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### HTML5 Tags

```
<!-->
<!DOCTYPE>
<a>
<abbr>
<acronym>
<address>
<applet>
<area>
<article>
<aside>
<audio>
<b>
<base>
<basefont>
<bdi>
<bdo>
<big>
<blockquote>
<body>
<br>
<button>
<canvas>
<caption>
<center>
<cite>
<code>
<col>
```

## HTML5 Introduction

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HTML5 is the next generation of HTML.

### What is HTML5?

HTML5 will be the new standard for HTML.

The previous version of HTML, HTML 4.01, came in 1999. The web has changed a lot since then.

HTML5 is still a work in progress. However, the major browsers support many of the new HTML5 elements and APIs.

### How Did HTML5 Get Started?

HTML5 is a cooperation between the World Wide Web Consortium (W3C) and the Web Hypertext Application Technology Working Group (WHATWG).

WHATWG was working with web forms and applications, and W3C was working with XHTML 2.0. In 2006, they decided to cooperate and create a new version of HTML.

Some rules for HTML5 were established:

- New features should be based on HTML, CSS, DOM, and JavaScript
- Reduce the need for external plugins (like Flash)
- Better error handling
- More markup to replace scripting
- HTML5 should be device independent
- The development process should be visible to the public

### The HTML5 <!DOCTYPE>

In HTML5 there is only one <!doctype> declaration, and it is very simple:

```
<!DOCTYPE html>
```

### Minimum HTML5 Document

Below is a simple HTML5 document, with the minimum of required tags:

```
<!DOCTYPE html>
<html>
<head>
<title>Title of the document</title>
</head>

<body>
The content of the document.....
</body>
```

<colgroup>  
 <command>  
 <datalist>  
 <dd>  
 <del>  
 <details>  
 <dfn>  
 <dir>  
 <div>  
 <dl>  
 <dt>  
 <em>  
 <embed>  
 <fieldset>  
 <figcaption>  
 <figure>  
 <font>  
 <footer>  
 <form>  
 <frame>  
 <frameset>  
 <h1> - <h6>  
 <head>  
 <header>  
 <hgroup>  
 <hr>  
 <html>  
 <i>  
 <iframe>  
 <img>  
 <input>  
 <ins>  
 <keygen>  
 <kbd>  
 <label>  
 <legend>  
 <li>  
 <link>  
 <map>  
 <mark>  
 <menu>  
 <meta>  
 <meter>  
 <nav>  
 <noframes>  
 <noscript>  
 <object>  
 <ol>  
 <optgroup>  
 <option>  
 <output>  
 <p>  
 <param>  
 <pre>  
 <progress>  
 <q>  
 <rp>  
 <rt>  
 <ruby>  
 <s>  
 <samp>  
 <script>  
 <section>  
 <select>  
 <small>  
 <source>  
 <span>  
 <strike>  
 <strong>  
 <style>  
 <sub>  
 <summary>  
 <sup>  
 <table>  
 <tbody>

```
</html>
```

## HTML5 - New Features

Some of the most interesting new features in HTML5:

- The <canvas> element for 2D drawing
- The <video> and <audio> elements for media playback
- Support for local storage
- New content-specific elements, like <article>, <footer>, <header>, <nav>, <section>
- New form controls, like calendar, date, time, email, url, search

## Browser Support for HTML5

HTML5 is not yet an official standard, and no browsers have full HTML5 support.

But all major browsers (Safari, Chrome, Firefox, Opera, Internet Explorer) continue to add new HTML5 features to their latest versions.

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<article>  
<aside>  
<audio>  
<b>  
<base>  
<basefont>  
<bdi>  
<bdo>  
<big>  
<blockquote>  
<body>  
<br>  
<button>  
<canvas>  
<caption>  
<center>  
<cite>  
<code>  
<col>

## HTML5 Tag Reference

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## HTML5

HTML5 improves interoperability and reduces development costs by making precise rules on how to handle all HTML elements, and how to recover from errors.

Some of the new features in HTML5 are functions for embedding audio, video, graphics, client-side data storage, and interactive documents. HTML5 also contains new elements like <nav>, <header>, <footer>, and <figure>.

The HTML5 working group includes AOL, Apple, Google, IBM, Microsoft, Mozilla, Nokia, Opera, and many hundreds of other vendors.

**Note:** HTML5 is not a W3C recommendation yet!

To read about the HTML5 activities at W3C, please read our [W3C tutorial](#).

