



REC-DOM-Level-1-19981001

Document Object Model (DOM) Level 1 Specification

Version 1.0

W3C Recommendation 1 October, 1998

This version

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Status of this document

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The authors of this document are the DOM Working Group members, different chapters may have different editors.

Comments on this document should be sent to the public mailing list www-dom@w3.org.

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Errata

The list of known errors in this document is found at <http://www.w3.org/DOM/updates/REC-DOM-Level-1-19981001-errata.html>.

Available Languages

The English version of this specification is the only normative version. However, for translations in other languages see <http://www.w3.org/DOM/updates/REC-DOM-Level-1-translations.html>.

Abstract

This specification defines the Document Object Model Level 1, a platform- and language-neutral interface that allows programs and scripts to dynamically access and update the content, structure and style of documents. The Document Object Model provides a standard set of objects for representing HTML and XML documents, a standard model of how these objects can be combined, and a standard interface for accessing and manipulating them. Vendors can support the DOM as an interface to their proprietary data structures and APIs, and content authors can write to the standard DOM interfaces rather than product-specific APIs, thus increasing interoperability on the Web.

The goal of the DOM specification is to define a programmatic interface for XML and HTML. The DOM Level 1 specification is separated into two parts: Core and HTML. The Core DOM Level 1 section provides a low-level set of fundamental interfaces that can represent any structured document, as well as defining extended interfaces for representing an XML document. These extended XML interfaces need not be implemented by a DOM implementation that only provides access to HTML documents; all of the fundamental interfaces in the Core section must be implemented. A compliant DOM implementation that implements the extended XML interfaces is required to also implement the fundamental Core interfaces, but not the HTML interfaces. The HTML Level 1 section provides additional, higher-level interfaces that are used with the fundamental interfaces defined in the Core Level 1 section to provide a more convenient view of an HTML document. A compliant implementation of the HTML DOM implements all of the fundamental Core interfaces as well as the HTML interfaces.

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What is the Document Object Model?

Editors

Jonathan Robie, Texcel Research

Introduction

The Document Object Model (DOM) is an application programming interface (API) for HTML and XML documents. It defines the logical structure of documents and the way a document is accessed and manipulated. In the DOM specification, the term "document" is used in the broad sense - increasingly, XML is being used as a way of representing many different kinds of information that may be stored in diverse systems, and much of this would traditionally be seen as data rather than as documents. Nevertheless, XML presents this data as documents, and the DOM may be used to manage this data.

With the Document Object Model, programmers can build documents, navigate their structure, and add, modify, or delete elements and content. Anything found in an HTML or XML document can be accessed, changed, deleted, or added using the Document Object Model, with a few exceptions - in particular, the DOM interfaces for the XML internal and external subsets have not yet been specified.

As a W3C specification, one important objective for the Document Object Model is to provide a standard programming interface that can be used in a wide variety of environments and applications. The DOM is designed to be used with any programming language. In order to provide a precise, language-independent specification of the DOM interfaces, we have chosen to define the specifications in OMG IDL, as defined in the CORBA 2.2 specification. In addition to the OMG IDL specification, we provide language bindings for Java and ECMAScript (an industry-standard scripting language based on JavaScript and JScript).

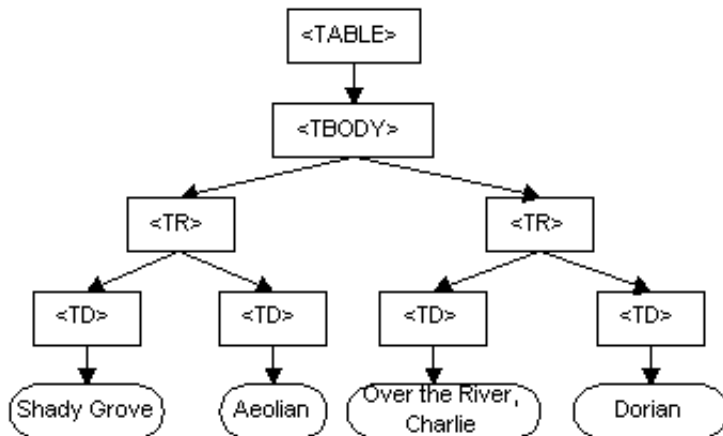
Note: *OMG IDL is used only as a language-independent and implementation-neutral way to specify interfaces. Various other IDLs could have been used. In general, IDLs are designed for specific computing environments. The Document Object Model can be implemented in any computing environment, and does not require the object binding runtimes generally associated with such IDLs.*

What the Document Object Model is

The DOM is a programming API for documents. It closely resembles the structure of the documents it models. For instance, consider this table, taken from an HTML document:

```
<TABLE>
<TBODY>
<TR>
<TD>Shady Grove</TD>
<TD>Aeolian</TD>
</TR>
<TR>
<TD>Over the River, Charlie</TD>
<TD>Dorian</TD>
</TR>
</TBODY>
</TABLE>
```

The DOM represents this table like this:



DOM representation of the example table

In the DOM, documents have a logical structure which is very much like a tree; to be more precise, it is like a "forest" or "grove", which can contain more than one tree. However, the DOM does not specify that documents must be *implemented* as a tree or a grove, nor does it specify how the relationships among objects be implemented. The DOM is a logical model that may be implemented in any convenient manner. In this specification, we use the term *structure model* to describe the tree-like representation of a document; we specifically avoid terms like "tree" or "grove" in order to avoid implying a particular implementation. One important property of DOM structure models is *structural isomorphism*: if any two Document Object Model implementations are used to create a representation of the same document, they will create the same structure model, with precisely the same objects and relationships.

The name "Document Object Model" was chosen because it is an "object model" in the traditional object oriented design sense: documents are modeled using objects, and the model encompasses not only the structure of a document, but also the behavior of a document and the objects of which it is composed. In other words, the nodes in the above diagram do not represent a data structure, they represent objects, which have functions and identity. As an object model, the DOM identifies:

- the interfaces and objects used to represent and manipulate a document
- the semantics of these interfaces and objects - including both behavior and attributes
- the relationships and collaborations among these interfaces and objects

The structure of SGML documents has traditionally been represented by an abstract data model, not by an object model. In an abstract data model, the model is centered around the data. In object oriented programming languages, the data itself is encapsulated in objects that hide the data, protecting it from direct external manipulation. The functions associated with these objects determine how the objects may be manipulated, and they are part of the object model.

The Document Object Model currently consists of two parts, DOM Core and DOM HTML. The DOM Core represents the functionality used for XML documents, and also serves as the basis for DOM HTML. A compliant implementation of the DOM must implement all of the fundamental interfaces in the Core chapter with the semantics as defined. Further, it must implement at least one of the HTML DOM and the

extended (XML) interfaces with the semantics as defined.

What the Document Object Model is not

This section is designed to give a more precise understanding of the DOM by distinguishing it from other systems that may seem to be like it.

- Although the Document Object Model was strongly influenced by "Dynamic HTML", in Level 1, it does not implement all of "Dynamic HTML". In particular, events have not yet been defined. Level 1 is designed to lay a firm foundation for this kind of functionality by providing a robust, flexible model of the document itself.
- The Document Object Model is not a binary specification. DOM programs written in the same language will be source code compatible across platforms, but the DOM does not define any form of binary interoperability.
- The Document Object Model is not a way of persisting objects to XML or HTML. Instead of specifying how objects may be represented in XML, the DOM specifies how XML and HTML documents are represented as objects, so that they may be used in object oriented programs.
- The Document Object Model is not a set of data structures, it is an object model that specifies interfaces. Although this document contains diagrams showing parent/child relationships, these are logical relationships defined by the programming interfaces, not representations of any particular internal data structures.
- The Document Object Model does not define "the true inner semantics" of XML or HTML. The semantics of those languages are defined by W3C Recommendations for these languages. The DOM is a programming model designed to respect these semantics. The DOM does not have any ramifications for the way you write XML and HTML documents; any document that can be written in these languages can be represented in the DOM.
- The Document Object Model, despite its name, is not a competitor to the Component Object Model (COM). COM, like CORBA, is a language independent way to specify interfaces and objects; the DOM is a set of interfaces and objects designed for managing HTML and XML documents. The DOM may be implemented using language-independent systems like COM or CORBA; it may also be implemented using language-specific bindings like the Java or ECMAScript bindings specified in this document.

Where the Document Object Model came from

The DOM originated as a specification to allow JavaScript scripts and Java programs to be portable among Web browsers. "Dynamic HTML" was the immediate ancestor of the Document Object Model, and it was originally thought of largely in terms of browsers. However, when the DOM Working Group was formed at W3C, it was also joined by vendors in other domains, including HTML or XML editors and document repositories. Several of these vendors had worked with SGML before XML was developed; as a result, the DOM has been influenced by SGML Groves and the HyTime standard. Some of these vendors had also developed their own object models for documents in order to provide an API for SGML/XML editors or document repositories, and these object models have also influenced the DOM.

Entities and the DOM Core

In the fundamental DOM interfaces, there are no objects representing entities. Numeric character references, and references to the pre-defined entities in HTML and XML, are replaced by the single character that makes up the entity's replacement. For example, in:

```
<p>This is a dog &amp; a cat</p>
```

the "&" will be replaced by the character "&", and the text in the P element will form a single continuous sequence of characters. Since numeric character references and pre-defined entities are not recognized as such in CDATA sections, or the SCRIPT and STYLE elements in HTML, they are not replaced by the single character they appear to refer to. If the example above were enclosed in a CDATA section, the "&" would not be replaced by "&"; neither would the <p> be recognized as a start tag. The representation of general entities, both internal and external, are defined within the extended (XML) interfaces of the Level 1 specification.

Note: When a DOM representation of a document is serialized as XML or HTML text, applications will need to check each character in text data to see if it needs to be escaped using a numeric or pre-defined entity. Failing to do so could result in invalid HTML or XML. Also, implementations should be aware of the fact that serialization into a character encoding ("charset") that does not fully cover ISO 10646 may fail if there are characters in markup or CDATA sections that are not present in the encoding.

DOM Interfaces and DOM Implementations

The DOM specifies interfaces which may be used to manage XML or HTML documents. It is important to realize that these interfaces are an abstraction - much like "abstract base classes" in C++, they are a means of specifying a way to access and manipulate an application's internal representation of a document. Interfaces do not imply a particular concrete implementation. Each DOM application is free to maintain documents in any convenient representation, as long as the interfaces shown in this specification are supported. Some DOM implementations will be existing programs that use the DOM interfaces to access software written long before the DOM specification existed. Therefore, the DOM is designed to avoid implementation dependencies; in particular,

1. Attributes defined in the IDL do not imply concrete objects which must have specific data members - in the language bindings, they are translated to a pair of get()/set() functions, not to a data member. (Read-only functions have only a get() function in the language bindings).
2. DOM applications may provide additional interfaces and objects not found in this specification and still be considered DOM compliant.
3. Because we specify interfaces and not the actual objects that are to be created, the DOM can not know what constructors to call for an implementation. In general, DOM users call the createXXX() methods on the Document class to create document structures, and DOM implementations create their own internal representations of these structures in their implementations of the createXXX() functions.

Limitations of Level 1

The DOM Level 1 specification is intentionally limited to those methods needed to represent and manipulate document structure and content. The plan is for future Levels of the DOM specification to provide:

1. A structure model for the internal subset and the external subset.
2. Validation against a schema.
3. Control for rendering documents via style sheets.
4. Access control.
5. Thread-safety.
6. Events.

1. Document Object Model (Core) Level 1

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1.1. Overview of the DOM Core Interfaces

This section defines a minimal set of objects and interfaces for accessing and manipulating document objects. The functionality specified in this section (the *Core* functionality) should be sufficient to allow software developers and web script authors to access and manipulate parsed HTML and XML content inside conforming products. The DOM Core API also allows population of a `Document` [p.22] object using only DOM API calls; creating the skeleton `Document` [p.22] and saving it persistently is left to the product that implements the DOM API.

1.1.1. The DOM Structure Model

The DOM presents documents as a hierarchy of `Node` [p.25] objects that also implement other, more specialized interfaces. Some types of nodes may have child nodes of various types, and others are leaf nodes that cannot have anything below them in the document structure. The node types, and which node types they may have as children, are as follows:

- `Document` [p.22] -- `Element` [p.38] (maximum of one), `ProcessingInstruction` [p.46], `Comment` [p.43], `DocumentType` [p.44]
- `DocumentFragment` [p.21] -- `Element` [p.38], `ProcessingInstruction` [p.46], `Comment` [p.43], `Text` [p.42], `CDATASection` [p.43], `EntityReference` [p.46]
- `DocumentType` [p.44] -- no children
- `EntityReference` [p.46] -- `Element` [p.38], `ProcessingInstruction` [p.46], `Comment` [p.43], `Text` [p.42], `CDATASection` [p.43], `EntityReference` [p.46]
- `Element` [p.38] -- `Element` [p.38], `Text` [p.42], `Comment` [p.43], `ProcessingInstruction` [p.46], `CDATASection` [p.43], `EntityReference` [p.46]
- `Attr` [p.37] -- `Text` [p.42], `EntityReference` [p.46]
- `ProcessingInstruction` [p.46] -- no children
- `Comment` [p.43] -- no children
- `Text` [p.42] -- no children
- `CDATASection` [p.43] -- no children
- `Entity` [p.45] -- `Element` [p.38], `ProcessingInstruction` [p.46], `Comment` [p.43], `Text` [p.42], `CDATASection` [p.43], `EntityReference` [p.46]
- `Notation` [p.44] -- no children

The DOM also specifies a `NodeList` [p.32] interface to handle ordered lists of `Node` [p.25] s, such as the children of a `Node` [p.25], or the elements returned by the `Element.getElementsByTagName` method, and also a `NamedNodeMap` [p.32] interface to handle unordered sets of nodes referenced by their name attribute, such as the attributes of an `Element` [p.38]. `NodeList` [p.32] s and `NamedNodeMap` [p.32] s in the DOM are "live", that is, changes to the underlying document structure are reflected in all relevant `NodeList` [p.32] s and `NamedNodeMap` [p.32] s. For example, if a DOM user gets a `NodeList` [p.32] object containing the children of an `Element` [p.38], then subsequently adds more children to that element (or removes children, or modifies them), those changes are automatically reflected in the `NodeList` [p.32] without further action on the user's part. Likewise changes to a `Node` [p.25] in the tree are reflected in all references to that `Node` [p.25] in `NodeList` [p.32] s and `NamedNodeMap` [p.32] s.

