

## HTML Attribute Reference

A comprehensive reference to the HTML global attributes and element attributes for web developers who code in the HTML language. HTML-5.com is a great guide for web developers. [TV Series & Actors and Actresses](#). Follow [TV Series](#) and [HTML 5](#) on Google+.

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[HTML Attribute Reference](#)

### Coding HTML Attributes

An `<dfn>attribute</dfn>` is a named [property](#) associated with an [element](#). In a marked-up document, attributes are coded in a starting tag or [standalone tag](#) between the element name and the tag's terminating `</>` or `>` delimiter. The code for an HTML attribute consists of the attribute name, an equal sign (=) and the value of the property enclosed in quotes:

```
<i mode="pre">elemname</i>   <i mode="pre">attrname</i>   ="<i mode="pre">value</i>  ">...</i>
<i mode="pre">elemname</i>   <i mode="pre">attrname</i>   ="<i mode="pre">value</i>  "/>
```

### Coding Boolean Attributes

Boolean attributes should be coded in their full form using the attribute name in quotes (`attribute="attribute"`) when the value is true and completely omitting the attribute when the value is false. The full form will be properly understood by web browsers parsing polyglot documents with either the HTML syntax or the XML syntax of HTML 5. Avoid using minimized attributes, such as `selected`, or values with an empty string, such as in `selected=" "`, which XPath treats as false rather than true.

```
<a mode="pre" href=" ../tags/input-tag">input</a>   <a mode="pre" href=" ../tags/input-tag#type
<a mode="pre" href=" ../tags/input-tag">input</a>   <a mode="pre" href=" ../tags/input-tag#type
<a mode="pre" href=" ../tags/option-tag">option</a>   <a mode="pre" href=" ../tags/option-tag#s
<a mode="pre" href=" ../tags/video-tag">video</a>   <a mode="pre" href=" ../tags/video-tag#auto
```

**WARNING:** Be careful when looking for web sites for learning HTML, especially when it comes to things that are treated differently by different browsers. For instance, [the examples on some very popular web sites show the value "false" as valid for boolean attributes](#), which is treated as *false* by browsers that look at the attribute value and as *true* by other browsers that only look for the presence or absence of the attribute, resulting in very inconsistent behavior, since that is incorrect coding per the HTML specification:

[The values "true" and "false" are not allowed on boolean attributes.](#)

To determine what version of HTML a web page is actually using, enter its URL in the [W3C Markup Validation Service](#) and look for the **Doctype**. If it's not **HTML5**, change it to **HTML5** in the drop-down box and then **Revalidate**. The pages on this site are [Valid HTML 5](#).

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## Global Attributes List

### Global (Common) Attributes

These are the common (global) HTML attributes that can be used on most [HTML tags](#).

[The `accesskey` Attribute](#)[The `class` Attribute](#)[The `contenteditable` Attribute](#)[The `contextmenu` Attribute](#)[The Author-Defined `data-\*` Attributes](#)[The `dir` Attribute](#)[The `draggable` Attribute](#)[The `dropzone` Attribute](#)[The `hidden` Attribute](#)[The `id` Attribute](#)[The Microdata `item...` Attributes](#)[The `lang` Attribute](#)[The `on...` Event Attributes](#)[The `spellcheck` Attribute](#)[The `style` Attribute](#)[The `tabindex` Attribute](#)[The `title` Attribute](#)[XML Attributes in HTML](#)[xmlns](#) and [xml:space](#)

The other HTML attributes are limited to specific HTML tags.

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## Element Attribute Index

The table below uses the `<tag attribute>` notation indicating the [namespace partition](#) as described in the [HTML Namespaces and Namespace Declarations Tutorial](#).

