

HTML

Basic Structure of HTML:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Document</title>
</head>
<body>

</body>
</html>
```

Note: We are design this tag by CSS. Here has three attributes **class**, **id**, **style** which is called common attributes for all tags and this attributes use for design.

General Tag of HTML:

h1, h2, h3, h4, h5, h6, p, img, a, div, span, br, hr, b, i, u, sub, sup, del, mark, strong, iframe, marquee, fieldset, legend, link, style, script, *header, footer, section, aside, canvas, button*

Note: HTML5 has many new tag. Here we cover generally very much used tag. Italic is HTML5 tag.

Comments of HTML:

```
<!-- Write your comments here -->
```

Table Tag of HTML:

table, tr, td, th

List Tag of HTML:

ul, ol, li, nav

Form Tag of HTML:

Tags	Attributes	Value
form	action	url
	autocomplete	on, off (html 5)
	enctype	<ul style="list-style-type: none">• application/x-www-form-urlencoded• multipart/form-data• text/plain
	method	get, post

	name	text
	target	<ul style="list-style-type: none"> • _blank • _self • _parent • _top
	novalidate	novalidate (html 5)
input	type	<ul style="list-style-type: none"> • button • reset • submit • checkbox • file • hidden • password • radio • text • color (html 5) • date (html 5) • datetime (html 5) • datetime-local (html 5) • email (html 5) • image (html 5) • month (html 5) • number (html 5) • range (html 5) • search (html 5) • tel (html 5) • time (html 5) • url (html 5) • week (html 5)
	accept	<ul style="list-style-type: none"> • file_extension • audio/* • video/* • image/* • media_type
	alt	text (only type="image")
	autocomplete	on, off (html 5)
	autofocus	autofocus (html 5)
	checked	checked
	dirname	inputname.dir (html 5)
	disabled	disabled
	form	form_id (html 5)
	formaction	URL (html 5)
	formenctype	<ul style="list-style-type: none"> • application/x-www-form-urlencoded • multipart/form-data • text/plain (html 5)
	formmethod	<ul style="list-style-type: none"> • get • post
	max	number, date (html 5)
	maxnumber	number
	min	number, date (html 5)

	multiple	multiple (html 5)
	name	text
	pattern	regexp (html 5)
	placeholder	text (html 5)
	readonly	readonly
	required	required (html 5)
	size	number
	src	URL
	step	number (html 5)
	value	text
	width	pixel
textarea	cols	number
	name	text
	rows	number
	disabled	disabled
	readonly	readonly
	required	required (html 5)
	autofocus	autofocus (html 5)
	maxlength	number (html 5)
	placeholder	text (html 5)
	wrap	hard, soft (html 5)
select	autofocus	autofocus (html 5)
	disabled	disabled
	multiple	multiple
	name	name
	required	required (html 5)
	size	number
option	disabled	disabled
	label	text
	selected	selected
	value	text

Media Tag for HTML:

Tags	Attributes	Value
audio	autoplay	autoplay (html 5)
	controls	controls (html 5)
	loop	loop (html 5)
	muted	muted (html 5)
	preload	<ul style="list-style-type: none"> • auto (html 5) • metadata (html 5) • none (html 5)
source	src	URL (html 5)

	type	<ul style="list-style-type: none"> • mp3, ogg, wav • mp4, webm, ogg
vedio	autoplay	autoplay (html 5)
	controls	controls (html 5)
	height	pixel (html 5)
	loop	loop (html 5)
	muted	muted (html 5)
	poster	url
	preload	<ul style="list-style-type: none"> • auto (html 5) • metadata (html 5) • none (html 5)
	width	pixel (html 5)

Event List:

Event is also an attributes. It is used in html tag. Here is the event list in below. Remember that, it is also an attributes.

Window Event Attributes:

Events triggered for the window object (applies to the <body> tag):

Attribute	Value	Description
onafterprint	<i>script(HTML5)</i>	Script to be run after the document is printed
onbeforeprint	<i>script(HTML5)</i>	Script to be run before the document is printed
onbeforeunload	<i>script(HTML5)</i>	Script to be run when the document is about to be unloaded
onerror	<i>script(HTML5)</i>	Script to be run when an error occurs
onhashchange	<i>script(HTML5)</i>	Script to be run when there has been changes to the anchor part of the a URL
onload	script	Fires after the page is finished loading
onmessage	<i>script(HTML5)</i>	Script to be run when the message is triggered
onoffline	<i>script(HTML5)</i>	Script to be run when the browser starts to work offline
ononline	<i>script(HTML5)</i>	Script to be run when the browser starts to work online
onpagehide	<i>script(HTML5)</i>	Script to be run when a user navigates away from a page
onpageshow	<i>script(HTML5)</i>	Script to be run when a user navigates to a page
onpopstate	<i>script(HTML5)</i>	Script to be run when the window's history changes
onresize	<i>script(HTML5)</i>	Fires when the browser window is resized
onstorage	<i>script(HTML5)</i>	Script to be run when a Web Storage area is updated
onunload	script	Fires once a page has unloaded (or the browser window has been closed)

Form Events

Events triggered by actions inside a HTML form (applies to almost all HTML elements, but is most used in form elements):

Attribute	Value	Description
onblur	script	Fires the moment that the element loses focus
onchange	script	Fires the moment when the value of the element is changed
oncontextmenu	<i>script(HTML5)</i>	Script to be run when a context menu is triggered
onfocus	script	Fires the moment when the element gets focus
oninput	<i>script(HTML5)</i>	Script to be run when an element gets user input