1.1.2. Memory Management

Most of the APIs defined by this specification are *interfaces* rather than classes. That means that an actual implementation need only expose methods with the defined names and specified operation, not actually implement classes that correspond directly to the interfaces. This allows the DOM APIs to be implemented as a thin veneer on top of legacy applications with their own data structures, or on top of newer applications with different class hierarchies. This also means that ordinary constructors (in the Java or C++ sense) cannot be used to create DOM objects, since the underlying objects to be constructed may have little relationship to the DOM interfaces. The conventional solution to this in object-oriented design is to define *factory* methods that create instances of objects that implement the various interfaces. In the DOM Level 1, objects implementing some interface "X" are created by a "createX()" method on the Document [p.22] interface; this is because all DOM objects live in the context of a specific Document.

The DOM Level 1 API does *not* define a standard way to create DOMImplementation [p.20] or Document [p.22] objects; actual DOM implementations must provide some proprietary way of bootstrapping these DOM interfaces, and then all other objects can be built from the Create methods on Document [p.22] (or by various other convenience methods).

The Core DOM APIs are designed to be compatible with a wide range of languages, including both general-user scripting languages and the more challenging languages used mostly by professional programmers. Thus, the DOM APIs need to operate across a variety of memory management philosophies, from language platforms that do not expose memory management to the user at all, through those (notably Java) that provide explicit constructors but provide an automatic garbage collection mechanism to automatically reclaim unused memory, to those (especially C/C++) that generally require the programmer to explicitly allocate object memory, track where it is used, and explicitly free it for re-use. To ensure a consistent API across these platforms, the DOM does not address memory management issues at all, but instead leaves these for the implementation. Neither of the explicit language bindings devised by the DOM Working Group (for ECMAScript and Java) require any memory management methods, but DOM bindings for other languages (especially C or C++) probably will require such support. These extensions will be the responsibility of those adapting the DOM API to a specific language, not the DOM WG.

1.1.3. Naming Conventions

While it would be nice to have attribute and method names that are short, informative, internally consistent, and familiar to users of similar APIs, the names also should not clash with the names in legacy APIs supported by DOM implementations. Furthermore, both OMG IDL and ECMAScript have significant limitations in their ability to disambiguate names from different namespaces that makes it difficult to avoid naming conflicts with short, familiar names. So, DOM names tend to be long and quite descriptive in order to be unique across all environments.

The Working Group has also attempted to be internally consistent in its use of various terms, even though these may not be common distinctions in other APIs. For example, we use the method name "remove" when the method changes the structural model, and the method name "delete" when the method gets rid of something inside the structure model. The thing that is deleted is not returned. The thing that is removed may be returned, when it makes sense to return it.

1.1.4. Inheritance vs Flattened Views of the API

The DOM Core APIs present two somewhat different sets of interfaces to an XML/HTML document; one presenting an "object oriented" approach with a hierarchy of inheritance, and a "simplified" view that allows all manipulation to be done via the `Node` [p.25] interface without requiring casts (in Java and other C-like languages) or query interface calls in COM environments. These operations are fairly expensive in Java and COM, and the DOM may be used in performance-critical environments, so we allow significant functionality using just the `Node` [p.25] interface. Because many other users will find the inheritance hierarchy easier to understand than the "everything is a `Node` [p.25]" approach to the DOM, we also support the full higher-level interfaces for those who prefer a more object-oriented API.

In practice, this means that there is a certain amount of redundancy in the API. The Working Group considers the "inheritance" approach the primary view of the API, and the full set of functionality on `Node` [p.25] to be "extra" functionality that users may employ, but that does not eliminate the need for methods on other interfaces that an object-oriented analysis would dictate. (Of course, when the O-O analysis yields an attribute or method that is identical to one on the `Node` [p.25] interface, we don't specify a completely redundant one). Thus, even though there is a generic `nodeName` attribute on the `Node` [p.25] interface, there is still a `tagName` attribute on the `Element` [p.38] interface; these two attributes must contain the same value, but the Working Group considers it worthwhile to support both, given the different constituencies the DOM API must satisfy.

1.1.5. The `DOMString` type

To ensure interoperability, the DOM specifies the `DOMString` type as follows:

- A `DOMString` is a sequence of 16-bit quantities. This may be expressed in IDL terms as:

```
typedef sequence<unsigned short> DOMString;
```

- Applications must encode `DOMString` using UTF-16 (defined in Appendix C.3 of [UNICODE] and Amendment 1 of [ISO-10646]). The UTF-16 encoding was chosen because of its widespread industry practice. Please note that for both HTML and XML, the document character set (and therefore the notation of numeric character references) is based on UCS-4. A single numeric character reference in a source document may therefore in some cases correspond to two array positions in a `DOMString` (a high surrogate and a low surrogate). **Note:** *Even though the DOM defines the name of the string type to be `DOMString`, bindings may use different names. For, example for Java, `DOMString` is bound to the `String` type because it also uses UTF-16 as its encoding.*

Note: *As of August 1998, the OMG IDL specification included a `wstring` type. However, that definition did not meet the interoperability criteria of the DOM API since it relied on encoding negotiation to decide the width of a character.*

1.1.6. Case sensitivity in the DOM

The DOM has many interfaces that imply string matching. HTML processors generally assume an uppercase (less often, lowercase) normalization of names for such things as elements, while XML is explicitly case sensitive. For the purposes of the DOM, string matching takes place on a character code by character code basis, on the 16 bit value of a `DOMString`. As such, the DOM assumes that any normalizations will take place in the processor, *before* the DOM structures are built.

This then raises the issue of exactly what normalizations occur. The W3C I18N working group is in the process of defining exactly which normalizations are necessary for applications implementing the DOM.

1.2. Fundamental Interfaces

The interfaces within this section are considered *fundamental*, and must be fully implemented by all conforming implementations of the DOM, including all HTML DOM implementations.

Exception *DOMException*

DOM operations only raise exceptions in "exceptional" circumstances, i.e., when an operation is impossible to perform (either for logical reasons, because data is lost, or because the implementation has become unstable). In general, DOM methods return specific error values in ordinary processing situation, such as out-of-bound errors when using `NodeList` [p.32] .

Implementations may raise other exceptions under other circumstances. For example, implementations may raise an implementation-dependent exception if a `null` argument is passed.

Some languages and object systems do not support the concept of exceptions. For such systems, error conditions may be indicated using native error reporting mechanisms. For some bindings, for example, methods may return error codes similar to those listed in the corresponding method descriptions.

IDL Definition

```
exception DOMException {
    unsigned short    code;
};

// ExceptionCode
const unsigned short    INDEX_SIZE_ERR      = 1;
const unsigned short    DOMSTRING_SIZE_ERR = 2;
const unsigned short    HIERARCHY_REQUEST_ERR = 3;
const unsigned short    WRONG_DOCUMENT_ERR = 4;
const unsigned short    INVALID_CHARACTER_ERR = 5;
const unsigned short    NO_DATA_ALLOWED_ERR = 6;
const unsigned short    NO_MODIFICATION_ALLOWED_ERR = 7;
const unsigned short    NOT_FOUND_ERR      = 8;
const unsigned short    NOT_SUPPORTED_ERR  = 9;
const unsigned short    INUSE_ATTRIBUTE_ERR = 10;
```

Definition group *ExceptionCode*

An integer indicating the type of error generated.

Defined Constants

INDEX_SIZE_ERR	If index or size is negative, or greater than the allowed value
DOMSTRING_SIZE_ERR	If the specified range of text does not fit into a DOMString
HIERARCHY_REQUEST_ERR	If any node is inserted somewhere it doesn't belong
WRONG_DOCUMENT_ERR	If a node is used in a different document than the one that created it (that doesn't support it)
INVALID_CHARACTER_ERR	If an invalid character is specified, such as in a name.
NO_DATA_ALLOWED_ERR	If data is specified for a node which does not support data
NO_MODIFICATION_ALLOWED_ERR	If an attempt is made to modify an object where modifications are not allowed
NOT_FOUND_ERR	If an attempt was made to reference a node in a context where it does not exist
NOT_SUPPORTED_ERR	If the implementation does not support the type of object requested
INUSE_ATTRIBUTE_ERR	If an attempt is made to add an attribute that is already inuse elsewhere

Interface *DOMImplementation*

The `DOMImplementation` interface provides a number of methods for performing operations that are independent of any particular instance of the document object model.

The DOM Level 1 does not specify a way of creating a document instance, and hence document creation is an operation specific to an implementation. Future Levels of the DOM specification are expected to provide methods for creating documents directly.

IDL Definition

```
interface DOMImplementation {
    boolean                hasFeature(in DOMString feature,
                                     in DOMString version);
};
```

Methods**hasFeature**

Test if the DOM implementation implements a specific feature.

Parameters

feature	The package name of the feature to test. In Level 1, the legal values are "HTML" and "XML" (case-insensitive).
version	This is the version number of the package name to test. In Level 1, this is the string "1.0". If the version is not specified, supporting any version of the feature will cause the method to return <code>true</code> .

Return Value

`true` if the feature is implemented in the specified version, `false` otherwise.
This method raises no exceptions.

Interface *DocumentFragment*

`DocumentFragment` is a "lightweight" or "minimal" `Document` [p.22] object. It is very common to want to be able to extract a portion of a document's tree or to create a new fragment of a document. Imagine implementing a user command like cut or rearranging a document by moving fragments around. It is desirable to have an object which can hold such fragments and it is quite natural to use a `Node` for this purpose. While it is true that a `Document` [p.22] object could fulfil this role, a `Document` [p.22] object can potentially be a heavyweight object, depending on the underlying implementation. What is really needed for this is a very lightweight object. `DocumentFragment` is such an object.

Furthermore, various operations -- such as inserting nodes as children of another `Node` [p.25] -- may take `DocumentFragment` objects as arguments; this results in all the child nodes of the `DocumentFragment` being moved to the child list of this node.

The children of a `DocumentFragment` node are zero or more nodes representing the tops of any sub-trees defining the structure of the document. `DocumentFragment` nodes do not need to be well-formed XML documents (although they do need to follow the rules imposed upon well-formed XML parsed entities, which can have multiple top nodes). For example, a `DocumentFragment` might have only one child and that child node could be a `Text` [p.42] node. Such a structure model represents neither an HTML document nor a well-formed XML document.

When a `DocumentFragment` is inserted into a `Document` [p.22] (or indeed any other `Node` [p.25] that may take children) the children of the `DocumentFragment` and not the `DocumentFragment` itself are inserted into the `Node` [p.25]. This makes the `DocumentFragment` very useful when the user wishes to create nodes that are siblings; the

`DocumentFragment` acts as the parent of these nodes so that the user can use the standard methods from the `Node` [p.25] interface, such as `insertBefore()` and `appendChild()`.

IDL Definition

```
interface DocumentFragment : Node {
};
```

Interface *Document*

The `Document` interface represents the entire HTML or XML document. Conceptually, it is the root of the document tree, and provides the primary access to the document's data.

Since elements, text nodes, comments, processing instructions, etc. cannot exist outside the context of a `Document`, the `Document` interface also contains the factory methods needed to create these objects. The `Node` [p.25] objects created have a `ownerDocument` attribute which associates them with the `Document` within whose context they were created.

IDL Definition

```
interface Document : Node {
  readonly attribute DocumentType      doctype;
  readonly attribute DOMImplementation implementation;
  readonly attribute Element            documentElement;
  Element                             createElement(in DOMString tagName)
                                      raises(DOMException);
  DocumentFragment                    createDocumentFragment();
  Text                                createTextNode(in DOMString data);
  Comment                             createComment(in DOMString data);
  CDATASection                        createCDATASection(in DOMString data)
                                      raises(DOMException);
  ProcessingInstruction               createProcessingInstruction(in DOMString target,
                                                                in DOMString data)
                                      raises(DOMException);
  Attr                                createAttribute(in DOMString name)
                                      raises(DOMException);
  EntityReference                     createEntityReference(in DOMString name)
                                      raises(DOMException);
  NodeList                            getElementsByTagName(in DOMString tagName);
};
```

Attributes

`doctype`

The Document Type Declaration (see `DocumentType` [p.44]) associated with this document. For HTML documents as well as XML documents without a document type declaration this returns `null`. The DOM Level 1 does not support editing the Document Type Declaration, therefore `doctype` cannot be altered in any way.

`implementation`

The `DOMImplementation` [p.20] object that handles this document. A DOM application may use objects from multiple implementations.

`documentElement`

This is a convenience attribute that allows direct access to the child node that is the root element of the document. For HTML documents, this is the element with the `tagName` "HTML".

Methods**createElement**

Creates an element of the type specified. Note that the instance returned implements the `Element` interface, so attributes can be specified directly on the returned object.

Parameters

tagName	The name of the element type to instantiate. For XML, this is case-sensitive. For HTML, the <code>tagName</code> parameter may be provided in any case, but it must be mapped to the canonical uppercase form by the DOM implementation.
----------------	--

Return Value

A new `Element` [p.38] object.

Exceptions

`DOMException` [p.19]

`INVALID_CHARACTER_ERR`: Raised if the specified name contains an invalid character.

createDocumentFragment

Creates an empty `DocumentFragment` [p.21] object.

Return Value

A new `DocumentFragment` [p.21] .

This method has no parameters.

This method raises no exceptions.

createTextNode

Creates a `Text` [p.42] node given the specified string.

Parameters

data	The data for the node.
-------------	------------------------

Return Value

The new `Text` [p.42] object.

This method raises no exceptions.

createComment

Creates a `Comment` [p.43] node given the specified string.

Parameters

data	The data for the node.
-------------	------------------------

Return Value

The new `Comment` [p.43] object.

This method raises no exceptions.

createCDATASection

Creates a `CDATASection` [p.43] node whose value is the specified string.

Parameters

`data` The data for the `CDATASection` [p.43] contents.

Return Value

The new `CDATASection` [p.43] object.

Exceptions

`DOMException` [p.19]

`NOT_SUPPORTED_ERR`: Raised if this document is an HTML document.

`createProcessingInstruction`

Creates a `ProcessingInstruction` [p.46] node given the specified name and data strings.

Parameters

`target` The target part of the processing instruction.

`data` The data for the node.

Return Value

The new `ProcessingInstruction` [p.46] object.

Exceptions

`DOMException` [p.19]

`INVALID_CHARACTER_ERR`: Raised if an invalid character is specified.

`NOT_SUPPORTED_ERR`: Raised if this document is an HTML document.

`createAttribute`

Creates an `Attr` [p.37] of the given name. Note that the `Attr` [p.37] instance can then be set on an `Element` [p.38] using the `setAttribute` method.

Parameters

`name` The name of the attribute.

Return Value

A new `Attr` [p.37] object.

Exceptions

`DOMException` [p.19]

`INVALID_CHARACTER_ERR`: Raised if the specified name contains an invalid character.

`createEntityReference`

Creates an `EntityReference` object.

Parameters

name The name of the entity to reference.

Return Value

The new `EntityReference` [p.46] object.

Exceptions

`DOMException` [p.19]

`INVALID_CHARACTER_ERR`: Raised if the specified name contains an invalid character.