Attribute	Tag(s) Where Valid	Attribute	Tag(s) Where Valid
accept	<code>&lt;input accept&gt;</code>	on...	<a href="#">on... Event Attributes</a>

accept-charset	<a href="#">&lt;form accept-charset&gt;</a>	onblur	<a href="#">&lt;body onblur&gt;</a>
accesskey	<a href="#">accesskey Global Attribute</a>	oncanplay	<a href="#">&lt;audio oncanplay&gt;</a> <a href="#">&lt;video oncanplay&gt;</a>
action	<a href="#">&lt;form action&gt;</a>	oncanplaythrough	<a href="#">&lt;audio oncanplaythrough&gt;</a> <a href="#">&lt;video oncanplaythrough&gt;</a>
alt	<a href="#">&lt;area alt&gt;</a> <a href="#">&lt;img alt&gt;</a> <a href="#">&lt;input alt&gt;</a>	onemptied	<a href="#">&lt;audio onemptied&gt;</a> <a href="#">&lt;video onemptied&gt;</a>
async	<a href="#">&lt;script async&gt;</a>	onended	<a href="#">&lt;audio onended&gt;</a> <a href="#">&lt;video onended&gt;</a>
autocomplete	<a href="#">&lt;form autocomplete&gt;</a> <a href="#">&lt;input autocomplete&gt;</a>	onerror	<a href="#">&lt;audio onerror&gt;</a> <a href="#">&lt;body onerror&gt;</a> <a href="#">&lt;video onerror&gt;</a>
autofocus	<a href="#">&lt;button autofocus&gt;</a> <a href="#">&lt;input autofocus&gt;</a> <a href="#">&lt;keygen autofocus&gt;</a> <a href="#">&lt;select autofocus&gt;</a> <a href="#">&lt;textarea autofocus&gt;</a>	onfocus	<a href="#">&lt;body onfocus&gt;</a>
autoplay	<a href="#">&lt;audio autoplay&gt;</a> <a href="#">&lt;video autoplay&gt;</a>	onload	<a href="#">&lt;body onload&gt;</a>
challenge	<a href="#">&lt;kengen challenge&gt;</a>	onloadeddata	<a href="#">&lt;audio onloadeddata&gt;</a> <a href="#">&lt;video onloadeddata&gt;</a>
charset	<a href="#">&lt;meta charset&gt;</a> <a href="#">&lt;script charset&gt;</a>	onloadedmetadata	<a href="#">&lt;audio onloadedmetadata&gt;</a> <a href="#">&lt;video onloadedmetadata&gt;</a>
checked	<a href="#">&lt;command checked&gt;</a> <a href="#">&lt;input checked&gt;</a>	onloadstart	<a href="#">&lt;audio onloadstart&gt;</a> <a href="#">&lt;video onloadstart&gt;</a>
cite	<a href="#">&lt;blockquote cite&gt;</a> <a href="#">&lt;del cite&gt;</a> <a href="#">&lt;ins cite&gt;</a> <a href="#">&lt;q cite&gt;</a>	onpause	<a href="#">&lt;audio onpause&gt;</a> <a href="#">&lt;video onpause&gt;</a>
class	<a href="#">class Global Attribute</a>	onplaying	<a href="#">&lt;audio onplaying&gt;</a> <a href="#">&lt;video onplaying&gt;</a>
codecs	<a href="#">&lt;source codecs&gt;</a>	onprogress	<a href="#">&lt;audio onprogress&gt;</a> <a href="#">&lt;video onprogress&gt;</a>
cols	<a href="#">&lt;textarea cols&gt;</a>	onratechange	<a href="#">&lt;audio onratechange&gt;</a> <a href="#">&lt;video onratechange&gt;</a>
colspan	<a href="#">&lt;td colspan&gt;</a> <a href="#">&lt;th colspan&gt;</a>	onreadystatechange	<a href="#">&lt;audio onreadystatechange&gt;</a> <a href="#">&lt;video onreadystatechange&gt;</a>
compact	<a href="#">&lt;ol compact&gt;</a>	onscroll	<a href="#">&lt;body onscroll&gt;</a>
content	<a href="#">&lt;meta content&gt;</a>		
contenteditable	<a href="#">contenteditable Global Attribute</a>		