## Ordered Alphabetically

**New** : New tags in HTML5.

Tag	Description
<a href="#">&lt;!----&gt;</a>	Defines a comment
<a href="#">&lt;!DOCTYPE&gt;</a>	Defines the document type
<a href="#">&lt;a&gt;</a>	Defines a hyperlink
<a href="#">&lt;abbr&gt;</a>	Defines an abbreviation
<a href="#">&lt;acronym&gt;</a>	Not supported in HTML5
<a href="#">&lt;address&gt;</a>	Defines contact information for the author/owner of a document/article
<a href="#">&lt;applet&gt;</a>	Not supported in HTML5
<a href="#">&lt;area&gt;</a>	Defines an area inside an image-map
<a href="#">&lt;article&gt;</a>	<b>New</b> Defines an article
<a href="#">&lt;aside&gt;</a>	<b>New</b> Defines content aside from the page content
<a href="#">&lt;audio&gt;</a>	<b>New</b> Defines sound content
<a href="#">&lt;b&gt;</a>	Defines bold text
<a href="#">&lt;base&gt;</a>	Specifies the base URL/target for all relative URLs in a document
<a href="#">&lt;basefont&gt;</a>	Not supported in HTML5
<a href="#">&lt;bdi&gt;</a>	<b>New</b> Isolates a part of text that might be formatted in a different direction from other text outside it
<a href="#">&lt;bdo&gt;</a>	Overrides the current text direction
<a href="#">&lt;big&gt;</a>	Not supported in HTML5
<a href="#">&lt;blockquote&gt;</a>	Defines a section that is quoted from another source
<a href="#">&lt;body&gt;</a>	Defines the document's body
<a href="#">&lt;br&gt;</a>	Defines a single line break
<a href="#">&lt;button&gt;</a>	Defines a clickable button

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:

<colgroup>	<canvas>	<b>New</b>	Used to draw graphics, on the fly, via scripting (usually JavaScript)
<command>	<caption>		Defines a table caption
<datalist>	<center>		<b>Not supported in HTML5</b>
<dd>	<cite>		Defines the title of a work
<del>	<code>		Defines a piece of computer code
<details>	<col>		Specifies column properties for each column within a <colgroup> element
<dfn>	<colgroup>		Specifies a group of one or more columns in a table for formatting
<dir>	<command>	<b>New</b>	Defines a command button that a user can invoke
<div>	<datalist>	<b>New</b>	Specifies a list of pre-defined options for input controls
<dl>	<dd>		Defines a description of an item in a definition list
<dt>	<del>		Defines a text that has been deleted from a document
<em>	<details>	<b>New</b>	Defines additional details that the user can view or hide
<embed>	<dfn>		Defines a definition term
<fieldset>	<dir>		<b>Not supported in HTML5</b>
<figcaption>	<div>		Defines a section in a document
<figure>	<dl>		Defines a definition list
<font>	<dt>		Defines a term (an item) in a definition list
<footer>	<em>		Defines emphasized text
<form>	<embed>	<b>New</b>	Defines a container for an external (non-HTML) application.
<frame>	<fieldset>		Groups related elements in a form
<frameset>	<figcaption>	<b>New</b>	Defines a caption for a <figure> element
<h1> - <h6>	<figure>	<b>New</b>	Specifies self-contained content
<head>	<font>		<b>Not supported in HTML5</b>
<header>	<footer>	<b>New</b>	Defines a footer for a document or section
<hgroup>	<form>		Defines an HTML form for user input
<hr>	<frame>		<b>Not supported in HTML5</b>
<html>	<frameset>		<b>Not supported in HTML5</b>
<i>	<h1> to <h6>		Defines HTML headings
<iframe>	<head>		Defines information about the document
<img>	<header>	<b>New</b>	Defines a header for a document or section
<input>	<hgroup>	<b>New</b>	Groups heading (<h1> to <h6>) elements
<ins>	<hr>		Defines a thematic change in the content
<keygen>	<html>		Defines the root of an HTML document
<kbd>	<i>		Defines a part of text in an alternate voice or mood
<label>	<iframe>		Defines an inline frame
<legend>	<img>		Defines an image
<li>	<input>		Defines an input control
<link>	<ins>		Defines a text that has been inserted into a document
<map>	<keygen>	<b>New</b>	Defines a key-pair generator field (for forms)
<mark>	<kbd>		Defines keyboard input
<menu>	<label>		Defines a label for an input element
<meta>	<legend>		Defines a caption for a <fieldset>, <figure>, or <details> element
<meter>	<li>		Defines a list item
<navigator>	<link>		Defines the relationship between a document and an external resource (most used to link to style sheets)
<noframes>	<map>		Defines a client-side image-map
<noscript>	<mark>	<b>New</b>	Defines marked/highlighted text
<object>	<menu>		Defines a list/menu of commands
<ol>	<meta>		Defines metadata about an HTML document
<optgroup>			
<option>			
<output>			
<p>			
<param>			
<pre>			
<progress>			
<q>			
<rp>			
<rt>			
<ruby>			
<s>			
<samp>			
<script>			
<section>			
<select>			
<small>			
<source>			
<span>			
<strike>			
<strong>			
<style>			
<sub>			
<summary>			
<sup>			
<table>			
<tbody>			