`NOT_SUPPORTED_ERR`: Raised if this document is an HTML document.

`getElementsByTagName`

Returns a `NodeList` [p.32] of all the `Element` [p.38] s with a given tag name in the order in which they would be encountered in a preorder traversal of the `Document` tree.

Parameters

tagname The name of the tag to match on. The special value "*" matches all tags.

Return Value

A new `NodeList` [p.32] object containing all the matched `Element` [p.38] s. This method raises no exceptions.

Interface *Node*

The `Node` interface is the primary datatype for the entire Document Object Model. It represents a single node in the document tree. While all objects implementing the `Node` interface expose methods for dealing with children, not all objects implementing the `Node` interface may have children. For example, `Text` [p.42] nodes may not have children, and adding children to such nodes results in a `DOMException` [p.19] being raised.

The attributes `nodeName`, `nodeValue` and `attributes` are included as a mechanism to get at node information without casting down to the specific derived interface. In cases where there is no obvious mapping of these attributes for a specific `nodeType` (e.g., `nodeValue` for an `Element` or `attributes` for a `Comment`), this returns `null`. Note that the specialized interfaces may contain additional and more convenient mechanisms to get and set the relevant information.

IDL Definition

```
interface Node {
  // NodeType
  const unsigned short    ELEMENT_NODE      = 1;
  const unsigned short    ATTRIBUTE_NODE    = 2;
  const unsigned short    TEXT_NODE         = 3;
  const unsigned short    CDATA_SECTION_NODE = 4;
  const unsigned short    ENTITY_REFERENCE_NODE = 5;
  const unsigned short    ENTITY_NODE       = 6;
  const unsigned short    PROCESSING_INSTRUCTION_NODE = 7;
  const unsigned short    COMMENT_NODE      = 8;
  const unsigned short    DOCUMENT_NODE     = 9;
```

1.2. Fundamental Interfaces

```
const unsigned short    DOCUMENT_TYPE_NODE = 10;
const unsigned short    DOCUMENT_FRAGMENT_NODE = 11;
const unsigned short    NOTATION_NODE      = 12;

readonly attribute DOMString    nodeName;
                        attribute DOMString    nodeValue;
                                // raises(DOMException) on setting
                                // raises(DOMException) on retrieval

readonly attribute unsigned short    nodeType;
readonly attribute Node    parentNode;
readonly attribute NodeList    childNodes;
readonly attribute Node    firstChild;
readonly attribute Node    lastChild;
readonly attribute Node    previousSibling;
readonly attribute Node    nextSibling;
readonly attribute NamedNodeMap    attributes;
readonly attribute Document    ownerDocument;
Node    insertBefore(in Node newChild,
                    in Node refChild)
                    raises(DOMException);
Node    replaceChild(in Node newChild,
                    in Node oldChild)
                    raises(DOMException);
Node    removeChild(in Node oldChild)
                    raises(DOMException);
Node    appendChild(in Node newChild)
                    raises(DOMException);
boolean    hasChildNodes();
Node    cloneNode(in boolean deep);
};
```

Definition group *NodeType*

An integer indicating which type of node this is.

Defined Constants

ELEMENT_NODE	The node is a <code>Element</code> [p.38] .
ATTRIBUTE_NODE	The node is an <code>Attr</code> [p.37] .
TEXT_NODE	The node is a <code>Text</code> [p.42] node.
CDATA_SECTION_NODE	The node is a <code>CDATASection</code> [p.43] .
ENTITY_REFERENCE_NODE	The node is an <code>EntityReference</code> [p.46] .
ENTITY_NODE	The node is an <code>Entity</code> [p.45] .
PROCESSING_INSTRUCTION_NODE	The node is a <code>ProcessingInstruction</code> [p.46] .
COMMENT_NODE	The node is a <code>Comment</code> [p.43] .
DOCUMENT_NODE	The node is a <code>Document</code> [p.22] .
DOCUMENT_TYPE_NODE	The node is a <code>DocumentType</code> [p.44] .
DOCUMENT_FRAGMENT_NODE	The node is a <code>DocumentFragment</code> [p.21] .
NOTATION_NODE	The node is a <code>Notation</code> [p.44] .

The values of `nodeName`, `nodeValue`, and `attributes` vary according to the node type as follows:

	nodeName	nodeValue	attributes
Element	tagName	null	NamedNodeMap
Attr	name of attribute	value of attribute	null
Text	#text	content of the text node	null
CDATASection	#cdata-section	content of the CDATA Section	null
EntityReference	name of entity referenced	null	null
Entity	entity name	null	null
ProcessingInstruction	target	entire content excluding the target	null
Comment	#comment	content of the comment	null
Document	#document	null	null
DocumentType	document type name	null	null
DocumentFragment	#document-fragment	null	null
Notation	notation name	null	null

Attributes**nodeName**

The name of this node, depending on its type; see the table above.

nodeValue

The value of this node, depending on its type; see the table above.

Exceptions on setting

`DOMException` [p.19]

`NO_MODIFICATION_ALLOWED_ERR`: Raised when the node is readonly.

Exceptions on retrieval

`DOMException` [p.19]

`DOMSTRING_SIZE_ERR`: Raised when it would return more characters than fit in a `DOMString` variable on the implementation platform.

nodeType

A code representing the type of the underlying object, as defined above.

parentNode

The parent of this node. All nodes, except `Document` [p.22], `DocumentFragment` [p.21], and `Attr` [p.37] may have a parent. However, if a node has just been created and not yet added to the tree, or if it has been removed from the tree, this is `null`.

childNodes

A `NodeList` [p.32] that contains all children of this node. If there are no children, this is a `NodeList` [p.32] containing no nodes. The content of the returned `NodeList` [p.32] is "live" in the sense that, for instance, changes to the children of the node object that it was created from are immediately reflected in the nodes returned by the `NodeList` [p.32] accessors; it is not a static snapshot of the content of the node. This is true for every `NodeList` [p.32], including the ones returned by the `getElementsByTagName` method.

firstChild

The first child of this node. If there is no such node, this returns `null`.

lastChild

The last child of this node. If there is no such node, this returns `null`.

previousSibling

The node immediately preceding this node. If there is no such node, this returns `null`.

nextSibling

The node immediately following this node. If there is no such node, this returns `null`.

attributes

A `NamedNodeMap` [p.32] containing the attributes of this node (if it is an `Element` [p.38]) or `null` otherwise.

ownerDocument

The `Document` [p.22] object associated with this node. This is also the `Document` [p.22] object used to create new nodes. When this node is a `Document` [p.22] this is `null`.

Methods**insertBefore**

Inserts the node `newChild` before the existing child node `refChild`. If `refChild` is `null`, insert `newChild` at the end of the list of children.

If `newChild` is a `DocumentFragment` [p.21] object, all of its children are inserted, in the same order, before `refChild`. If the `newChild` is already in the tree, it is first removed.

Parameters

<code>newChild</code>	The node to insert.
<code>refChild</code>	The reference node, i.e., the node before which the new node must be inserted.

Return Value

The node being inserted.

Exceptions

`DOMException` [p.19]

HIERARCHY_REQUEST_ERR: Raised if this node is of a type that does not allow children of the type of the `newChild` node, or if the node to insert is one of this node's ancestors.

WRONG_DOCUMENT_ERR: Raised if `newChild` was created from a different document than the one that created this node.

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

NOT_FOUND_ERR: Raised if `refChild` is not a child of this node.

replaceChild

Replaces the child node `oldChild` with `newChild` in the list of children, and returns the `oldChild` node. If the `newChild` is already in the tree, it is first removed.

Parameters

<code>newChild</code>	The new node to put in the child list.
<code>oldChild</code>	The node being replaced in the list.

Return Value

The node replaced.

Exceptions

`DOMException` [p.19]

HIERARCHY_REQUEST_ERR: Raised if this node is of a type that does not allow children of the type of the `newChild` node, or if the node to put in is one of this node's ancestors.

WRONG_DOCUMENT_ERR: Raised if `newChild` was created from a different document than the one that created this node.

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

NOT_FOUND_ERR: Raised if `oldChild` is not a child of this node.

removeChild

Removes the child node indicated by `oldChild` from the list of children, and returns it.

Parameters

<code>oldChild</code>	The node being removed.
-----------------------	-------------------------

Return Value

The node removed.

Exceptions

`DOMException` [p.19]

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

NOT_FOUND_ERR: Raised if `oldChild` is not a child of this node.

appendChild

Adds the node `newChild` to the end of the list of children of this node. If the `newChild` is already in the tree, it is first removed.

Parameters

newChild The node to add.

If it is a `DocumentFragment` [p.21] object, the entire contents of the document fragment are moved into the child list of this node

Return Value

The node added.

Exceptions

`DOMException` [p.19]

`HIERARCHY_REQUEST_ERR`: Raised if this node is of a type that does not allow children of the type of the `newChild` node, or if the node to append is one of this node's ancestors.

`WRONG_DOCUMENT_ERR`: Raised if `newChild` was created from a different document than the one that created this node.

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

hasChildNodes

This is a convenience method to allow easy determination of whether a node has any children.

Return Value

`true` if the node has any children, `false` if the node has no children.

This method has no parameters.

This method raises no exceptions.

cloneNode

Returns a duplicate of this node, i.e., serves as a generic copy constructor for nodes. The duplicate node has no parent (`parentNode` returns `null`).

Cloning an `Element` [p.38] copies all attributes and their values, including those generated by the XML processor to represent defaulted attributes, but this method does not copy any text it contains unless it is a deep clone, since the text is contained in a child `Text` [p.42] node. Cloning any other type of node simply returns a copy of this node.

Parameters

deep If `true`, recursively clone the subtree under the specified node; if `false`, clone only the node itself (and its attributes, if it is an `Element` [p.38]).

Return Value

The duplicate node.

This method raises no exceptions.

Interface *NodeList*

The `NodeList` interface provides the abstraction of an ordered collection of nodes, without defining or constraining how this collection is implemented.

The items in the `NodeList` are accessible via an integral index, starting from 0.

IDL Definition

```
interface NodeList {
    Node                item(in unsigned long index);
    readonly attribute unsigned long    length;
};
```

Methods**item**

Returns the `index`th item in the collection. If `index` is greater than or equal to the number of nodes in the list, this returns `null`.

Parameters

`index` Index into the collection.

Return Value

The node at the `index`th position in the `NodeList`, or `null` if that is not a valid index.

This method raises no exceptions.

Attributes**length**

The number of nodes in the list. The range of valid child node indices is 0 to `length-1` inclusive.

Interface *NamedNodeMap*

Objects implementing the `NamedNodeMap` interface are used to represent collections of nodes that can be accessed by name. Note that `NamedNodeMap` does not inherit from `NodeList` [p.32]; `NamedNodeMaps` are not maintained in any particular order. Objects contained in an object implementing `NamedNodeMap` may also be accessed by an ordinal index, but this is simply to allow convenient enumeration of the contents of a `NamedNodeMap`, and does not imply that the DOM specifies an order to these Nodes.

IDL Definition

```
interface NamedNodeMap {
    Node                getNamedItem(in DOMString name);
    Node                setNamedItem(in Node arg)
                        raises(DOMException);
    Node                removeNamedItem(in DOMString name)
                        raises(DOMException);
    Node                item(in unsigned long index);
    readonly attribute unsigned long    length;
};
```

Methods**getNodeItem**

Retrieves a node specified by name.

Parameters

name Name of a node to retrieve.

Return Value

A `Node` [p.25] (of any type) with the specified name, or `null` if the specified name did not identify any node in the map.

This method raises no exceptions.

setNodeItem

Adds a node using its `nodeName` attribute.

As the `nodeName` attribute is used to derive the name which the node must be stored under, multiple nodes of certain types (those that have a "special" string value) cannot be stored as the names would clash. This is seen as preferable to allowing nodes to be aliased.

Parameters

arg A node to store in a named node map. The node will later be accessible using the value of the `nodeName` attribute of the node. If a node with that name is already present in the map, it is replaced by the new one.

Return Value

If the new `Node` [p.25] replaces an existing node with the same name the previously existing `Node` [p.25] is returned, otherwise `null` is returned.

Exceptions

`DOMException` [p.19]

`WRONG_DOCUMENT_ERR`: Raised if `arg` was created from a different document than the one that created the `NamedNodeMap`.

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this `NamedNodeMap` is `readonly`.

`INUSE_ATTRIBUTE_ERR`: Raised if `arg` is an `Attr` [p.37] that is already an attribute of another `Element` [p.38] object. The DOM user must explicitly clone `Attr` [p.37] nodes to re-use them in other elements.

removeNodeItem

Removes a node specified by name. If the removed node is an `Attr` [p.37] with a default value it is immediately replaced.

Parameters

name The name of a node to remove.

Return Value

The node removed from the map or `null` if no node with such a name exists.

Exceptions

`DOMException` [p.19]

`NOT_FOUND_ERR`: Raised if there is no node named `name` in the map.

item

Returns the `index`th item in the map. If `index` is greater than or equal to the number of nodes in the map, this returns `null`.

Parameters

`index` Index into the map.

Return Value

The node at the `index`th position in the `NamedNodeMap`, or `null` if that is not a valid index.

This method raises no exceptions.

Attributes**length**

The number of nodes in the map. The range of valid child node indices is 0 to `length-1` inclusive.

Interface *CharacterData*

The `CharacterData` interface extends `Node` with a set of attributes and methods for accessing character data in the DOM. For clarity this set is defined here rather than on each object that uses these attributes and methods. No DOM objects correspond directly to `CharacterData`, though `Text` [p.42] and others do inherit the interface from it. All `offsets` in this interface start from 0.

IDL Definition

```
interface CharacterData : Node {
    attribute DOMString          data;
                                // raises(DOMException) on setting
                                // raises(DOMException) on retrieval
    readonly attribute unsigned long length;
    DOMString substringData(in unsigned long offset,
                           in unsigned long count)
                           raises(DOMException);
    void appendData(in DOMString arg)
                  raises(DOMException);
    void insertData(in unsigned long offset,
                   in DOMString arg)
                   raises(DOMException);
    void deleteData(in unsigned long offset,
                   in unsigned long count)
                   raises(DOMException);
    void replaceData(in unsigned long offset,
```

```

        in unsigned long count,
        in DOMString arg)
        raises(DOMException);
};

```

Attributes**data**

The character data of the node that implements this interface. The DOM implementation may not put arbitrary limits on the amount of data that may be stored in a `CharacterData` node. However, implementation limits may mean that the entirety of a node's data may not fit into a single `DOMString`. In such cases, the user may call `substringData` to retrieve the data in appropriately sized pieces.

Exceptions on setting

`DOMException` [p.19]

`NO_MODIFICATION_ALLOWED_ERR`: Raised when the node is readonly.