oninvalid	<i>script(HTML5)</i>	Script to be run when an element is invalid
onreset	<i>script(HTML5)</i>	Fires when the Reset button in a form is clicked
onsearch	script	Fires when the user writes something in a search field (for <input="search">)
onselect	script	Fires after some text has been selected in an element
onsubmit	script	Fires when a form is submitted

Keyboard Event

Attribute	Value	Description
onkeydown	script	Fires when a user is pressing a key
onkeypress	script	Fires when a user presses a key
onkeyup	script	Fires when a user releases a key

Mouse Events

Events triggered by a mouse, or similar user actions:

Attribute	Value	Description
onclick	<i>script</i>	Fires on a mouse click on the element
ondblclick	<i>script</i>	Fires on a mouse double-click on the element
ondrag	<i>script(HTML5)</i>	Script to be run when an element is dragged
ondragend	<i>script(HTML5)</i>	Script to be run at the end of a drag operation
ondragenter	<i>script(HTML5)</i>	Script to be run when an element has been dragged to a valid drop target
ondragleave	<i>script(HTML5)</i>	Script to be run when an element leaves a valid drop target
ondragover	<i>script(HTML5)</i>	Script to be run when an element is being dragged over a valid drop target
ondragstart	<i>script(HTML5)</i>	Script to be run at the start of a drag

		operation
ondrop	<i>script(HTML5)</i>	Script to be run when dragged element is being dropped
onmousedown	script	Fires when a mouse button is pressed down on an element
onmousemove	script	Fires when the mouse pointer is moving while it is over an element
onmouseout	script	Fires when the mouse pointer moves out of an element
onmouseover	script	Fires when the mouse pointer moves over an element
onmouseup	script	Fires when a mouse button is released over an element
onmousewheel	script	Deprecated. Use the onwheel attribute instead
onscroll	<i>script(HTML5)</i>	Script to be run when an element's scrollbar is being scrolled
onwheel	<i>script(HTML5)</i>	Fires when the mouse wheel rolls up or down over an element

Clipboard Events

Attribute	Value	Description
oncopy	script	Fires when the user copies the content of an element
oncut	script	Fires when the user cuts the content of an element
onpaste	script	Fires when the user pastes some content in an element

Media Events

Events triggered by medias like videos, images and audio (applies to all HTML elements, but is most common in media elements, like `<audio>`, `<embed>`, ``, `<object>`, and `<video>`).

Tip: Look at our [HTML Audio and Video DOM Reference](#) for more information.

Attribute	Value	Description
onabort	script	Script to be run on abort
oncanplay	<i>script(HTML5)</i>	Script to be run when a file is ready to start playing (when it has buffered enough to begin)
oncanplaythrough	<i>script(HTML5)</i>	Script to be run when a file can be played all the way to the end without pausing for buffering
oncuechange	<i>script(HTML5)</i>	Script to be run when the cue changes in a <code><track></code> element
ondurationchange	<i>script(HTML5)</i>	Script to be run when the length of the media changes
onemptied	<i>script(HTML5)</i>	Script to be run when something bad happens and the file is suddenly unavailable (like

		unexpectedly disconnects)
onended	<i>script(HTML5)</i>	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
onerror	<i>script(HTML5)</i>	Script to be run when an error occurs when the file is being loaded
onloadeddata	<i>script(HTML5)</i>	Script to be run when media data is loaded
onloadedmetadata	<i>script(HTML5)</i>	Script to be run when meta data (like dimensions and duration) are loaded
onloadstart	<i>script(HTML5)</i>	Script to be run just as the file begins to load before anything is actually loaded
onpause	<i>script(HTML5)</i>	Script to be run when the media is paused either by the user or programmatically
onplay	<i>script(HTML5)</i>	Script to be run when the media is ready to start playing
onplaying	<i>script(HTML5)</i>	Script to be run when the media actually has started playing
onprogress	<i>script(HTML5)</i>	Script to be run when the browser is in the process of getting the media data
onratechange	<i>script(HTML5)</i>	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
onseeked	<i>script(HTML5)</i>	Script to be run when the seeking attribute is set to false indicating that seeking has ended
onseeking	<i>script(HTML5)</i>	Script to be run when the seeking attribute is set to true indicating that seeking is active
onstalled	<i>script(HTML5)</i>	Script to be run when the browser is unable to fetch the media data for whatever reason
onsuspend	<i>script(HTML5)</i>	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
ontimeupdate	<i>script(HTML5)</i>	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
onvolumechange	<i>script(HTML5)</i>	Script to be run each time the volume is changed which (includes setting the volume to "mute")
onwaiting	<i>script(HTML5)</i>	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)

Misc Events

Attribute	Value	Description
onerror	<i>script(HTML5)</i>	Fires when an error occurs while loading an external file
onshow	<i>script(HTML5)</i>	Fires when a <menu> element is shown as a context menu
ontoggle	<i>script(HTML5)</i>	Fires when the user opens or closes the <details> element