed	A scrollable list of articles where scrolling may cause articles to be added to or removed from either end of the list.	none	• aria-expanded (state)
figure	A perceivable section of content that typically contains a graphical document, images, code snippets, or example text.	none	• aria-expanded (state)
form	A landmark region that contains a collection of items and objects that, as a whole, combine to create a form. See related search.	none	• aria-expanded (state)

Role	Description	Required Properties	Supported Properties
grid	A grid is an interactive control which contains cells of tabular data arranged in rows and columns, like a table.	none	• aria-level • aria- multiselectable • aria-readonly • aria- activedescendant • aria-expanded (state) • aria-colcount • aria-rowcount
gridcell	A cell in a grid or treegrid.	none	 aria-readonly aria-required aria-selected (state) aria-expanded (state) aria-colspan aria-rowindex aria-rowspan
group	A set of user interface objects which are not intended to be included in a page summary or table of contents by assistive technologies.	none	• aria- activedescendant • aria-expanded (state)
heading	A heading for a section of the page.	none	• aria-level • aria-expanded (state)
img	A container for a collection of elements that form an image.	none	• aria-expanded (state)
<u>link</u>	An interactive reference to an internal or external resource that, when activated, causes the user agent to navigate to that resource. See related <u>button</u> .	none	• <u>aria-expanded</u> (state)
list	A group of non-interactive list items. See related <u>listbox</u> .	none	• aria-expanded (state)
listbox	A widget that allows the user to select one or more items from a list of choices. See related <u>combobox</u> and <u>list</u> .	none	• aria- multiselectable • aria-required • aria-expanded (state) • aria- activedescendant • aria-expanded (state) • aria-orientation
listitem	A single item in a <u>list</u> or <u>directory</u> .	none	 aria-level aria-posinset aria-setsize aria-expanded (state)
<u>log</u>	A type of live region where new information is added in meaningful order and old information may disappear. See related <u>marquee</u> .	none	• aria-expanded (state)
main	The main content of a document.	none	• aria-expanded (state)
marquee	A type of live region where non-essential information changes frequently. See related <u>log</u> .	none	• <u>aria-expanded</u> (state)

Role	Description	Required Properties	Supported Properties
MathML math	Content that represents a mathematical expression.	none	• aria-expanded (state)
menubar	A presentation of menu that usually remains visible and is usually presented horizontally.	none	• aria-expanded (state) • aria-activedescendant aria-expanded (state) • aria-orientation
navigation	A collection of navigational elements (usually links) for navigating the document or related documents.	none	• aria-expanded (state)
none	An element whose implicit native role semantics will not be mapped to the accessibility API. See synonym presentation .	none	none
note	A section whose content is parenthetic or ancillary to the main content of the resource.	none	• aria-expanded (state)
option	A selectable item in a select list.	none	• aria-checked (state) • aria-posinset • aria-selected (state) • aria-setsize
presentation	An element whose implicit native role semantics will not be mapped to the accessibility API.	none	none
progressbar	An element that displays the progress status for tasks that take a long time.	none	aria-valuemaxaria-valueminaria-valuenowaria-valuetext
radio	A checkable input in a group of radio roles, only one of which can be checked at a time.	• aria- checked (state)	• aria-posinset • aria-selected (state) • aria-setsize
radiogroup	A group of radio buttons.	none	• aria-required • aria- activedescendant • aria-expanded (state) • aria-orientation
region	A large perceivable section of a web page or document, that the author feels is important enough to be included in a page summary or table of contents, for example, an area of the page containing live sporting event statistics.	none	• aria-expanded (state)
row	A row of cells in a grid.	none	• aria-level • aria-selected (state) • aria- activedescendant • aria-expanded (state) • aria-colindex • aria-rowindex
rowgroup	A group containing one or more row elements in a grid.	none	• aria- activedescendant • aria-expanded (state)

Role	Description	Required Properties	Supported Properties
rowheader	A cell containing header information for a row in a grid.	none	 aria-sort aria-readonly aria-required aria-selected (state) aria-expanded (state) aria-colspan aria-rowspan aria-rowindex
scrollbar	A graphical object that controls the scrolling of content within a viewing area, regardless of whether the content is fully displayed within the viewing area.	• aria- controls • aria- orientation • aria- valuemax • aria- valuemin • aria- valuemin • aria- valuenow	• aria-expanded (state)
search	A landmark region that contains a collection of items and objects that, as a whole, combine to create a search facility. See related <u>form</u> .	none	• aria-expanded (state) • aria-orientation
searchbox	A type of textbox intended for specifying search criteria	none	• aria- activedescendant • aria- autocomplete • aria-multiline • aria-placeholder • aria-readonly • aria-required
separator	A divider that separates and distinguishes sections of content.	• aria-valuemax (if focusable) • aria-valuemin (if focusable) • aria-valuenow (if focusable)	• aria-valuetext (if focusable) • aria-orientation
slider	A user input where the user selects a value from within a given range.	• aria- valuemax • aria- valuemin • aria- valuenow	• aria-orientation • aria-valuetext
spinbutton	A form of range that expects the user to select from among discrete choices.	• aria- valuemax • aria- valuemin • aria- valuenow	• aria-required • aria-valuetext
status	A container whose content is advisory information for the user but is not important enough to justify an alert, often but not necessarily presented as a status bar. See related alert.	none	• aria-expanded (state)
<u>switch</u>	A type of checkbox that represents on/off values, as opposed to checked/unchecked values.	• aria- checked (state)	none

Role	Description	Required Properties	Supported Properties
tab	A grouping label providing a mechanism for selecting the tab content that is to be rendered to the user.	none	• aria-selected (state) • aria-expanded (state)
table	A section containing data arranged in rows and columns. The table role is intended for tabular containers which are not interactive.	none	• aria-colcount • aria-rowcount
tablist	A list of tab elements, which are references to tabpanel elements.	none	• aria-level • aria- activedescendant • aria-expanded (state) • aria-orientation
tabpanel	A container for the resources associated with a <u>tab</u> , where each <u>tab</u> is contained in a <u>tablist</u> .	none	• aria-expanded (state)
term	A word or phrase with a corresponding definition. See related definition.	none	none
textbox	Input that allows free-form text as its value.	none	• aria- activedescendant • aria- autocomplete • aria-multiline • aria-placeholder • aria-readonly • aria-required
timer	A type of live region containing a numerical counter which indicates an amount of elapsed time from a start point, or the time remaining until an end point.	none	• aria-expanded (state)
toolbar	A collection of commonly used function buttons represented in compact visual form.	none	• aria- activedescendant • aria-expanded (state) • aria-orientation
tooltip	A contextual popup that displays a description for an element.	none	• aria-expanded (state)
tree	A type of list that may contain sub-level nested groups that can be collapsed and expanded.	none	• aria- multiselectable • aria-required • aria- activedescendant • aria-expanded (state) • aria-orientation
treegrid	A grid whose rows can be expanded and collapsed in the same manner as for a tree.	none	• aria-level • aria- multiselectable • aria-readonly • aria- activedescendant • aria-expanded (state) • aria-required • aria-orientation • aria-colcount • aria-rowcount

Role	Description	Required Properties	Supported Properties
treeitem	An option item of a tree. This is an element within a tree that may be expanded or collapsed if it contains a sub-level group of treeitems.	none	 aria-level aria-posinset aria-setsize aria-expanded (state) aria-checked (state) aria-selected (state)

 $[\]leftarrow \underline{\text{2 Common infrastructure}} - \underline{\text{Table of contents}} - \underline{\text{4 The elements of HTML}} \rightarrow$