Exceptions on retrieval

`DOMException` [p.19]

`DOMSTRING_SIZE_ERR`: Raised when it would return more characters than fit in a `DOMString` variable on the implementation platform.

length

The number of characters that are available through `data` and the `substringData` method below. This may have the value zero, i.e., `CharacterData` nodes may be empty.

Methods**substringData**

Extracts a range of data from the node.

Parameters

<code>offset</code>	Start offset of substring to extract.
<code>count</code>	The number of characters to extract.

Return Value

The specified substring. If the sum of `offset` and `count` exceeds the `length`, then all characters to the end of the data are returned.

Exceptions

`DOMException` [p.19]

`INDEX_SIZE_ERR`: Raised if the specified offset is negative or greater than the number of characters in `data`, or if the specified `count` is negative.

`DOMSTRING_SIZE_ERR`: Raised if the specified range of text does not fit into a `DOMString`.

appendData

Append the string to the end of the character data of the node. Upon success, `data` provides access to the concatenation of `data` and the `DOMString` specified.

Parameters

`arg` The DOMString to append.

Exceptions

DOMException [p.19]

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

This method returns nothing.

insertData

Insert a string at the specified character offset.

Parameters

`offset` The character offset at which to insert.

`arg` The DOMString to insert.

Exceptions

DOMException [p.19]

INDEX_SIZE_ERR: Raised if the specified offset is negative or greater than the number of characters in `data`.

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

This method returns nothing.

deleteData

Remove a range of characters from the node. Upon success, `data` and `length` reflect the change.

Parameters

`offset` The offset from which to remove characters.

`count` The number of characters to delete. If the sum of `offset` and `count` exceeds `length` then all characters from `offset` to the end of the data are deleted.

Exceptions

DOMException [p.19]

INDEX_SIZE_ERR: Raised if the specified offset is negative or greater than the number of characters in `data`, or if the specified `count` is negative.

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

This method returns nothing.

replaceData

Replace the characters starting at the specified character offset with the specified string.

Parameters

offset	The offset from which to start replacing.
count	The number of characters to replace. If the sum of offset and count exceeds length , then all characters to the end of the data are replaced (i.e., the effect is the same as a remove method call with the same range, followed by an append method invocation).
arg	The DOMString with which the range must be replaced.

Exceptions

DOMException [p.19]

INDEX_SIZE_ERR: Raised if the specified offset is negative or greater than the number of characters in **data**, or if the specified **count** is negative.

NO_MODIFICATION_ALLOWED_ERR: Raised if this node is readonly.

This method returns nothing.

Interface Attr

The **Attr** interface represents an attribute in an **Element** [p.38] object. Typically the allowable values for the attribute are defined in a document type definition.

Attr objects inherit the **Node** [p.25] interface, but since they are not actually child nodes of the element they describe, the DOM does not consider them part of the document tree. Thus, the **Node** [p.25] attributes **parentNode**, **previousSibling**, and **nextSibling** have a null value for **Attr** objects. The DOM takes the view that attributes are properties of elements rather than having a separate identity from the elements they are associated with; this should make it more efficient to implement such features as default attributes associated with all elements of a given type.

Furthermore, **Attr** nodes may not be immediate children of a **DocumentFragment** [p.21] .

However, they can be associated with **Element** [p.38] nodes contained within a **DocumentFragment** [p.21] . In short, users and implementors of the DOM need to be aware that **Attr** nodes have some things in common with other objects inheriting the **Node** [p.25] interface, but they also are quite distinct.

The attribute's effective value is determined as follows: if this attribute has been explicitly assigned any value, that value is the attribute's effective value; otherwise, if there is a declaration for this attribute, and that declaration includes a default value, then that default value is the attribute's effective value; otherwise, the attribute does not exist on this element in the structure model until it has been explicitly added. Note that the **nodeValue** attribute on the **Attr** instance can also be used to retrieve the string version of the attribute's value(s).

In XML, where the value of an attribute can contain entity references, the child nodes of the `Attr` node provide a representation in which entity references are not expanded. These child nodes may be either `Text` [p.42] or `EntityReference` [p.46] nodes. Because the attribute type may be unknown, there are no tokenized attribute values.

IDL Definition

```
interface Attr : Node {
    readonly attribute DOMString      name;
    readonly attribute boolean        specified;
    attribute DOMString              value;
};
```

Attributes

name

Returns the name of this attribute.

specified

If this attribute was explicitly given a value in the original document, this is `true`; otherwise, it is `false`. Note that the implementation is in charge of this attribute, not the user. If the user changes the value of the attribute (even if it ends up having the same value as the default value) then the `specified` flag is automatically flipped to `true`. To re-specify the attribute as the default value from the DTD, the user must delete the attribute. The implementation will then make a new attribute available with `specified` set to `false` and the default value (if one exists).

In summary:

- If the attribute has an assigned value in the document then `specified` is `true`, and the value is the assigned value.
- If the attribute has no assigned value in the document and has a default value in the DTD, then `specified` is `false`, and the value is the default value in the DTD.
- If the attribute has no assigned value in the document and has a value of `#IMPLIED` in the DTD, then the attribute does not appear in the structure model of the document.

value

On retrieval, the value of the attribute is returned as a string. Character and general entity references are replaced with their values.

On setting, this creates a `Text` [p.42] node with the unparsed contents of the string.

Interface *Element*

By far the vast majority of objects (apart from text) that authors encounter when traversing a document are `Element` nodes. Assume the following XML document:

```
<elementExample id="demo">
  <subelement1/>
  <subelement2><subsubelement/></subelement2>
</elementExample>
```

When represented using DOM, the top node is an `Element` node for "elementExample", which contains two child `Element` nodes, one for "subelement1" and one for "subelement2". "subelement1" contains no child nodes.

Elements may have attributes associated with them; since the `Element` interface inherits from `Node` [p.25], the generic `Node` [p.25] interface method `getAttributes` may be used to retrieve the set of all attributes for an element. There are methods on the `Element` interface to retrieve either an `Attr` [p.37] object by name or an attribute value by name. In XML, where an attribute value may contain entity references, an `Attr` [p.37] object should be retrieved to examine the possibly fairly complex sub-tree representing the attribute value. On the other hand, in HTML, where all attributes have simple string values, methods to directly access an attribute value can safely be used as a convenience.

IDL Definition

```
interface Element : Node {
    readonly attribute DOMString      tagName;
    DOMString      getAttribute(in DOMString name);
    void            setAttribute(in DOMString name,
                                in DOMString value)
                                raises(DOMException);
    void            removeAttribute(in DOMString name)
                                raises(DOMException);
    Attr            getAttributeNode(in DOMString name);
    Attr            setAttributeNode(in Attr newAttr)
                                raises(DOMException);
    Attr            removeAttributeNode(in Attr oldAttr)
                                raises(DOMException);
    NodeList        getElementsByTagName(in DOMString name);
    void            normalize();
};
```

Attributes

tagName

The name of the element. For example, in:

```
<elementExample id="demo">
    ...
</elementExample> ,
```

`tagName` has the value "elementExample". Note that this is case-preserving in XML, as are all of the operations of the DOM. The HTML DOM returns the `tagName` of an HTML element in the canonical uppercase form, regardless of the case in the source HTML document.

Methods

getAttribute

Retrieves an attribute value by name.

Parameters

`name` The name of the attribute to retrieve.

Return Value

The `Attr` [p.37] value as a string, or the empty string if that attribute does not have a specified or default value.

This method raises no exceptions.

setAttribute

Adds a new attribute. If an attribute with that name is already present in the element, its value is changed to be that of the value parameter. This value is a simple string, it is not parsed as it is being set. So any markup (such as syntax to be recognized as an entity reference) is treated as literal text, and needs to be appropriately escaped by the implementation when it is written out. In order to assign an attribute value that contains entity references, the user must create an `Attr` [p.37] node plus any `Text` [p.42] and `EntityReference` [p.46] nodes, build the appropriate subtree, and use `setAttributeNode` to assign it as the value of an attribute.

Parameters

<code>name</code>	The name of the attribute to create or alter.
<code>value</code>	Value to set in string form.

Exceptions

`DOMException` [p.19]

`INVALID_CHARACTER_ERR`: Raised if the specified name contains an invalid character.

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

This method returns nothing.

removeAttribute

Removes an attribute by name. If the removed attribute has a default value it is immediately replaced.

Parameters

<code>name</code>	The name of the attribute to remove.
-------------------	--------------------------------------

Exceptions

`DOMException` [p.19]

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

This method returns nothing.

getAttributeNode

Retrieves an `Attr` [p.37] node by name.

Parameters

<code>name</code>	The name of the attribute to retrieve.
-------------------	--

Return Value

The `Attr` [p.37] node with the specified attribute name or `null` if there is no such attribute.

This method raises no exceptions.

setAttributeNode

Adds a new attribute. If an attribute with that name is already present in the element, it is replaced by the new one.

Parameters

`newAttr` The `Attr` [p.37] node to add to the attribute list.

Return Value

If the `newAttr` attribute replaces an existing attribute with the same name, the previously existing `Attr` [p.37] node is returned, otherwise `null` is returned.

Exceptions

`DOMException` [p.19]

`WRONG_DOCUMENT_ERR`: Raised if `newAttr` was created from a different document than the one that created the element.

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

`INUSE_ATTRIBUTE_ERR`: Raised if `newAttr` is already an attribute of another `Element` object. The DOM user must explicitly clone `Attr` [p.37] nodes to re-use them in other elements.

removeAttributeNode

Removes the specified attribute.

Parameters

`oldAttr` The `Attr` [p.37] node to remove from the attribute list. If the removed `Attr` [p.37] has a default value it is immediately replaced.

Return Value

The `Attr` [p.37] node that was removed.

Exceptions

`DOMException` [p.19]

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

`NOT_FOUND_ERR`: Raised if `oldAttr` is not an attribute of the element.

getElementsByTagName

Returns a `NodeList` [p.32] of all descendant elements with a given tag name, in the order in which they would be encountered in a preorder traversal of the `Element` tree.

Parameters

name The name of the tag to match on. The special value "*" matches all tags.

Return Value

A list of matching `Element` nodes.

This method raises no exceptions.

normalize

Puts all `Text` [p.42] nodes in the full depth of the sub-tree underneath this `Element` into a "normal" form where only markup (e.g., tags, comments, processing instructions, CDATA sections, and entity references) separates `Text` [p.42] nodes, i.e., there are no adjacent `Text` [p.42] nodes. This can be used to ensure that the DOM view of a document is the same as if it were saved and re-loaded, and is useful when operations (such as `XPointer` lookups) that depend on a particular document tree structure are to be used.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

Interface *Text*

The `Text` interface represents the textual content (termed character data in XML) of an `Element` [p.38] or `Attr` [p.37]. If there is no markup inside an element's content, the text is contained in a single object implementing the `Text` interface that is the only child of the element. If there is markup, it is parsed into a list of elements and `Text` nodes that form the list of children of the element.

When a document is first made available via the DOM, there is only one `Text` node for each block of text. Users may create adjacent `Text` nodes that represent the contents of a given element without any intervening markup, but should be aware that there is no way to represent the separations between these nodes in XML or HTML, so they will not (in general) persist between DOM editing sessions. The `normalize()` method on `Element` [p.38] merges any such adjacent `Text` objects into a single node for each block of text; this is recommended before employing operations that depend on a particular document structure, such as navigation with `XPointers`.

IDL Definition

```
interface Text : CharacterData {
    Text                splitText(in unsigned long offset)
                        raises(DOMException);
};
```

Methods**splitText**

Breaks this `Text` node into two `Text` nodes at the specified offset, keeping both in the tree as siblings. This node then only contains all the content up to the `offset` point. And a new `Text` node, which is inserted as the next sibling of this node, contains all the content at and after the `offset` point.

Parameters

`offset` The offset at which to split, starting from 0.

Return Value

The new `Text` node.

Exceptions

`DOMException` [p.19]

`INDEX_SIZE_ERR`: Raised if the specified offset is negative or greater than the number of characters in `data`.

`NO_MODIFICATION_ALLOWED_ERR`: Raised if this node is readonly.

Interface Comment

This represents the content of a comment, i.e., all the characters between the starting '`<!--`' and ending '`-->`'. Note that this is the definition of a comment in XML, and, in practice, HTML, although some HTML tools may implement the full SGML comment structure.

IDL Definition

```
interface Comment : CharacterData {
};
```

1.3. Extended Interfaces

The interfaces defined here form part of the DOM Level 1 Core specification, but objects that expose these interfaces will never be encountered in a DOM implementation that deals only with HTML. As such, HTML-only DOM implementations do not need to have objects that implement these interfaces.

Interface CDATASection

CDATA sections are used to escape blocks of text containing characters that would otherwise be regarded as markup. The only delimiter that is recognized in a CDATA section is the "`]]>`" string that ends the CDATA section. CDATA sections can not be nested. The primary purpose is for including material such as XML fragments, without needing to escape all the delimiters.

The `DOMString` attribute of the `Text` [p.42] node holds the text that is contained by the CDATA section. Note that this *may* contain characters that need to be escaped outside of CDATA sections and that, depending on the character encoding ("`charset`") chosen for serialization, it may be impossible to write out some characters as part of a CDATA section.

The `CDATASection` interface inherits the `CharacterData` [p.34] interface through the `Text` [p.42] interface. Adjacent `CDATASection` nodes are not merged by use of the `Element.normalize()` method.

IDL Definition

```
interface CDATASection : Text {
};
```

Interface *DocumentType*

Each `Document` [p.22] has a `doctype` attribute whose value is either `null` or a `DocumentType` object. The `DocumentType` interface in the DOM Level 1 Core provides an interface to the list of entities that are defined for the document, and little else because the effect of namespaces and the various XML scheme efforts on DTD representation are not clearly understood as of this writing.

The DOM Level 1 doesn't support editing `DocumentType` nodes.

IDL Definition

```
interface DocumentType : Node {
  readonly attribute DOMString      name;
  readonly attribute NamedNodeMap   entities;
  readonly attribute NamedNodeMap   notations;
};
```

Attributes

name

The name of DTD; i.e., the name immediately following the `DOCTYPE` keyword.

entities

A `NamedNodeMap` [p.32] containing the general entities, both external and internal, declared in the DTD. Duplicates are discarded. For example in:

```
<!DOCTYPE ex SYSTEM "ex.dtd" [
  <!ENTITY foo "foo">
  <!ENTITY bar "bar">
  <!ENTITY % baz "baz">
]>
<ex/>
```

the interface provides access to `foo` and `bar` but not `baz`. Every node in this map also implements the `Entity` [p.45] interface.

The DOM Level 1 does not support editing entities, therefore `entities` cannot be altered in any way.

notations

A `NamedNodeMap` [p.32] containing the notations declared in the DTD. Duplicates are discarded. Every node in this map also implements the `Notation` [p.44] interface.

