

Access a user's accounts

User accounts are used in a variety of contexts in Ethereum, including as identifiers and for [signing transactions](#) . To request a signature from a user or have a user approve a transaction, your dapp can access the user's accounts using the [eth_requestAccounts](#) RPC method.

note `eth_requestAccounts` internally calls [wallet_requestPermissions](#) to [request permission](#) to call the restricted [eth_accounts](#) method. When accessing a user's accounts:

- Only
- initiate a connection request in response to direct user action, such as
- selecting a [connect button](#)
- .
- Always
- disable the connect button while the connection request is pending.
- Never
- initiate a connection request on page load.

note You can also access users' accounts on some [non-EVM networks](#) .

Create a connect button

Important This section describes how to create a single connect button. When connecting to multiple wallets, use the [Connect to MetaMask](#) guide to create multiple connect buttons. We recommend providing a button to allow users to connect MetaMask to your dapp. Selecting this button should call `eth_requestAccounts` to access the user's accounts.

For example, the following JavaScript code accesses the user's accounts when they select a connect button:

```
index.js // You should only attempt to request the user's account in response to user interaction, such as // selecting a
button. Otherwise, you pop-up spam the user like it's 1999. If you fail to retrieve // the user's account, you should encourage
the user to initiate the attempt. const ethereumButton =
```

```
document . querySelector ( ".enableEthereumButton" ) const showAccount =
```

```
document . querySelector ( ".showAccount" )
```

```
ethereumButton . addEventListener ( "click" ,
```

```
( )
```

```
=>
```

```
{ getAccount ( ) } )
```

```
// While awaiting the call to eth_requestAccounts, you should disable any buttons the user can // select to initiate the
request. MetaMask rejects any additional requests while the first is still // pending. async
```

```
function
```

```
getAccount ( )
```

```
{ const accounts =
```

```
await provider // Or window.ethereum if you don't support EIP-6963. . request ( {
```

```
method :
```

```
"eth_requestAccounts"
```

```
} ) . catch ( ( err )
```

```
=>
```

```
{ if
```

```
( err . code
```

```
===
```

```
4001 )
```

```
{ // EIP-1193 userRejectedRequest error. // If this happens, the user rejected the connection request. console . log ( "Please connect to MetaMask." ) }
```

```
else
```

```
{ console . error ( err ) } } ) const account = accounts [ 0 ] showAccount . innerHTML
```

```
= account } The following HTML code displays the button and the current account:
```

```
index.html
```

```
< button
```

class

```
" enableEthereumButton "
```

```
    Enable Ethereum </ button
```

```
    < h2
```

```
    Account: < span
```

class

```
" showAccount "
```

```
    </ span
```

```
    </ h2
```

Handle accounts

Use the [eth_accounts](#) RPC method to handle user accounts. Listen to the [accountsChanged](#) provider event to be notified when the user changes accounts.

The following code handles user accounts and detects when the user changes accounts:

```
index.js let currentAccount =
```

```
null provider // Or window.ethereum if you don't support EIP-6963. . request ( {
```

```
method :
```

```
"eth_accounts"
```

```
} ) . then ( handleAccountsChanged ) . catch ( ( err )
```

```
=>
```

```
{ // Some unexpected error. // For backwards compatibility reasons, if no accounts are available, eth_accounts returns an // empty array. console . error ( err ) } }
```

```
// Note that this event is emitted on page load. If the array of accounts is non-empty, you're // already connected. provider // Or window.ethereum if you don't support EIP-6963. . on ( "accountsChanged" , handleAccountsChanged )
```

```
// eth_accounts always returns an array. function
```

```
handleAccountsChanged ( accounts )
```

```
{ if
```

```
( accounts . length
```

```
===
```

```
0 )
```

```
{ // MetaMask is locked or the user has not connected any accounts. console . log ( "Please connect to MetaMask." ) }
```

```
else
if
( accounts [ 0 ]
!== currentAccount )

{ // Reload your interface with accounts[0]. currentAccount = accounts [ 0 ] // Update the account displayed (see the HTML
for the connect button) showAccount . innerHTML

= currentAccount } } note eth_accounts now returns the full list of accounts for which the user has permitted access to.
Previously,eth_accounts returned at most one account in theaccounts array. The first account in the array will always be
considered the user's "selected" account.
```

Disconnect a user's accounts

Sinceeth_requestAccounts internally callswallet_requestPermissions for permission to calleth_accounts , you can use[wallet_revokePermissions](#) to revoke this permission, revoking your dapp's access to the user's accounts.

This is useful as a method for users to log out (or disconnect) from your dapp. You can then use[wallet_getPermissions](#) to determine whether the user is connected or disconnected to your dapp.

See[how to revoke permissions](#) for an example.

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