[<td>](#)  
[<textarea>](#)  
[<tfoot>](#)  
[<th>](#)  
[<thead>](#)  
[<time>](#)  
[<title>](#)  
[<tr>](#)  
[<track>](#)  
[<tt>](#)  
[<u>](#)  
[<ul>](#)  
[<var>](#)  
[<video>](#)  
[<wbr>](#)

<a href="#">&lt;meter&gt;</a>	<b>New</b>	Defines a scalar measurement within a known range (a gauge)
<a href="#">&lt;nav&gt;</a>	<b>New</b>	Defines navigation links
<a href="#">&lt;noframes&gt;</a>		<b>Not supported in HTML5</b>
<a href="#">&lt;noscript&gt;</a>		Defines an alternate content for users that do not support client-side scripts
<a href="#">&lt;object&gt;</a>		Defines an embedded object
<a href="#">&lt;ol&gt;</a>		Defines an ordered list
<a href="#">&lt;optgroup&gt;</a>		Defines a group of related options in a drop-down list
<a href="#">&lt;option&gt;</a>		Defines an option in a drop-down list
<a href="#">&lt;output&gt;</a>	<b>New</b>	Defines the result of a calculation
<a href="#">&lt;p&gt;</a>		Defines a paragraph
<a href="#">&lt;param&gt;</a>		Defines a parameter for an object
<a href="#">&lt;pre&gt;</a>		Defines preformatted text
<a href="#">&lt;progress&gt;</a>	<b>New</b>	Represents the progress of a task
<a href="#">&lt;q&gt;</a>		Defines a short quotation
<a href="#">&lt;rp&gt;</a>	<b>New</b>	Defines what to show in browsers that do not support ruby annotations
<a href="#">&lt;rt&gt;</a>	<b>New</b>	Defines an explanation/pronunciation of characters (for East Asian typography)
<a href="#">&lt;ruby&gt;</a>	<b>New</b>	Defines a ruby annotation (for East Asian typography)
<a href="#">&lt;s&gt;</a>		Defines text that is no longer correct
<a href="#">&lt;samp&gt;</a>		Defines sample output from a computer program
<a href="#">&lt;script&gt;</a>		Defines a client-side script
<a href="#">&lt;section&gt;</a>	<b>New</b>	Defines a section in a document
<a href="#">&lt;select&gt;</a>		Defines a drop-down list
<a href="#">&lt;small&gt;</a>		Defines smaller text
<a href="#">&lt;source&gt;</a>	<b>New</b>	Defines multiple media resources for media elements (<video> and <audio>)
<a href="#">&lt;span&gt;</a>		Defines a section in a document
<a href="#">&lt;strike&gt;</a>		<b>Not supported in HTML5</b>
<a href="#">&lt;strong&gt;</a>		Defines important text
<a href="#">&lt;style&gt;</a>		Defines style information for a document
<a href="#">&lt;sub&gt;</a>		Defines subscripted text
<a href="#">&lt;summary&gt;</a>	<b>New</b>	Defines a visible heading for a <details> element
<a href="#">&lt;sup&gt;</a>		Defines superscripted text
<a href="#">&lt;table&gt;</a>		Defines a table
<a href="#">&lt;tbody&gt;</a>		Groups the body content in a table
<a href="#">&lt;td&gt;</a>		Defines a cell in a table
<a href="#">&lt;textarea&gt;</a>		Defines a multiline input control (text area)
<a href="#">&lt;tfoot&gt;</a>		Groups the footer content in a table
<a href="#">&lt;th&gt;</a>		Defines a header cell in a table
<a href="#">&lt;thead&gt;</a>		Groups the header content in a table
<a href="#">&lt;time&gt;</a>	<b>New</b>	Defines a date/time
<a href="#">&lt;title&gt;</a>		Defines a title for the document
<a href="#">&lt;tr&gt;</a>		Defines a row in a table
<a href="#">&lt;track&gt;</a>	<b>New</b>	Defines text tracks for media elements (<video> and <audio>)
<a href="#">&lt;tt&gt;</a>		<b>Not supported in HTML5</b>
<a href="#">&lt;u&gt;</a>		Defines text that should be stylistically different from normal text
<a href="#">&lt;ul&gt;</a>		Defines an unordered list
<a href="#">&lt;var&gt;</a>		Defines a variable
<a href="#">&lt;video&gt;</a>	<b>New</b>	Defines a video or movie
<a href="#">&lt;wbr&gt;</a>	<b>New</b>	Defines a possible line-break