The DOM Level 1 does not support editing notations, therefore `notations` cannot be altered in any way.

Interface *Notation*

This interface represents a notation declared in the DTD. A notation either declares, by name, the format of an unparsed entity (see section 4.7 of the XML 1.0 specification), or is used for formal declaration of Processing Instruction targets (see section 2.6 of the XML 1.0 specification). The `nodeName` attribute inherited from `Node` [p.25] is set to the declared name of the notation.

The DOM Level 1 does not support editing `Notation` nodes; they are therefore readonly.

A `Notation` node does not have any parent.

IDL Definition

```
interface Notation : Node {
    readonly attribute DOMString      publicId;
    readonly attribute DOMString      systemId;
};
```

Attributes

`publicId`

The public identifier of this notation. If the public identifier was not specified, this is `null`.

`systemId`

The system identifier of this notation. If the system identifier was not specified, this is `null`.

Interface *Entity*

This interface represents an entity, either parsed or unparsed, in an XML document. Note that this models the entity itself *not* the entity declaration. `Entity` declaration modeling has been left for a later Level of the DOM specification.

The `nodeName` attribute that is inherited from `Node` [p.25] contains the name of the entity.

An XML processor may choose to completely expand entities before the structure model is passed to the DOM; in this case there will be no `EntityReference` [p.46] nodes in the document tree.

XML does not mandate that a non-validating XML processor read and process entity declarations made in the external subset or declared in external parameter entities. This means that parsed entities declared in the external subset need not be expanded by some classes of applications, and that the replacement value of the entity may not be available. When the replacement value is available, the corresponding `Entity` node's child list represents the structure of that replacement text. Otherwise, the child list is empty.

The resolution of the children of the `Entity` (the replacement value) may be lazily evaluated; actions by the user (such as calling the `childNodes` method on the `Entity` Node) are assumed to trigger the evaluation.

The DOM Level 1 does not support editing `Entity` nodes; if a user wants to make changes to the contents of an `Entity`, every related `EntityReference` [p.46] node has to be replaced in the structure model by a clone of the `Entity`'s contents, and then the desired changes must be made to each of those clones instead. All the descendants of an `Entity` node are readonly.

An Entity node does not have any parent.

IDL Definition

```
interface Entity : Node {
  readonly attribute DOMString      publicId;
  readonly attribute DOMString      systemId;
  readonly attribute DOMString      notationName;
};
```

Attributes

publicId

The public identifier associated with the entity, if specified. If the public identifier was not specified, this is null.

systemId

The system identifier associated with the entity, if specified. If the system identifier was not specified, this is null.

notationName

For unparsed entities, the name of the notation for the entity. For parsed entities, this is null.

Interface *EntityReference*

EntityReference objects may be inserted into the structure model when an entity reference is in the source document, or when the user wishes to insert an entity reference. Note that character references and references to predefined entities are considered to be expanded by the HTML or XML processor so that characters are represented by their Unicode equivalent rather than by an entity reference. Moreover, the XML processor may completely expand references to entities while building the structure model, instead of providing EntityReference objects. If it does provide such objects, then for a given EntityReference node, it may be that there is no Entity [p.45] node representing the referenced entity; but if such an Entity [p.45] exists, then the child list of the EntityReference node is the same as that of the Entity [p.45] node. As with the Entity [p.45] node, all descendants of the EntityReference are readonly.

The resolution of the children of the EntityReference (the replacement value of the referenced Entity [p.45]) may be lazily evaluated; actions by the user (such as calling the childNodes method on the EntityReference node) are assumed to trigger the evaluation.

IDL Definition

```
interface EntityReference : Node {
};
```

Interface *ProcessingInstruction*

The ProcessingInstruction interface represents a "processing instruction", used in XML as a way to keep processor-specific information in the text of the document.

IDL Definition

```
interface ProcessingInstruction : Node {
    readonly attribute DOMString      target;
    attribute DOMString               data;
                                     // raises(DOMException) on setting
};
```

Attributes

target

The target of this processing instruction. XML defines this as being the first token following the markup that begins the processing instruction.

data

The content of this processing instruction. This is from the first non white space character after the target to the character immediately preceding the ?>.

Exceptions on setting

DOMException [p.19]

NO_MODIFICATION_ALLOWED_ERR: Raised when the node is readonly.

2. Document Object Model (HTML) Level 1

Editors

Mike Champion, ArborText

Vidur Apparao, Netscape

Scott Isaacs, Microsoft (until January 1998)

Chris Wilson, Microsoft (after January 1998)

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2.1. Introduction

This section extends the Level 1 Core API to describe objects and methods specific to HTML documents. In general, the functionality needed to manipulate hierarchical document structures, elements, and attributes will be found in the core section; functionality that depends on the specific elements defined in HTML will be found in this section.

The goals of the HTML-specific DOM API are:

- to specialize and add functionality that relates specifically to HTML documents and elements.
- to address issues of backwards compatibility with the "DOM Level 0".
- to provide convenience mechanisms, where appropriate, for common and frequent operations on HTML documents.

The term "DOM Level 0" refers to a mix (not formally specified) of HTML document functionalities offered by Netscape Navigator version 3.0 and Microsoft Internet Explorer version 3.0. In some cases, attributes or methods have been included for reasons of backward compatibility with "DOM Level 0".

The key differences between the core DOM and the HTML application of DOM is that the HTML Document Object Model exposes a number of convenience methods and properties that are consistent with the existing models and are more appropriate to script writers. In many cases, these enhancements are not applicable to a general DOM because they rely on the presence of a predefined DTD. For DOM Level 1, the transitional and frameset DTDs for HTML 4.0 are assumed. Interoperability between implementations is only guaranteed for elements and attributes that are specified in these DTDs.

More specifically, this document includes the following specializations for HTML:

- An HTMLDocument interface, derived from the core Document interface. HTMLDocument specifies the operations and queries that can be made on a HTML document.
- An HTMLInputElement interface, derived from the core Element interface. HTMLInputElement specifies the operations and queries that can be made on any HTML element. Methods on HTMLInputElement include those that allow for the retrieval and modification of attributes that apply to all HTML elements.
- Specializations for all HTML elements that have attributes that extend beyond those specified in the HTMLInputElement interface. For all such attributes, the derived interface for the element contains explicit methods for setting and getting the values.

The DOM Level 1 does not include mechanisms to access and modify style specified through CSS 1. Furthermore, it does not define an event model for HTML documents. This functionality is planned to be specified in a future Level of this specification.

2.2. HTML Application of Core DOM

2.2.1. Naming Conventions

The HTML DOM follows a naming convention for properties, methods, events, collections, and data types. All names are defined as one or more English words concatenated together to form a single string. Properties and Methods

The property or method name starts with the initial keyword in lowercase, and each subsequent word starts with a capital letter. For example, a property that returns document meta information such as the date the file was created might be named "fileDateCreated". In the ECMAScript binding, properties are exposed as properties of a given object. In Java, properties are exposed with get and set methods. Non-HTML 4.0 interfaces and attributes

While most of the interfaces defined below can be mapped directly to elements defined in the HTML 4.0 Recommendation, some of them cannot. Similarly, not all attributes listed below have counterparts in the HTML 4.0 specification (and some do, but have been renamed to avoid conflicts with scripting languages). Interfaces and attribute definitions that have links to the HTML 4.0 specification have corresponding element and attribute definitions there; all others are added by this specification, either for convenience or backwards compatibility with "DOM Level 0" implementations.

2.3. Miscellaneous Object Definitions

Interface *HTMLCollection*

An *HTMLCollection* is a list of nodes. An individual node may be accessed by either ordinal index or the node's name or id attributes. *Note:* Collections in the HTML DOM are assumed to be *live* meaning that they are automatically updated when the underlying document is changed.

IDL Definition

```
interface HTMLCollection {
    readonly attribute unsigned long    length;
    Node                               item(in unsigned long index);
    Node                               namedItem(in DOMString name);
};
```

Attributes

length

This attribute specifies the length or *size* of the list.

Methods

item

This method retrieves a node specified by ordinal index. Nodes are numbered in tree order (depth-first traversal order).

Parameters

index The index of the node to be fetched. The index origin is 0.

Return Value

The Node [p.25] at the corresponding position upon success. A value of `null` is returned if the index is out of range.

This method raises no exceptions.

namedItem

This method retrieves a Node [p.25] using a name. It first searches for a Node [p.25] with a matching `id` attribute. If it doesn't find one, it then searches for a Node [p.25] with a matching `name` attribute, but only on those elements that are allowed a `name` attribute.

Parameters

`name` The name of the Node [p.25] to be fetched.

Return Value

The Node [p.25] with a `name` or `id` attribute whose value corresponds to the specified string. Upon failure (e.g., no node with this name exists), returns `null`.

This method raises no exceptions.

2.4. Objects related to HTML documents

Interface *HTMLDocument*

An `HTMLDocument` is the root of the HTML hierarchy and holds the entire content. Beside providing access to the hierarchy, it also provides some convenience methods for accessing certain sets of information from the document.

The following properties have been deprecated in favor of the corresponding ones for the `BODY` element:

- `alinkColor`
- `background`
- `bgColor`
- `fgColor`
- `linkColor`
- `vlinkColor`

IDL Definition

```
interface HTMLDocument : Document {
    attribute DOMString          title;
    readonly attribute DOMString referrer;
    readonly attribute DOMString domain;
    readonly attribute DOMString URL;
    attribute HTMLCollection     body;
    readonly attribute HTMLCollection images;
    readonly attribute HTMLCollection applets;
    readonly attribute HTMLCollection links;
    readonly attribute HTMLCollection forms;
    readonly attribute HTMLCollection anchors;
    attribute DOMString         cookie;
```

```

void          open();
void          close();
void          write(in DOMString text);
void          writeln(in DOMString text);
Element       getElementById(in DOMString elementId);
NodeList      getElementsByName(in DOMString elementName);
};

```

Attributes

title

The title of a document as specified by the **TITLE** element in the head of the document.

referrer

Returns the URI of the page that linked to this page. The value is an empty string if the user navigated to the page directly (not through a link, but, for example, via a bookmark).

domain

The domain name of the server that served the document, or a null string if the server cannot be identified by a domain name.

URL

The complete URI of the document.

body

The element that contains the content for the document. In documents with **BODY** contents, returns the **BODY** element, and in frameset documents, this returns the outermost **FRAMESET** element.

images

A collection of all the **IMG** elements in a document. The behavior is limited to **IMG** elements for backwards compatibility.

applets

A collection of all the **OBJECT** elements that include applets and **APPLET** (*deprecated*) elements in a document.

links

A collection of all **AREA** elements and anchor (**A**) elements in a document with a value for the **href** attribute.

forms

A collection of all the forms of a document.

anchors

A collection of all the anchor (**A**) elements in a document with a value for the **name** attribute. *Note.* For reasons of backwards compatibility, the returned set of anchors only contains those anchors created with the **name** attribute, not those created with the **id** attribute.

cookie

The cookies associated with this document. If there are none, the value is an empty string. Otherwise, the value is a string: a semicolon-delimited list of "name, value" pairs for all the cookies associated with the page. For example, name=value;expires=date.

Methods

open

Note. This method and the ones following allow a user to add to or replace the structure model of a document using strings of unparsed HTML. At the time of writing alternate methods for providing similar functionality for both HTML and XML documents were

being considered. The following methods may be deprecated at some point in the future in favor of a more general-purpose mechanism.

Open a document stream for writing. If a document exists in the target, this method clears it.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

close

Closes a document stream opened by `open()` and forces rendering.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

write

Write a string of text to a document stream opened by `open()`. The text is parsed into the document's structure model.

Parameters

<code>text</code>	The string to be parsed into some structure in the document structure model.
-------------------	--

This method returns nothing.

This method raises no exceptions.

writeln

Write a string of text followed by a newline character to a document stream opened by `open()`. The text is parsed into the document's structure model.

Parameters

<code>text</code>	The string to be parsed into some structure in the document structure model.
-------------------	--

This method returns nothing.

This method raises no exceptions.

getElementById

Returns the `Element` whose `id` is given by `elementId`. If no such element exists, returns `null`. Behavior is not defined if more than one element has this `id`.

Parameters

<code>elementId</code>	The unique <code>id</code> value for an element.
------------------------	--

Return Value

The matching element.

This method raises no exceptions.

getElementsByTagName

Returns the (possibly empty) collection of elements whose `name` value is given by `elementName`.

Parameters

`elementName` The name attribute value for an element.

Return Value

The matching elements.
This method raises no exceptions.

2.5. HTML Elements

2.5.1. Property Attributes

HTML attributes are exposed as properties on the element object. The name of the exposed property always uses the naming conventions, and is independent of the case of the attribute in the source document. The data type of the property is determined by the type of the attribute as determined by the HTML 4.0 transitional and frameset DTDs. The attributes have the semantics (including case-sensitivity) given in the HTML 4.0 specification.

The attributes are exposed as properties for compatibility with "DOM Level 0". This usage is deprecated because it can not be generalized to all possible attribute names, as is required both for XML and potentially for future versions of HTML. We recommend the use of generic methods on the core `Element` interface for setting, getting and removing attributes.

DTD Data Type	Object Model Data Type
CDATA	DOMString
Value list (e.g., (left right center))	DOMString
one-value Value list (e.g., (border))	boolean
Number	long int

The return value of an attribute that has a data type that is a value list is always capitalized, independent of the case of the value in the source document. For example, if the value of the `align` attribute on a `P` element is "left" then it is returned as "Left". For attributes with the `CDATA` data type, the case of the return value is that given in the source document.

2.5.2. Naming Exceptions

To avoid name-space conflicts, an attribute with the same name as a keyword in one of our chosen binding languages is prefixed. For HTML, the prefix used is "html". For example, the `for` attribute of the `LABEL` element collides with loop construct naming conventions and is renamed `htmlFor`.

2.5.3. Exposing Element Type Names (tagName)

The element type names exposed through a property are in uppercase. For example, the body element type name is exposed through the "tagName" property as "BODY".

2.5.4. The HTML`Element` interface

Interface *HTML`Element`*

All HTML element interfaces derive from this class. Elements that only expose the HTML core attributes are represented by the base `HTMLElement` interface. These elements are as follows:

- `HEAD`
- special: `SUB`, `SUP`, `SPAN`, `BDO`
- font: `TT`, `I`, `B`, `U`, `S`, `STRIKE`, `BIG`, `SMALL`
- phrase: `EM`, `STRONG`, `DFN`, `CODE`, `SAMP`, `KBD`, `VAR`, `CITE`, `ACRONYM`, `ABBR`
- list: `DD`, `DT`
- `NOFRAMES`, `NOSCRIPT`
- `ADDRESS`, `CENTER`

Note. The `style` attribute for this interface is reserved for future usage.