controls	<a href="#">&lt;audio controls&gt;</a> <a href="#">&lt;video controls&gt;</a>	onseeked	<a href="#">&lt;audio onseeked&gt;</a> <a href="#">&lt;video onseeked&gt;</a>
coords	<a href="#">&lt;area coords&gt;</a>	onseeking	<a href="#">&lt;audio onseeking&gt;</a> <a href="#">&lt;video onseeking&gt;</a>
data	<a href="#">&lt;object data&gt;</a>	onstalled	<a href="#">&lt;audio onstalled&gt;</a> <a href="#">&lt;video onstalled&gt;</a>
data-*	<a href="#">data-* Author-Defined Attributes</a>	onsuspend	<a href="#">&lt;audio onsuspend&gt;</a> <a href="#">&lt;video onsuspend&gt;</a>
datetime	<a href="#">&lt;del datetime&gt;</a> <a href="#">&lt;ins datetime&gt;</a> <a href="#">&lt;time datetime&gt;</a>	ontimeupdate	<a href="#">&lt;audio ontimeupdate&gt;</a> <a href="#">&lt;video ontimeupdate&gt;</a>
default	<a href="#">&lt;track default&gt;</a>	onvolumechange	<a href="#">&lt;audio onvolumechange&gt;</a> <a href="#">&lt;video onvolumechange&gt;</a>
defer	<a href="#">&lt;script defer&gt;</a>	onwaiting	<a href="#">&lt;audio onwaiting&gt;</a> <a href="#">&lt;video onwaiting&gt;</a>
dir	<a href="#">dir Global Attribute</a> <a href="#">&lt;bdi dir&gt;</a> <a href="#">&lt;bdo dir&gt;</a>	open	<a href="#">&lt;details open&gt;</a>
disabled	<a href="#">&lt;button disabled&gt;</a> <a href="#">&lt;command disabled&gt;</a> <a href="#">&lt;input disabled&gt;</a> <a href="#">&lt;keygen disabled&gt;</a> <a href="#">&lt;optgroup disabled&gt;</a> <a href="#">&lt;option disabled&gt;</a> <a href="#">&lt;select disabled&gt;</a> <a href="#">&lt;textarea disabled&gt;</a>	pattern	<a href="#">&lt;input pattern&gt;</a>
draggable	<a href="#">draggable Global Attribute</a>	ping	<a href="#">&lt;a ping&gt;</a> <a href="#">&lt;area ping&gt;</a>
dropzone	<a href="#">dropzone Global Attribute</a>	placeholder	<a href="#">&lt;input placeholder&gt;</a> <a href="#">&lt;textarea placeholder&gt;</a>
encoding	<a href="#">&lt;?xml encoding?&gt;</a>	poster	<a href="#">&lt;video poster&gt;</a>
enctype	<a href="#">&lt;form enctype&gt;</a>	preload	<a href="#">&lt;audio preload&gt;</a> <a href="#">&lt;video preload&gt;</a>
form	<a href="#">&lt;button form&gt;</a> <a href="#">&lt;input form&gt;</a> <a href="#">&lt;keygen form&gt;</a> <a href="#">&lt;object form&gt;</a> <a href="#">&lt;select form&gt;</a> <a href="#">&lt;textarea form&gt;</a>	pubdate	<a href="#">&lt;time pubdate&gt;</a>
formaction	<a href="#">&lt;button formaction&gt;</a> <a href="#">&lt;input formaction&gt;</a>	radiogroup	<a href="#">&lt;command radiogroup&gt;</a>
formenctype	<a href="#">&lt;button formenctype&gt;</a> <a href="#">&lt;input formenctype&gt;</a>	readonly	<a href="#">&lt;input readonly&gt;</a> <a href="#">&lt;textarea readonly&gt;</a>
formmethod	<a href="#">&lt;button formmethod&gt;</a> <a href="#">&lt;input formmethod&gt;</a>	rel	<a href="#">&lt;a rel&gt;</a> <a href="#">&lt;area rel&gt;</a> <a href="#">&lt;link rel&gt;</a>
		required	<a href="#">&lt;input required&gt;</a> <a href="#">&lt;textarea required&gt;</a>
		reversed	<a href="#">&lt;ol reversed&gt;</a>