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**HTML5 Tags**

<!-->  
<!DOCTYPE>  
<a>  
<abbr>  
<acronym>  
<address>  
<applet>  
<area>  
<article>  
<aside>  
<audio>  
<b>  
<base>  
<basefont>  
<bdi>  
<bdo>  
<big>  
<blockquote>  
<body>  
<br>  
<button>  
<canvas>  
<caption>  
<center>  
<cite>  
<code>  
<col>

**HTML5 <i> Tag****Example**

```
<p>He named his car <i>The lightning</i>, because it was very fast.</p>
```

[Try it yourself »](#)**Browser Support**

The <i> tag is supported in all major browsers.

**Definition and Usage**

The <i> tag defines a part of text in an alternate voice or mood. The <i> tag is typically displayed in italic type.

The <i> tag can be used to indicate a technical term, a phrase from another language, a thought, or a ship name, etc.

Use the <i> element only when there is not a more appropriate semantic element, such as:

- [<em>](#) (emphasized text)
- [<strong>](#) (important text)
- [<mark>](#) (marked/highlighted text)
- [<cite>](#) (the title of a work)
- [<dfn>](#) (a definition term)

**Differences Between HTML 4.01 and HTML5**

In HTML 4.01, the <i> tag was used to render text in italics. However, this is not necessarily the case with HTML5. Style sheets can be used to format the text in the <i> element.

**Global Attributes**

The <i> tag also supports the [Global Attributes in HTML5](#).

**Event Attributes**

The <i> tag also supports the [Event Attributes in HTML5](#).

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<!-->
<!DOCTYPE>
<a>
<abbr>
<acronym>
<address>
<applet>
<area>
<article>
<aside>
<audio>
<b>
<base>
<basefont>
<bdi>
<bdo>
<big>
<blockquote>
<body>
<br>
<button>
<canvas>
<caption>
<center>
<cite>
<code>
<col>
```

## HTML5 Global Attributes

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HTML attributes give elements meaning and context.

The global attributes below can be used on **any** HTML5 element.

### HTML5 Global Attributes

**New** : New global attributes in HTML5.

Attribute	Description
<a href="#">accesskey</a>	Specifies a shortcut key to activate/focus an element
<a href="#">class</a>	Specifies one or more classnames for an element (refers to a class in a style sheet)
<a href="#">contenteditable</a>	<b>New</b> Specifies whether the content of an element is editable or not
<a href="#">contextmenu</a>	<b>New</b> Specifies a context menu for an element. The context menu appears when a user right-clicks on the element
<a href="#">dir</a>	Specifies the text direction for the content in an element
<a href="#">draggable</a>	<b>New</b> Specifies whether an element is draggable or not
<a href="#">dropzone</a>	<b>New</b> Specifies whether the dragged data is copied, moved, or linked, when dropped
<a href="#">hidden</a>	<b>New</b> Specifies that an element is not yet, or is no longer, relevant
<a href="#">id</a>	Specifies a unique id for an element
<a href="#">lang</a>	Specifies the language of the element's content
<a href="#">spellcheck</a>	<b>New</b> Specifies whether the element is to have its spelling and grammar checked or not
<a href="#">style</a>	Specifies an inline CSS style for an element
<a href="#">tabindex</a>	Specifies the tabbing order of an element
<a href="#">title</a>	Specifies extra information about an element

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<a>
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<area>
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<audio>
<b>
<base>
<basefont>
<bdi>
<bdo>
<big>
<blockquote>
<body>
<br>
<button>
<canvas>
<caption>
<center>
<cite>
<code>
<col>
```

## HTML5 Event Attributes

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## Global Event Attributes

HTML 4 added the ability to let events trigger actions in a browser, like starting a JavaScript when a user clicks on an element.