IDL Definition

```
interface HTMLElement : Element {
    attribute DOMString      id;
    attribute DOMString      title;
    attribute DOMString      lang;
    attribute DOMString      dir;
    attribute DOMString      className;
};
```

Attributes

`id`

The element's identifier. See the `id` attribute definition in HTML 4.0.

`title`

The element's advisory title. See the `title` attribute definition in HTML 4.0.

`lang`

Language code defined in RFC 1766. See the `lang` attribute definition in HTML 4.0.

`dir`

Specifies the base direction of directionally neutral text and the directionality of tables. See the `dir` attribute definition in HTML 4.0.

className

The class attribute of the element. This attribute has been renamed due to conflicts with the "class" keyword exposed by many languages. See the class attribute definition in HTML 4.0.

2.5.5. Object definitions

Interface *HTMLHtmlElement*

Root of an HTML document. See the HTML element definition in HTML 4.0.

IDL Definition

```
interface HTMLHtmlElement : HTMLElement {
    attribute DOMString    version;
};
```

Attributes

version

Version information about the document's DTD. See the version attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLHeadElement*

Document head information. See the HEAD element definition in HTML 4.0.

IDL Definition

```
interface HTMLHeadElement : HTMLElement {
    attribute DOMString    profile;
};
```

Attributes

profile

URI designating a metadata profile. See the profile attribute definition in HTML 4.0.

Interface *HTMLLinkElement*

The LINK element specifies a link to an external resource, and defines this document's relationship to that resource (or vice versa). See the LINK element definition in HTML 4.0.

IDL Definition

```
interface HTMLLinkElement : HTMLElement {
    attribute boolean    disabled;
    attribute DOMString  charset;
    attribute DOMString  href;
    attribute DOMString  hreflang;
    attribute DOMString  media;
    attribute DOMString  rel;
    attribute DOMString  rev;
    attribute DOMString  target;
    attribute DOMString  type;
};
```

Attributes**disabled**

Enables/disables the link. This is currently only used for style sheet links, and may be used to activate or deactivate style sheets.

charset

The character encoding of the resource being linked to. See the charset attribute definition in HTML 4.0.

href

The URI of the linked resource. See the href attribute definition in HTML 4.0.

hreflang

Language code of the linked resource. See the hreflang attribute definition in HTML 4.0.

media

Designed for use with one or more target media. See the media attribute definition in HTML 4.0.

rel

Forward link type. See the rel attribute definition in HTML 4.0.

rev

Reverse link type. See the rev attribute definition in HTML 4.0.

target

Frame to render the resource in. See the target attribute definition in HTML 4.0.

type

Advisory content type. See the type attribute definition in HTML 4.0.

Interface *HTMLTitleElement*

The document title. See the TITLE element definition in HTML 4.0.

IDL Definition

```
interface HTMLTitleElement : HTMLElement {
    attribute DOMString      text;
};
```

Attributes**text**

The specified title as a string.

Interface *HTMLMetaElement*

This contains generic meta-information about the document. See the META element definition in HTML 4.0.

IDL Definition

```
interface HTMLMetaElement : HTMLElement {
    attribute DOMString      content;
    attribute DOMString      httpEquiv;
    attribute DOMString      name;
    attribute DOMString      scheme;
};
```

Attributes**content**

Associated information. See the content attribute definition in HTML 4.0.

httpEquiv

HTTP response header name. See the http-equiv attribute definition in HTML 4.0.

name

Meta information name. See the name attribute definition in HTML 4.0.

scheme

Select form of content. See the scheme attribute definition in HTML 4.0.

Interface *HTMLBaseElement*

Document base URI. See the BASE element definition in HTML 4.0.

IDL Definition

```
interface HTMLBaseElement : HTMLElement {
    attribute DOMString      href;
    attribute DOMString      target;
};
```

Attributes**href**

The base URI See the href attribute definition in HTML 4.0.

target

The default target frame. See the target attribute definition in HTML 4.0.

Interface *HTMLIsIndexElement*

This element is used for single-line text input. See the ISINDEX element definition in HTML 4.0.

This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLIsIndexElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute DOMString      prompt;
};
```

Attributes**form**

Returns the FORM element containing this control. Returns null if this control is not within the context of a form.

prompt

The prompt message. See the prompt attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLStyleElement*

Style information. A more detailed style sheet object model is planned to be defined in a separate document. See the STYLE element definition in HTML 4.0.

IDL Definition

```

interface HTMLStyleElement : HTMLElement {
    attribute boolean        disabled;
    attribute DOMString      media;
    attribute DOMString      type;
};

```

Attributes**disabled**

Enables/disables the style sheet.

media

Designed for use with one or more target media. See the media attribute definition in HTML 4.0.

type

The style sheet language (Internet media type). See the type attribute definition in HTML 4.0.

Interface *HTMLBodyElement*

The HTML document body. This element is always present in the DOM API, even if the tags are not present in the source document. See the BODY element definition in HTML 4.0.

IDL Definition

```

interface HTMLBodyElement : HTMLElement {
    attribute DOMString      aLink;
    attribute DOMString      background;
    attribute DOMString      bgColor;
    attribute DOMString      link;
    attribute DOMString      text;
    attribute DOMString      vLink;
};

```

Attributes**aLink**

Color of active links (after mouse-button down, but before mouse-button up). See the alink attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

background

URI of the background texture tile image. See the background attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

bgColor

Document background color. See the bgcolor attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

link

Color of links that are not active and unvisited. See the link attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

text

Document text color. See the text attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

vLink

Color of links that have been visited by the user. See the vlink attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLFormElement*

The FORM element encompasses behavior similar to a collection and an element. It provides direct access to the contained input elements as well as the attributes of the form element. See the FORM element definition in HTML 4.0.

IDL Definition

```
interface HTMLFormElement : HTMLElement {
  readonly attribute HTMLCollection  elements;
  readonly attribute long            length;
          attribute DOMString        name;
          attribute DOMString        acceptCharset;
          attribute DOMString        action;
          attribute DOMString        enctype;
          attribute DOMString        method;
          attribute DOMString        target;

  void submit();
  void reset();
};
```

Attributes**elements**

Returns a collection of all control elements in the form.

length

The number of form controls in the form.

name

Names the form.

acceptCharset

List of character sets supported by the server. See the accept-charset attribute definition in HTML 4.0.

action

Server-side form handler. See the action attribute definition in HTML 4.0.

enctype

The content type of the submitted form, generally "application/x-www-form-urlencoded". See the enctype attribute definition in HTML 4.0.

method

HTTP method used to submit form. See the method attribute definition in HTML 4.0.

target

Frame to render the resource in. See the target attribute definition in HTML 4.0.

Methods**submit**

Submits the form. It performs the same action as a submit button.
 This method has no parameters.
 This method returns nothing.
 This method raises no exceptions.

reset

Restores a form element's default values. It performs the same action as a reset button.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLSelectElement*

The select element allows the selection of an option. The contained options can be directly accessed through the select element as a collection. See the SELECT element definition in HTML 4.0.

IDL Definition

```
interface HTMLSelectElement : HTMLElement {
  readonly attribute DOMString    type;
                attribute long     selectedIndex;
                attribute DOMString value;
  readonly attribute long         length;
  readonly attribute HTMLFormElement form;
  readonly attribute HTMLCollection options;
                attribute boolean  disabled;
                attribute boolean  multiple;
                attribute DOMString name;
                attribute long     size;
                attribute long     tabIndex;

  void          add(in HTMLElement element,
                   in HTMLElement before);
  void          remove(in long index);
  void          blur();
  void          focus();
};
```

Attributes**type**

The type of control created.

selectedIndex

The ordinal index of the selected option. The value -1 is returned if no element is selected.

If multiple options are selected, the index of the first selected option is returned.

value

The current form control value.

length

The number of options in this SELECT.

form

Returns the FORM element containing this control. Returns null if this control is not within the context of a form.

options

The collection of OPTION elements contained by this element.

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

multiple

If true, multiple **OPTION** elements may be selected in this **SELECT**. See the multiple attribute definition in HTML 4.0.

name

Form control or object name when submitted with a form. See the name attribute definition in HTML 4.0.

size

Number of visible rows. See the size attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabIndex attribute definition in HTML 4.0.

Methods**add**

Add a new element to the collection of **OPTION** elements for this **SELECT**.

Parameters

element	The element to add.
before	The element to insert before, or NULL for the head of the list.

This method returns nothing.

This method raises no exceptions.

remove

Remove an element from the collection of **OPTION** elements for this **SELECT**. Does nothing if no element has the given index.

Parameters

index	The index of the item to remove.
--------------	----------------------------------

This method returns nothing.

This method raises no exceptions.

blur

Removes keyboard focus from this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

focus

Gives keyboard focus to this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLOptGroupElement*

Group options together in logical subdivisions. See the OPTGROUP element definition in HTML 4.0.

IDL Definition

```
interface HTMLOptGroupElement : HTMLElement {
    attribute boolean      disabled;
    attribute DOMString    label;
};
```

Attributes

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

label

Assigns a label to this option group. See the label attribute definition in HTML 4.0.

Interface *HTMLOptionElement*

A selectable choice. See the OPTION element definition in HTML 4.0.

IDL Definition

```
interface HTMLOptionElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute boolean      defaultSelected;
    readonly attribute DOMString text;
    attribute long         index;
    attribute boolean      disabled;
    attribute DOMString    label;
    readonly attribute boolean selected;
    attribute DOMString    value;
};
```

Attributes

form

Returns the FORM element containing this control. Returns null if this control is not within the context of a form.

defaultSelected

Stores the initial value of the selected attribute.

text

The text contained within the option element.

index

The index of this OPTION in its parent SELECT.

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

label

Option label for use in hierarchical menus. See the label attribute definition in HTML 4.0.

selected

Means that this option is initially selected. See the selected attribute definition in HTML 4.0.

value

The current form control value. See the value attribute definition in HTML 4.0.

Interface *HTMLInputElement*

Form control. *Note.* Depending upon the environment the page is being viewed, the value property may be read-only for the file upload input type. For the "password" input type, the actual value returned may be masked to prevent unauthorized use. See the INPUT element definition in HTML 4.0.

IDL Definition

```
interface HTMLInputElement : HTMLElement {
    attribute DOMString      defaultValue;
    attribute boolean        defaultChecked;
    readonly attribute HTMLFormElement form;
    attribute DOMString      accept;
    attribute DOMString      accessKey;
    attribute DOMString      align;
    attribute DOMString      alt;
    attribute boolean        checked;
    attribute boolean        disabled;
    attribute long           maxLength;
    attribute DOMString      name;
    attribute boolean        readOnly;
    attribute DOMString      size;
    attribute DOMString      src;
    attribute long           tabIndex;
    readonly attribute DOMString type;
    attribute DOMString      useMap;
    attribute DOMString      value;

    void blur();
    void focus();
    void select();
    void click();
};
```

Attributes**defaultValue**

Stores the initial control value (i.e., the initial value of value).

defaultChecked

When type has the value "Radio" or "Checkbox", stores the initial value of the checked attribute.

form

Returns the FORM element containing this control. Returns null if this control is not within the context of a form.

accept

A comma-separated list of content types that a server processing this form will handle correctly. See the accept attribute definition in HTML 4.0.

accessKey

A single character access key to give access to the form control. See the accesskey attribute definition in HTML 4.0.

align

Aligns this object (vertically or horizontally) with respect to its surrounding text. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

alt

Alternate text for user agents not rendering the normal content of this element. See the alt attribute definition in HTML 4.0.

checked

Describes whether a radio or check box is checked, when type has the value "Radio" or "Checkbox". The value is TRUE if explicitly set. Represents the current state of the checkbox or radio button. See the checked attribute definition in HTML 4.0.

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

maxLength

Maximum number of characters for text fields, when type has the value "Text" or "Password". See the maxlength attribute definition in HTML 4.0.

name

Form control or object name when submitted with a form. See the name attribute definition in HTML 4.0.

readOnly

This control is read-only. When type has the value "text" or "password" only. See the readOnly attribute definition in HTML 4.0.

size

Size information. The precise meaning is specific to each type of field. See the size attribute definition in HTML 4.0.

src

When the type attribute has the value "Image", this attribute specifies the location of the image to be used to decorate the graphical submit button. See the src attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabIndex attribute definition in HTML 4.0.

type

The type of control created. See the type attribute definition in HTML 4.0.

useMap

Use client-side image map. See the usemap attribute definition in HTML 4.0.

value

The current form control value. Used for radio buttons and check boxes. See the value attribute definition in HTML 4.0.

Methods**blur**

Removes keyboard focus from this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

focus

Gives keyboard focus to this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

select

Select the contents of the text area. For **INPUT** elements whose **type** attribute has one of the following values: "Text", "File", or "Password".

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

click

Simulate a mouse-click. For **INPUT** elements whose **type** attribute has one of the following values: "Button", "Checkbox", "Radio", "Reset", or "Submit".

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLTextAreaElement*

Multi-line text field. See the **TEXTAREA** element definition in HTML 4.0.

IDL Definition

```
interface HTMLTextAreaElement : HTMLElement {
    attribute DOMString          defaultValue;
    readonly attribute HTMLFormElement form;
    attribute DOMString          accessKey;
    attribute long               cols;
    attribute boolean            disabled;
    attribute DOMString          name;
    attribute boolean            readOnly;
    attribute long               rows;
    attribute long               tabIndex;
    readonly attribute DOMString type;
    attribute DOMString          value;

    void blur();
    void focus();
    void select();
};
```

Attributes**defaultValue**

Stores the initial control value (i.e., the initial value of **value**).

form

Returns the **FORM** element containing this control. Returns null if this control is not within the context of a form.

accessKey

A single character access key to give access to the form control. See the **accesskey** attribute definition in HTML 4.0.

cols

Width of control (in characters). See the cols attribute definition in HTML 4.0.

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

name

Form control or object name when submitted with a form. See the name attribute definition in HTML 4.0.

readOnly

This control is read-only. See the readonly attribute definition in HTML 4.0.

rows

Number of text rows. See the rows attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabIndex attribute definition in HTML 4.0.

type

The type of this form control.

value

The current textual content of the multi-line text field. If the entirety of the data can not fit into a single wstring, the implementation may truncate the data.

Methods**blur**

Removes keyboard focus from this element.
 This method has no parameters.
 This method returns nothing.
 This method raises no exceptions.

focus

Gives keyboard focus to this element.
 This method has no parameters.
 This method returns nothing.
 This method raises no exceptions.

select

Select the contents of the TEXTAREA.
 This method has no parameters.
 This method returns nothing.
 This method raises no exceptions.

Interface *HTMLButtonElement*

Push button. See the BUTTON element definition in HTML 4.0.

IDL Definition