formnovalidate	<a href="#">&lt;button formnovalidate&gt;</a> <a href="#">&lt;input formnovalidate&gt;</a>	rows	<a href="#">&lt;textarea rows&gt;</a>
formtarget	<a href="#">&lt;button formtarget&gt;</a> <a href="#">&lt;input formtarget&gt;</a>	rowspan	<a href="#">&lt;td rowspan&gt;</a> <a href="#">&lt;th rowspan&gt;</a>
headers	<a href="#">&lt;td headers&gt;</a> <a href="#">&lt;th headers&gt;</a>	sandbox	<a href="#">&lt;iframe sandbox&gt;</a>
height	<a href="#">&lt;canvas height&gt;</a> <a href="#">&lt;embed height&gt;</a> <a href="#">&lt;iframe height&gt;</a> <a href="#">&lt;img height&gt;</a> <a href="#">&lt;input height&gt;</a> <a href="#">&lt;object height&gt;</a> <a href="#">&lt;video height&gt;</a>	scoped	<a href="#">&lt;style scoped&gt;</a>
hidden	<a href="#">hidden Global Attribute</a>	seamless	<a href="#">&lt;iframe seamless&gt;</a>
href	<a href="#">&lt;a href&gt;</a> <a href="#">&lt;area href&gt;</a> <a href="#">&lt;base href&gt;</a> <a href="#">&lt;link href&gt;</a> <a href="#">&lt;?xmlstylesheet href?&gt;</a>	selected	<a href="#">&lt;option selected&gt;</a>
hreflang	<a href="#">&lt;a hreflang&gt;</a> <a href="#">&lt;area hreflang&gt;</a> <a href="#">&lt;link hreflang&gt;</a>	shape	<a href="#">&lt;area shape&gt;</a>
http-equiv	<a href="#">&lt;meta http-equiv&gt;</a>	size	<a href="#">&lt;input size&gt;</a> <a href="#">&lt;select size&gt;</a>
icon	<a href="#">&lt;command icon&gt;</a>	sizes	<a href="#">&lt;link sizes&gt;</a>
id	<a href="#">id Global Attribute</a> <a href="#">&lt;dfn id&gt;</a>	span	<a href="#">&lt;colgroup span&gt;</a>
ismap	<a href="#">&lt;img ismap&gt;</a>	spellcheck	<a href="#">spellcheck Global Attribute</a>
itemid	<a href="#">itemid Microdata Attribute</a>	src	<a href="#">&lt;audio src&gt;</a> <a href="#">&lt;embed src&gt;</a> <a href="#">&lt;iframe src&gt;</a> <a href="#">&lt;img src&gt;</a> <a href="#">&lt;input src&gt;</a> <a href="#">&lt;script src&gt;</a> <a href="#">&lt;source src&gt;</a> <a href="#">&lt;track src&gt;</a> <a href="#">&lt;video src&gt;</a>
itemprop	<a href="#">itemprop Microdata Attribute</a>	srcdoc	<a href="#">&lt;iframe srcdoc&gt;</a>
itemref	<a href="#">itemref Microdata Attribute</a>	srclang	<a href="#">&lt;track srclang&gt;</a>
itemscope	<a href="#">itemscope Microdata Attribute</a>	standalone	<a href="#">&lt;?xml standalone?&gt;</a>
itemtype	<a href="#">itemtype Microdata Attribute</a>	start	<a href="#">&lt;ol start&gt;</a>
keytype	<a href="#">&lt;keygen keytype&gt;</a>	step	<a href="#">&lt;input step&gt;</a>
kind	<a href="#">&lt;track kind&gt;</a>	style	<a href="#">style Global Attribute</a> <a href="#">&lt;svg style&gt;</a>
		tabindex	<a href="#">tabindex Global Attribute</a>
		target	<a href="#">&lt;a target&gt;</a> <a href="#">&lt;area target&gt;</a> <a href="#">&lt;base target&gt;</a> <a href="#">&lt;form target&gt;</a>
		title	<a href="#">title Global Attribute</a> <a href="#">&lt;abbr title&gt;</a> <a href="#">&lt;command title&gt;</a> <a href="#">&lt;dfn title&gt;</a> <a href="#">&lt;link title&gt;</a> <a href="#">&lt;style title&gt;</a>

