

table Element

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A **table** element in the object model of an HTML document represents a table of rows and columns, with an optional [table header](#) and [table footer](#). When creating a document with HTML code in serialized form, use a [<table> tag](#) to create a **table** element.

HTMLTableElement interface

Superinterface:

[HTMLElement](#)

HTML Tag Reference:

[<table> tag](#)

| DOM Properties | | |
|----------------|---|---|
| get or set | DOMString | <code><var>table</var>.border</code> <code><var>table</var>.border =</code> <code><var>value</var></code> |
| get or set | HTMLTableCaptionElement | <code><var>table</var>.caption</code> <code><var>table</var>.caption =</code> <code><var>value</var></code> |
| get only | HTMLCollection | <code><var>table</var>.rows</code> |
| get only | HTMLCollection | <code><var>table</var>.tBodies</code> |
| get or set | HTMLTableSectionElement | <code><var>table</var>.tfoot</code> <code><var>table</var>.tfoot =</code> <code><var>value</var></code> |
| get or set | HTMLTableSectionElement | <code><var>table</var>.thead</code> <code><var>table</var>.thead =</code> <code><var>value</var></code> |

DOM Interface Methods

| | |
|------------------------------|---|
| HTML Element | <code><var>table</var>.createCaption()</code> |
| HTML Element | <code><var>table</var>.createTBody()</code> |
| HTML Element | <code><var>table</var>.createTFoot()</code> |
| HTML Element | <code><var>table</var>.createTHead()</code> |
| void | <code><var>table</var>.deleteCaption()</code> |
| void | <code><var>table</var>.deleteRow(long <var>index</var>)</code> |
| void | <code><var>table</var>.deleteTFoot()</code> |
| void | <code><var>table</var>.deleteTHead()</code> |
| HTML Element | <code><var>table</var>.insertRow() <var>table</var>.insertRow(long <var>index</var>)</code> |

| DOM Events | | |
|----------------|----------|------------------|
| Event Type | Property | Supported |
| abort | Function | onabort |
| canplay | Function | oncanplay |
| canplaythrough | Function | oncanplaythrough |
| change | Function | onchange |
| click | Function | onclick |
| contextmenu | Function | oncontextmenu |
| cuechange | Function | oncuechange |
| dblclick | Function | ondblclick |
| drag | Function | ondrag |
| dragend | Function | ondragend |
| dragenter | Function | ondragenter |
| dragleave | Function | ondragleave |
| dragover | Function | ondragover |
| dragstart | Function | ondragstart |
| drop | Function | ondrop |
| durationchange | Function | ondurationchange |
| emptied | Function | onemptied |
| ended | Function | onended |
| formchange | Function | onformchange |

| | | |
|------------------|----------|--------------------|
| forminput | Function | onforminput |
| input | Function | oninput |
| invalid | Function | oninvalid |
| keydown | Function | onkeydown |
| keypress | Function | onkeypress |
| keyup | Function | onkeyup |
| loadeddata | Function | onloadeddata |
| loadedmetadata | Function | onloadedmetadata |
| loadstart | Function | onloadstart |
| mousedown | Function | onmousedown |
| mousemove | Function | onmousemove |
| mouseout | Function | onmouseout |
| mouseover | Function | onmouseover |
| mouseup | Function | onmouseup |
| mousewheel | Function | onmousewheel |
| pause | Function | onpause |
| play | Function | onplay |
| playing | Function | onplaying |
| progress | Function | onprogress |
| ratechange | Function | onratechange |
| readystatechange | Function | onreadystatechange |
| reset | Function | onreset |
| seeked | Function | onseeked |
| seeking | Function | onseeking |
| select | Function | onselect |
| show | Function | onshow |
| stalled | Function | onstalled |
| submit | Function | onsubmit |
| suspend | Function | onsuspend |
| timeupdate | Function | ontimeupdate |
| volumechange | Function | onvolumechange |
| waiting | Function | onwaiting |

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THE END