```

interface HTMLButtonElement : HTMLElement {
  readonly attribute HTMLFormElement    form;
          attribute DOMString            accessKey;
          attribute boolean              disabled;
          attribute DOMString            name;
          attribute long                 tabIndex;
  readonly attribute DOMString            type;
          attribute DOMString            value;
};

```

Attributes**form**

Returns the **FORM** element containing this control. Returns null if this control is not within the context of a form.

accessKey

A single character access key to give access to the form control. See the accesskey attribute definition in HTML 4.0.

disabled

The control is unavailable in this context. See the disabled attribute definition in HTML 4.0.

name

Form control or object name when submitted with a form. See the name attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabindex attribute definition in HTML 4.0.

type

The type of button. See the type attribute definition in HTML 4.0.

value

The current form control value. See the value attribute definition in HTML 4.0.

Interface *HTMLLabelElement*

Form field label text. See the LABEL element definition in HTML 4.0.

IDL Definition

```

interface HTMLLabelElement : HTMLElement {
  readonly attribute HTMLFormElement    form;
          attribute DOMString            accessKey;
          attribute DOMString            htmlFor;
};

```

Attributes**form**

Returns the **FORM** element containing this control. Returns null if this control is not within the context of a form.

accessKey

A single character access key to give access to the form control. See the accesskey attribute definition in HTML 4.0.

htmlFor

This attribute links this label with another form control by `id` attribute. See the `for` attribute definition in HTML 4.0.

Interface *HTMLFieldSetElement*

Organizes form controls into logical groups. See the `FIELDSET` element definition in HTML 4.0.

IDL Definition

```
interface HTMLFieldSetElement : HTMLElement {
    readonly attribute HTMLFormElement    form;
};
```

Attributes**form**

Returns the `FORM` element containing this control. Returns null if this control is not within the context of a form.

Interface *HTMLLegendElement*

Provides a caption for a `FIELDSET` grouping. See the `LEGEND` element definition in HTML 4.0.

IDL Definition

```
interface HTMLLegendElement : HTMLElement {
    readonly attribute HTMLFormElement    form;
    attribute DOMString                  accessKey;
    attribute DOMString                  align;
};
```

Attributes**form**

Returns the `FORM` element containing this control. Returns null if this control is not within the context of a form.

accessKey

A single character access key to give access to the form control. See the `accesskey` attribute definition in HTML 4.0.

align

Text alignment relative to `FIELDSET`. See the `align` attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLULListElement*

Unordered list. See the `UL` element definition in HTML 4.0.

IDL Definition

```
interface HTMLULListElement : HTMLElement {
    attribute boolean    compact;
    attribute DOMString  type;
};
```

Attributes**compact**

Reduce spacing between list items. See the compact attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

type

Bullet style. See the type attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLListElement*

Ordered list. See the OL element definition in HTML 4.0.

IDL Definition

```
interface HTMLListElement : HTMLElement {
    attribute boolean    compact;
    attribute long       start;
    attribute DOMString  type;
};
```

Attributes**compact**

Reduce spacing between list items. See the compact attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

start

Starting sequence number. See the start attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

type

Numbering style. See the type attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLDLListElement*

Definition list. See the DL element definition in HTML 4.0.

IDL Definition

```
interface HTMLDLListElement : HTMLElement {
    attribute boolean    compact;
};
```

Attributes**compact**

Reduce spacing between list items. See the compact attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLDirectoryElement*

Directory list. See the DIR element definition in HTML 4.0. This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLDirectoryElement : HTMLElement {
    attribute boolean compact;
};
```

Attributes

compact

Reduce spacing between list items. See the compact attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLMenuElement*

Menu list. See the MENU element definition in HTML 4.0. This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLMenuElement : HTMLElement {
    attribute boolean compact;
};
```

Attributes

compact

Reduce spacing between list items. See the compact attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLLIElement*

List item. See the LI element definition in HTML 4.0.

IDL Definition

```
interface HTMLLIElement : HTMLElement {
    attribute DOMString type;
    attribute long value;
};
```

Attributes

type

List item bullet style. See the type attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

value

Reset sequence number when used in OL See the value attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLBlockquoteElement*

??? See the BLOCKQUOTE element definition in HTML 4.0.

IDL Definition

```
interface HTMLBlockquoteElement : HTMLElement {
    attribute DOMString cite;
};
```

Attributes**cite**

A URI designating a document that describes the reason for the change. See the cite attribute definition in HTML 4.0.

Interface *HTMLDivElement*

Generic block container. See the DIV element definition in HTML 4.0.

IDL Definition

```
interface HTMLDivElement : HTMLElement {
    attribute DOMString      align;
};
```

Attributes**align**

Horizontal text alignment. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLParagraphElement*

Paragraphs. See the P element definition in HTML 4.0.

IDL Definition

```
interface HTMLParagraphElement : HTMLElement {
    attribute DOMString      align;
};
```

Attributes**align**

Horizontal text alignment. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLHeadingElement*

For the H1 to H6 elements. See the H1 element definition in HTML 4.0.

IDL Definition

```
interface HTMLHeadingElement : HTMLElement {
    attribute DOMString      align;
};
```

Attributes**align**

Horizontal text alignment. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLQuoteElement*

For the Q and BLOCKQUOTE elements. See the Q element definition in HTML 4.0.

IDL Definition

```
interface HTMLQuoteElement : HTMLElement {
    attribute DOMString      cite;
};
```

Attributes

cite

A URI designating a document that designates a source document or message. See the cite attribute definition in HTML 4.0.

Interface *HTMLPreElement*

Preformatted text. See the PRE element definition in HTML 4.0.

IDL Definition

```
interface HTMLPreElement : HTMLElement {
    attribute long          width;
};
```

Attributes

width

Fixed width for content. See the width attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLBRElement*

Force a line break. See the BR element definition in HTML 4.0.

IDL Definition

```
interface HTMLBRElement : HTMLElement {
    attribute DOMString      clear;
};
```

Attributes

clear

Control flow of text around floats. See the clear attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLBaseFontElement*

Base font. See the BASEFONT element definition in HTML 4.0. This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLBaseFontElement : HTMLElement {
    attribute DOMString      color;
    attribute DOMString      face;
    attribute DOMString      size;
};
```

Attributes**color**

Font color. See the color attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

face

Font face identifier. See the face attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

size

Font size. See the size attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLFontElement*

Local change to font. See the FONT element definition in HTML 4.0. This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLFontElement : HTMLElement {
    attribute DOMString    color;
    attribute DOMString    face;
    attribute DOMString    size;
};
```

Attributes**color**

Font color. See the color attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

face

Font face identifier. See the face attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

size

Font size. See the size attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLHRElement*

Create a horizontal rule. See the HR element definition in HTML 4.0.

IDL Definition

```
interface HTMLHRElement : HTMLElement {
    attribute DOMString    align;
    attribute boolean      noShade;
    attribute DOMString    size;
    attribute DOMString    width;
};
```

Attributes**align**

Align the rule on the page. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

noShade

Indicates to the user agent that there should be no shading in the rendering of this element. See the noshade attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

size

The height of the rule. See the size attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

width

The width of the rule. See the width attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLModElement*

Notice of modification to part of a document. See the INS and DEL element definitions in HTML 4.0.

IDL Definition

```
interface HTMLModElement : HTMLElement {
    attribute DOMString      cite;
    attribute DOMString      dateTime;
};
```

Attributes**cite**

A URI designating a document that describes the reason for the change. See the cite attribute definition in HTML 4.0.

dateTime

The date and time of the change. See the datetime attribute definition in HTML 4.0.

Interface *HTMLAnchorElement*

The anchor element. See the A element definition in HTML 4.0.

IDL Definition

```
interface HTMLAnchorElement : HTMLElement {
    attribute DOMString      accessKey;
    attribute DOMString      charset;
    attribute DOMString      coords;
    attribute DOMString      href;
    attribute DOMString      hreflang;
    attribute DOMString      name;
    attribute DOMString      rel;
    attribute DOMString      rev;
    attribute DOMString      shape;
    attribute long           tabIndex;
    attribute DOMString      target;
    attribute DOMString      type;

    void blur();
    void focus();
};
```

Attributes**accessKey**

A single character access key to give access to the form control. See the accesskey attribute definition in HTML 4.0.

charset

The character encoding of the linked resource. See the charset attribute definition in HTML 4.0.

coords

Comma-separated list of lengths, defining an active region geometry. See also **shape** for the shape of the region. See the coords attribute definition in HTML 4.0.

href

The URI of the linked resource. See the href attribute definition in HTML 4.0.

hreflang

Language code of the linked resource. See the hreflang attribute definition in HTML 4.0.

name

Anchor name. See the name attribute definition in HTML 4.0.

rel

Forward link type. See the rel attribute definition in HTML 4.0.

rev

Reverse link type. See the rev attribute definition in HTML 4.0.

shape

The shape of the active area. The coordinates are given by **coords**. See the shape attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabindex attribute definition in HTML 4.0.

target

Frame to render the resource in. See the target attribute definition in HTML 4.0.

type

Advisory content type. See the type attribute definition in HTML 4.0.

Methods**blur**

Removes keyboard focus from this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

focus

Gives keyboard focus to this element.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLImageElement*

Embedded image. See the IMG element definition in HTML 4.0.

IDL Definition

```
interface HTMLImageElement : HTMLElement {
    attribute DOMString    lowSrc;
    attribute DOMString    name;
    attribute DOMString    align;
    attribute DOMString    alt;
    attribute DOMString    border;
    attribute DOMString    height;
    attribute DOMString    hspace;
    attribute boolean      isMap;
    attribute DOMString    longDesc;
    attribute DOMString    src;
    attribute DOMString    useMap;
    attribute DOMString    vspace;
    attribute DOMString    width;
};
```

Attributes

lowSrc

URI designating the source of this image, for low-resolution output.

name

The name of the element (for backwards compatibility).

align

Aligns this object (vertically or horizontally) with respect to its surrounding text. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

alt

Alternate text for user agents not rendering the normal content of this element. See the alt attribute definition in HTML 4.0.

border

Width of border around image. See the border attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

height

Override height. See the height attribute definition in HTML 4.0.

hspace

Horizontal space to the left and right of this image. See the hspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

isMap

Use server-side image map. See the ismap attribute definition in HTML 4.0.

longDesc

URI designating a long description of this image or frame. See the longdesc attribute definition in HTML 4.0.

src

URI designating the source of this image. See the src attribute definition in HTML 4.0.

useMap

Use client-side image map. See the usemap attribute definition in HTML 4.0.

vspace

Vertical space above and below this image. See the vspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

width

Override width. See the width attribute definition in HTML 4.0.

Interface *HTMLObjectElement*

Generic embedded object. *Note.* In principle, all properties on the object element are read-write but in some environments some properties may be read-only once the underlying object is instantiated. See the OBJECT element definition in HTML 4.0.

IDL Definition

```
interface HTMLObjectElement : HTMLElement {
  readonly attribute HTMLFormElement  form;
  attribute DOMString                  code;
  attribute DOMString                  align;
  attribute DOMString                  archive;
  attribute DOMString                  border;
  attribute DOMString                  codeBase;
  attribute DOMString                  codeType;
  attribute DOMString                  data;
  attribute boolean                    declare;
  attribute DOMString                  height;
  attribute DOMString                  hspace;
  attribute DOMString                  name;
  attribute DOMString                  standby;
  attribute long                       tabIndex;
  attribute DOMString                  type;
  attribute DOMString                  useMap;
  attribute DOMString                  vspace;
  attribute DOMString                  width;
};
```

Attributes

form

Returns the FORM element containing this control. Returns null if this control is not within the context of a form.

code

Applet class file. See the code attribute for HTMLAppletElement.

align

Aligns this object (vertically or horizontally) with respect to its surrounding text. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

archive

Space-separated list of archives. See the archive attribute definition in HTML 4.0.

border

Width of border around the object. See the border attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

codeBase

Base URI for classid, data, and archive attributes. See the codebase attribute definition in HTML 4.0.

codeType

Content type for data downloaded via classid attribute. See the codetype attribute definition in HTML 4.0.

data

A URI specifying the location of the object's data. See the data attribute definition in HTML 4.0.

declare

Declare (for future reference), but do not instantiate, this object. See the declare attribute definition in HTML 4.0.

height

Override height. See the height attribute definition in HTML 4.0.

hspace

Horizontal space to the left and right of this image, applet, or object. See the hspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

name

Form control or object name when submitted with a form. See the name attribute definition in HTML 4.0.

standby

Message to render while loading the object. See the standby attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabIndex attribute definition in HTML 4.0.

type

Content type for data downloaded via data attribute. See the type attribute definition in HTML 4.0.

useMap

Use client-side image map. See the usemap attribute definition in HTML 4.0.

vspace

Vertical space above and below this image, applet, or object. See the vspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

width

Override width. See the width attribute definition in HTML 4.0.

Interface *HTMLParamElement*

Parameters fed to the OBJECT element. See the PARAM element definition in HTML 4.0.

IDL Definition

```
interface HTMLParamElement : HTMLElement {
    attribute DOMString      name;
    attribute DOMString      type;
    attribute DOMString      value;
    attribute DOMString      valueType;
};
```

Attributes**name**

The name of a run-time parameter. See the name attribute definition in HTML 4.0.

type

Content type for the **value** attribute when **valuetype** has the value "ref". See the type attribute definition in HTML 4.0.

value

The value of a run-time parameter. See the value attribute definition in HTML 4.0.

valuetype

Information about the meaning of the **value** attribute value. See the valuetype attribute definition in HTML 4.0.

Interface *HTMLAppletElement*

An embedded Java applet. See the APPLET element definition in HTML 4.0. This element is deprecated in HTML 4.0.

IDL Definition

```
interface HTMLAppletElement : HTMLElement {
    attribute DOMString    align;
    attribute DOMString    alt;
    attribute DOMString    archive;
    attribute DOMString    code;
    attribute DOMString    codeBase;
    attribute DOMString    height;
    attribute DOMString    hspace;
    attribute DOMString    name;
    attribute DOMString    object;
    attribute DOMString    vspace;
    attribute DOMString    width;
};
```

Attributes**align**

Aligns this object (vertically or horizontally) with respect to its surrounding text. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

alt

Alternate text for user agents not rendering the normal content of this element. See the alt attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

archive

Comma-separated archive list. See the archive attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

code

Applet class file. See the code attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

codeBase

Optional base URI for applet. See the codebase attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

height

Override height. See the height attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

hspace

Horizontal space to the left and right of this image, applet, or object. See the hspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

name

The name of the applet. See the name attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

object

Serialized applet file. See the object attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

vspace

Vertical space above and below this image, applet, or object. See the vspace attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

width

Override width. See the width attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLMapElement*

Client-side image map. See the MAP element definition in HTML 4.0.

IDL Definition