To learn more about programming events, please visit our [JavaScript tutorial](#) and our [DHTML tutorial](#).

Below are the global event attributes that can be added to HTML5 elements to define event actions.

**New** : New event attributes in HTML5.

## Window Event Attributes

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

Attribute	Value	Description
onafterprint	<b>New</b> <i>script</i>	Script to be run after the document is printed
onbeforeprint	<b>New</b> <i>script</i>	Script to be run before the document is printed
onbeforeunload	<b>New</b> <i>script</i>	Script to be run before the document is unloaded
onerror	<b>New</b> <i>script</i>	Script to be run when an error occur
onhaschange	<b>New</b> <i>script</i>	Script to be run when the document has changed
<a href="#">onload</a>	<i>script</i>	Fires after the page is finished loading
onmessage	<b>New</b> <i>script</i>	Script to be run when the message is triggered
onoffline	<b>New</b> <i>script</i>	Script to be run when the document goes offline
ononline	<b>New</b> <i>script</i>	Script to be run when the document comes online
onpagehide	<b>New</b> <i>script</i>	Script to be run when the window is hidden
onpageshow	<b>New</b> <i>script</i>	Script to be run when the window becomes visible
onpopstate	<b>New</b> <i>script</i>	Script to be run when the window's history changes
onredo	<b>New</b> <i>script</i>	Script to be run when the document performs a redo
<a href="#">onresize</a>	<b>New</b> <i>script</i>	Fires when the browser window is resized
onstorage	<b>New</b> <i>script</i>	Script to be run when a Web Storage area is updated
onundo	<b>New</b> <i>script</i>	Script to be run when the document performs an undo
<a href="#">onunload</a>	<i>script</i>	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 HTML5 elements, but is most used in form elements):

Attribute	Value	Description
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<colgroup>  
 <command>  
 <datalist>  
 <dd>  
 <del>  
 <details>  
 <dfn>  
 <dir>  
 <div>  
 <dl>  
 <dt>  
 <em>  
 <embed>  
 <fieldset>  
 <figcaption>  
 <figure>  
 <font>  
 <footer>  
 <form>  
 <frame>  
 <frameset>  
 <h1> - <h6>  
 <head>  
 <header>  
 <hgroup>  
 <hr>  
 <html>  
 <i>  
 <iframe>  
 <img>  
 <input>  
 <ins>  
 <keygen>  
 <kbd>  
 <label>  
 <legend>  
 <li>  
 <link>  
 <map>  
 <mark>  
 <menu>  
 <meta>  
 <meter>  
 <nav>  
 <noframes>  
 <noscript>  
 <object>  
 <ol>  
 <optgroup>  
 <option>  
 <output>  
 <p>  
 <param>  
 <pre>  
 <progress>  
 <q>  
 <rp>  
 <rt>  
 <ruby>  
 <s>  
 <samp>  
 <script>  
 <section>  
 <select>  
 <small>  
 <source>  
 <span>  
 <strike>  
 <strong>  
 <style>  
 <sub>  
 <summary>  
 <sup>  
 <table>  
 <tbody>

<a href="#">onblur</a>		<i>script</i>	Fires the moment that the element loses focus
<a href="#">onchange</a>		<i>script</i>	Fires the moment when the value of the element is changed
<a href="#">oncontextmenu</a>	<b>New</b>	<i>script</i>	Script to be run when a context menu is triggered
<a href="#">onfocus</a>		<i>script</i>	Fires the moment when the element gets focus
<a href="#">onformchange</a>	<b>New</b>	<i>script</i>	Script to be run when a form changes
<a href="#">onforminput</a>	<b>New</b>	<i>script</i>	Script to be run when a form gets user input
<a href="#">oninput</a>	<b>New</b>	<i>script</i>	Script to be run when an element gets user input
<a href="#">oninvalid</a>	<b>New</b>	<i>script</i>	Script to be run when an element is invalid
<a href="#">onreset</a>		<i>script</i>	Fires when the Reset button in a form is clicked <b>Not supported in HTML5</b>
<a href="#">onselect</a>		<i>script</i>	Fires after some text has been selected in an element
<a href="#">onsubmit</a>		<i>script</i>	Fires when a form is submitted