label	<a href="#">&lt;command label&gt;</a> <a href="#">&lt;menu label&gt;</a> <a href="#">&lt;optgroup label&gt;</a> <a href="#">&lt;option label&gt;</a> <a href="#">&lt;track label&gt;</a>	type	<a href="#">&lt;a type&gt;</a> <a href="#">&lt;area type&gt;</a> <a href="#">&lt;button type&gt;</a> <a href="#">&lt;command type&gt;</a> <a href="#">&lt;embed type&gt;</a> <a href="#">&lt;input type&gt;</a> <a href="#">&lt;link type&gt;</a> <a href="#">&lt;menu type&gt;</a> <a href="#">&lt;object type&gt;</a> <a href="#">&lt;ol type&gt;</a> <a href="#">&lt;script type&gt;</a> <a href="#">&lt;source type&gt;</a> <a href="#">&lt;style type&gt;</a> <a href="#">&lt;?xml-stYLESHEET type?&gt;</a>
lang	<a href="#">lang Global Attribute</a>	usemap	<a href="#">&lt;img usemap&gt;</a> <a href="#">&lt;object usemap&gt;</a>
language	<a href="#">&lt;script language&gt;</a>	value	<a href="#">&lt;button value&gt;</a> <a href="#">&lt;input value&gt;</a> <a href="#">&lt;option value&gt;</a>
list	<a href="#">&lt;input list&gt;</a>	version	<a href="#">&lt;?xml version?&gt;</a> <a href="#">&lt;html version&gt;</a> <a href="#">&lt;svg version&gt;</a>
loop	<a href="#">&lt;audio loop&gt;</a> <a href="#">&lt;video loop&gt;</a>	width	<a href="#">&lt;canvas width&gt;</a> <a href="#">&lt;embed width&gt;</a> <a href="#">&lt;iframe width&gt;</a> <a href="#">&lt;img width&gt;</a> <a href="#">&lt;input width&gt;</a> <a href="#">&lt;object width&gt;</a> <a href="#">&lt;video width&gt;</a>
manifest	<a href="#">&lt;html manifest&gt;</a>	wrap	<a href="#">&lt;textarea wrap&gt;</a>
max	<a href="#">&lt;input max&gt;</a>	xmlns	<a href="#">xmlns Global Attribute</a> <a href="#">&lt;html xmlns&gt;</a> <a href="#">&lt;mathml xmlns&gt;</a> <a href="#">&lt;svg xmlns&gt;</a>
maxlength	<a href="#">&lt;input maxlength&gt;</a> <a href="#">&lt;textarea maxlength&gt;</a>		
media	<a href="#">&lt;a media&gt;</a> <a href="#">&lt;area media&gt;</a> <a href="#">&lt;link media&gt;</a> <a href="#">&lt;style media&gt;</a>		
method	<a href="#">&lt;form method&gt;</a>		
min	<a href="#">&lt;input min&gt;</a>		
multiple	<a href="#">&lt;input multiple&gt;</a> <a href="#">&lt;select multiple&gt;</a>		
name	<a href="#">&lt;button name&gt;</a> <a href="#">&lt;form name&gt;</a> <a href="#">&lt;iframe name&gt;</a> <a href="#">&lt;input name&gt;</a> <a href="#">&lt;keygen name&gt;</a> <a href="#">&lt;meta name&gt;</a> <a href="#">&lt;object name&gt;</a> <a href="#">&lt;select name&gt;</a> <a href="#">&lt;textarea name&gt;</a>		
novalidate	<a href="#">&lt;form novalidate&gt;</a>		

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***THE END***