## Keyboard Events

Attribute	Value	Description
<a href="#">onkeydown</a>	<i>script</i>	Fires when a user is pressing a key
<a href="#">onkeypress</a>	<i>script</i>	Fires when a user presses a key
<a href="#">onkeyup</a>	<i>script</i>	Fires when a user releases a key

## Mouse Events

Events triggered by a mouse, or similar user actions:

Attribute	Value	Description	
<a href="#">onclick</a>	<i>script</i>	Fires on a mouse click on the element	
<a href="#">ondblclick</a>	<i>script</i>	Fires on a mouse double-click on the element	
<a href="#">ondrag</a>	<b>New</b>	<i>script</i>	Script to be run when an element is dragged
<a href="#">ondragend</a>	<b>New</b>	<i>script</i>	Script to be run at the end of a drag operation
<a href="#">ondragenter</a>	<b>New</b>	<i>script</i>	Script to be run when an element has been dragged to a valid drop target
<a href="#">ondragleave</a>	<b>New</b>	<i>script</i>	Script to be run when an element leaves a valid drop target
<a href="#">ondragover</a>	<b>New</b>	<i>script</i>	Script to be run when an element is being dragged over a valid drop target
<a href="#">ondragstart</a>	<b>New</b>	<i>script</i>	Script to be run at the start of a drag operation
<a href="#">ondrop</a>	<b>New</b>	<i>script</i>	Script to be run when dragged element is being dropped
<a href="#">onmousedown</a>	<i>script</i>	Fires when a mouse button is pressed down on an element	
<a href="#">onmousemove</a>	<i>script</i>	Fires when the mouse pointer moves over an element	
<a href="#">onmouseout</a>	<i>script</i>	Fires when the mouse pointer moves out of an element	
<a href="#">onmouseover</a>	<i>script</i>	Fires when the mouse pointer moves over an element	
<a href="#">onmouseup</a>	<i>script</i>	Fires when a mouse button is released over an element	
<a href="#">onmousewheel</a>	<b>New</b>	<i>script</i>	Script to be run when the mouse wheel is being rotated
<a href="#">onscroll</a>	<b>New</b>	<i>script</i>	Script to be run when an element's scrollbar is being scrolled

## Media Events

Events triggered by medias like videos, images and audio (applies to all HTML5 elements, but is most common in media elements, like audio, embed, img, object, and video):

Attribute	Value	Description	
<a href="#">onabort</a>	<i>script</i>	Script to be run on abort	
<a href="#">oncanplay</a>	<b>New</b>	<i>script</i>	Script to be run when a file is ready to start playing (when it has buffered enough to begin)

<td>  
 <textarea>  
 <tfoot>  
 <th>  
 <thead>  
 <time>  
 <title>  
 <tr>  
 <track>  
 <tt>  
 <u>  
 <ul>  
 <var>  
 <video>  
 <wbr>

oncanplaythrough	<b>New</b>	script	Script to be run when a file can be played all the way to the end without pausing for buffering
ondurationchange	<b>New</b>	script	Script to be run when the length of the media changes
onemptied	<b>New</b>	script	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
onended	<b>New</b>	script	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
onerror	<b>New</b>	script	Script to be run when an error occurs when the file is being loaded
onloadeddata	<b>New</b>	script	Script to be run when media data is loaded
onloadedmetadata	<b>New</b>	script	Script to be run when meta data (like dimensions and duration) are loaded
onloadstart	<b>New</b>	script	Script to be run just as the file begins to load before anything is actually loaded
onpause	<b>New</b>	script	Script to be run when the media is paused either by the user or programmatically
onplay	<b>New</b>	script	Script to be run when the media is ready to start playing
onplaying	<b>New</b>	script	Script to be run when the media actually has started playing
onprogress	<b>New</b>	script	Script to be run when the browser is in the process of getting the media data
onratechange	<b>New</b>	script	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
onreadystatechange	<b>New</b>	script	Script to be run each time the ready state changes (the ready state tracks the state of the media data)
onseeked	<b>New</b>	script	Script to be run when the seeking attribute is set to false indicating that seeking has ended
onseeking	<b>New</b>	script	Script to be run when the seeking attribute is set to true indicating that seeking is active
onstalled	<b>New</b>	script	Script to be run when the browser is unable to fetch the media data for whatever reason
onsuspend	<b>New</b>	script	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
ontimeupdate	<b>New</b>	script	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
onvolumechange	<b>New</b>	script	Script to be run each time the volume is changed which (includes setting the volume to "mute")
onwaiting	<b>New</b>	script	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)

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