```
interface HTMLMapElement : HTMLElement {
    readonly attribute HTMLCollection  areas;
    attribute DOMString               name;
};
```

Attributes**areas**

The list of areas defined for the image map.

name

Names the map (for use with usemap). See the name attribute definition in HTML 4.0.

Interface *HTMLAreaElement*

Client-side image map area definition. See the AREA element definition in HTML 4.0.

IDL Definition

```
interface HTMLAreaElement : HTMLElement {
    attribute DOMString  accessKey;
    attribute DOMString  alt;
    attribute DOMString  coords;
    attribute DOMString  href;
    attribute boolean    noHref;
    attribute DOMString  shape;
    attribute long       tabIndex;
    attribute DOMString  target;
};
```

Attributes

accessKey

A single character access key to give access to the form control. See the accesskey attribute definition in HTML 4.0.

alt

Alternate text for user agents not rendering the normal content of this element. See the alt attribute definition in HTML 4.0.

coords

Comma-separated list of lengths, defining an active region geometry. See also `shape` for the shape of the region. See the coords attribute definition in HTML 4.0.

href

The URI of the linked resource. See the href attribute definition in HTML 4.0.

noHref

Specifies that this area is inactive, i.e., has no associated action. See the nohref attribute definition in HTML 4.0.

shape

The shape of the active area. The coordinates are given by `coords`. See the shape attribute definition in HTML 4.0.

tabIndex

Index that represents the element's position in the tabbing order. See the tabindex attribute definition in HTML 4.0.

target

Frame to render the resource in. See the target attribute definition in HTML 4.0.

Interface *HTMLScriptElement*

Script statements. See the SCRIPT element definition in HTML 4.0.

IDL Definition

```
interface HTMLScriptElement : HTMLElement {
    attribute DOMString      text;
    attribute DOMString      htmlFor;
    attribute DOMString      event;
    attribute DOMString      charset;
    attribute boolean        defer;
    attribute DOMString      src;
    attribute DOMString      type;
};
```

Attributes**text**

The script content of the element.

htmlFor

Reserved for future use.

event

Reserved for future use.

charset

The character encoding of the linked resource. See the charset attribute definition in HTML 4.0.

defer

Indicates that the user agent can defer processing of the script. See the defer attribute definition in HTML 4.0.

src

URI designating an external script. See the src attribute definition in HTML 4.0.

type

The content type of the script language. See the type attribute definition in HTML 4.0.

Interface *HTMLTableElement*

The create* and delete* methods on the table allow authors to construct and modify tables. HTML 4.0 specifies that only one of each of the CAPTION, THEAD, and TFOOT elements may exist in a table. Therefore, if one exists, and the createTHead() or createTFoot() method is called, the method returns the existing THead or TFoot element. See the TABLE element definition in HTML 4.0.

IDL Definition

```
interface HTMLTableElement : HTMLElement {
    attribute HTMLTableCaptionElement caption;
    attribute HTMLTableSectionElement tHead;
    attribute HTMLTableSectionElement tFoot;
    readonly attribute HTMLCollection rows;
    readonly attribute HTMLCollection tBodies;
    attribute DOMString align;
    attribute DOMString bgColor;
    attribute DOMString border;
    attribute DOMString cellPadding;
    attribute DOMString cellSpacing;
    attribute DOMString frame;
    attribute DOMString rules;
    attribute DOMString summary;
    attribute DOMString width;

    HTMLElement createTHead();
    void deleteTHead();
    HTMLElement createTFoot();
    void deleteTFoot();
    HTMLElement createCaption();
    void deleteCaption();
    HTMLElement insertRow(in long index);
    void deleteRow(in long index);
};
```

Attributes**caption**

Returns the table's CAPTION, or void if none exists.

tHead

Returns the table's THEAD, or null if none exists.

tFoot

Returns the table's TFOOT, or null if none exists.

rows

Returns a collection of all the rows in the table, including all in THEAD, TFOOT, all TBODY elements.

tBodies

Returns a collection of the defined table bodies.

align

Specifies the table's position with respect to the rest of the document. See the align attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

bgColor

Cell background color. See the bgcolor attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

border

The width of the border around the table. See the border attribute definition in HTML 4.0.

cellPadding

Specifies the horizontal and vertical space between cell content and cell borders. See the cellpadding attribute definition in HTML 4.0.

cellSpacing

Specifies the horizontal and vertical separation between cells. See the cellspacing attribute definition in HTML 4.0.

frame

Specifies which external table borders to render. See the frame attribute definition in HTML 4.0.

rules

Specifies which internal table borders to render. See the rules attribute definition in HTML 4.0.

summary

Supplementary description about the purpose or structure of a table. See the summary attribute definition in HTML 4.0.

width

Specifies the desired table width. See the width attribute definition in HTML 4.0.

Methods**createTHead**

Create a table header row or return an existing one.

Return Value

A new table header element (THEAD).

This method has no parameters.

This method raises no exceptions.

deleteTHead

Delete the header from the table, if one exists.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

createTFoot

Create a table footer row or return an existing one.

Return Value

A footer element (TFOOT).

This method has no parameters.

This method raises no exceptions.

deleteTFoot

Delete the footer from the table, if one exists.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

createCaption

Create a new table caption object or return an existing one.

Return Value

A CAPTION element.

This method has no parameters.

This method raises no exceptions.

deleteCaption

Delete the table caption, if one exists.

This method has no parameters.

This method returns nothing.

This method raises no exceptions.

insertRow

Insert a new empty row in the table. *Note.* A table row cannot be empty according to HTML 4.0 Recommendation.

Parameters

index The row number where to insert a new row.

Return Value

The newly created row.

This method raises no exceptions.

deleteRow

Delete a table row.

Parameters

index The index of the row to be deleted.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLTableCaptionElement*

Table caption See the CAPTION element definition in HTML 4.0.

IDL Definition

```
interface HTMLTableCaptionElement : HTMLElement {
    attribute DOMString      align;
};
```

Attributes

align

Caption alignment with respect to the table. See the align attribute definition in HTML 4.0.
This attribute is deprecated in HTML 4.0.

Interface *HTMLTableColElement*

Regroups the COL and COLGROUP elements. See the COL element definition in HTML 4.0.

IDL Definition

```
interface HTMLTableColElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute long           span;
    attribute DOMString      vAlign;
    attribute DOMString      width;
};
```

Attributes**align**

Horizontal alignment of cell data in column. See the align attribute definition in HTML 4.0.

ch

Alignment character for cells in a column. See the char attribute definition in HTML 4.0.

chOff

Offset of alignment character. See the charoff attribute definition in HTML 4.0.

span

Indicates the number of columns in a group or affected by a grouping. See the span attribute definition in HTML 4.0.

vAlign

Vertical alignment of cell data in column. See the valign attribute definition in HTML 4.0.

width

Default column width. See the width attribute definition in HTML 4.0.

Interface *HTMLTableSectionElement*

The THEAD, TFOOT, and TBODY elements.

IDL Definition

```
interface HTMLTableSectionElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute DOMString      vAlign;
    readonly attribute HTMLCollection rows;
    HTMLElement              insertRow(in long index);
    void                      deleteRow(in long index);
};
```

Attributes**align**

Horizontal alignment of data in cells. See the `align` attribute for `HTMLTheadElement` for details.

ch

Alignment character for cells in a column. See the `char` attribute definition in HTML 4.0.

chOff

Offset of alignment character. See the `charoff` attribute definition in HTML 4.0.

vAlign

Vertical alignment of data in cells. See the `valign` attribute for `HTMLTheadElement` for details.

rows

The collection of rows in this table section.

Methods**insertRow**

Insert a row into this section.

Parameters

`index` The row number where to insert a new row.

Return Value

The newly created row.

This method raises no exceptions.

deleteRow

Delete a row from this section.

Parameters

`index` The index of the row to be deleted.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLTableRowElement*

A row in a table. See the `TR` element definition in HTML 4.0.

IDL Definition

```
interface HTMLTableRowElement : HTMLInputElement {
    attribute long                rowIndex;
    attribute long                sectionRowIndex;
    attribute HTMLCollection      cells;
    attribute DOMString           align;
    attribute DOMString           bgColor;
    attribute DOMString           ch;
    attribute DOMString           chOff;
```

```

        attribute DOMString      valign;
HTMLInputElement insertCell(in long index);
void             deleteCell(in long index);
};

```

Attributes**rowIndex**

The index of this row, relative to the entire table.

sectionRowIndex

The index of this row, relative to the current section (THEAD, TFOOT, or TBODY).

cells

The collection of cells in this row.

align

Horizontal alignment of data within cells of this row. See the align attribute definition in HTML 4.0.

bgColor

Background color for rows. See the bgColor attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

ch

Alignment character for cells in a column. See the char attribute definition in HTML 4.0.

chOff

Offset of alignment character. See the charoff attribute definition in HTML 4.0.

valign

Vertical alignment of data within cells of this row. See the valign attribute definition in HTML 4.0.

Methods**insertCell**

Insert an empty TD cell into this row.

Parameters

index The place to insert the cell.

Return Value

The newly created cell.

This method raises no exceptions.

deleteCell

Delete a cell from the current row.

Parameters

index The index of the cell to delete.

This method returns nothing.

This method raises no exceptions.

Interface *HTMLTableCellElement*

The object used to represent the TH and TD elements. See the TD element definition in HTML 4.0.

IDL Definition

```
interface HTMLTableCellElement : HTMLElement {
    attribute long          cellIndex;
    attribute DOMString     abbr;
    attribute DOMString     align;
    attribute DOMString     axis;
    attribute DOMString     bgColor;
    attribute DOMString     ch;
    attribute DOMString     chOff;
    attribute long          colSpan;
    attribute DOMString     headers;
    attribute DOMString     height;
    attribute boolean       noWrap;
    attribute long          rowSpan;
    attribute DOMString     scope;
    attribute DOMString     vAlign;
    attribute DOMString     width;
};
```

Attributes**cellIndex**

The index of this cell in the row.

abbr

Abbreviation for header cells. See the abbr attribute definition in HTML 4.0.

align

Horizontal alignment of data in cell. See the align attribute definition in HTML 4.0.

axis

Names group of related headers. See the axis attribute definition in HTML 4.0.

bgColor

Cell background color. See the bgcolor attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

ch

Alignment character for cells in a column. See the char attribute definition in HTML 4.0.

chOff

Offset of alignment character. See the charoff attribute definition in HTML 4.0.

colSpan

Number of columns spanned by cell. See the colspan attribute definition in HTML 4.0.

headers

List of id attribute values for header cells. See the headers attribute definition in HTML 4.0.

height

Cell height. See the height attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

noWrap

Suppress word wrapping. See the nowrap attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

rowSpan

Number of rows spanned by cell. See the rowspan attribute definition in HTML 4.0.

scope

Scope covered by header cells. See the scope attribute definition in HTML 4.0.

vAlign

Vertical alignment of data in cell. See the valign attribute definition in HTML 4.0.

width

Cell width. See the width attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

Interface *HTMLFrameSetElement*

Create a grid of frames. See the FRAMESET element definition in HTML 4.0.

IDL Definition

```
interface HTMLFrameSetElement : HTMLElement {
    attribute DOMString      cols;
    attribute DOMString      rows;
};
```

Attributes**cols**

The number of columns of frames in the frameset. See the cols attribute definition in HTML 4.0.

rows

The number of rows of frames in the frameset. See the rows attribute definition in HTML 4.0.

Interface *HTMLFrameElement*

Create a frame. See the FRAME element definition in HTML 4.0.

IDL Definition

```
interface HTMLFrameElement : HTMLElement {
    attribute DOMString      frameBorder;
    attribute DOMString      longDesc;
    attribute DOMString      marginHeight;
    attribute DOMString      marginWidth;
    attribute DOMString      name;
    attribute boolean        noResize;
    attribute DOMString      scrolling;
    attribute DOMString      src;
};
```

Attributes**frameBorder**

Request frame borders. See the frameborder attribute definition in HTML 4.0.

longDesc

URI designating a long description of this image or frame. See the longdesc attribute definition in HTML 4.0.

marginHeight

Frame margin height, in pixels. See the `marginheight` attribute definition in HTML 4.0.

marginWidth

Frame margin width, in pixels. See the `marginwidth` attribute definition in HTML 4.0.

name

The frame name (object of the `target` attribute). See the `name` attribute definition in HTML 4.0.

noResize

When true, forbid user from resizing frame. See the `noresize` attribute definition in HTML 4.0.

scrolling

Specify whether or not the frame should have scrollbars. See the `scrolling` attribute definition in HTML 4.0.

src

A URI designating the initial frame contents. See the `src` attribute definition in HTML 4.0.

Interface *HTMLIFrameElement*

Inline subwindows. See the `IFRAME` element definition in HTML 4.0.

IDL Definition

```
interface HTMLIFrameElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      frameBorder;
    attribute DOMString      height;
    attribute DOMString      longDesc;
    attribute DOMString      marginHeight;
    attribute DOMString      marginWidth;
    attribute DOMString      name;
    attribute DOMString      scrolling;
    attribute DOMString      src;
    attribute DOMString      width;
};
```

Attributes**align**

Aligns this object (vertically or horizontally) with respect to its surrounding text. See the `align` attribute definition in HTML 4.0. This attribute is deprecated in HTML 4.0.

frameBorder

Request frame borders. See the `frameborder` attribute definition in HTML 4.0.

height

Frame height. See the `height` attribute definition in HTML 4.0.

longDesc

URI designating a long description of this image or frame. See the `longdesc` attribute definition in HTML 4.0.

marginHeight

Frame margin height, in pixels. See the `marginheight` attribute definition in HTML 4.0.

marginWidth

Frame margin width, in pixels. See the `marginwidth` attribute definition in HTML 4.0.

name

The frame name (object of the **target** attribute). See the name attribute definition in HTML 4.0.

scrolling

Specify whether or not the frame should have scrollbars. See the scrolling attribute definition in HTML 4.0.

src

A URI designating the initial frame contents. See the src attribute definition in HTML 4.0.

width

Frame width. See the width attribute definition in HTML 4.0.

2.5.5. Object definitions

Appendix A: Contributors

Members of the DOM Working Group and Interest Group contributing to this specification were:

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Appendix B: Glossary

Editors

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Several of the following term definitions have been borrowed or modified from similar definitions in other W3C or standards documents. See the links within the definitions for more information.

ancestor

An *ancestor* node of any node A is any node above A in a tree model of a document, where "above" means "toward the root."

API

An *API* is an application programming interface, a set of functions or methods used to access some functionality.

child

A *child* is an immediate descendant node of a node.

client application

A [client] application is any software that uses the Document Object Model programming interfaces provided by the hosting implementation to accomplish useful work. Some examples of client applications are scripts within an HTML or XML document.

COM

COM is Microsoft's Component Object Model, a technology for building applications from binary software components.

content model

The *content model* is a simple grammar governing the allowed types of the child elements and the order in which they appear. See [XML]

context

A *context* specifies an access pattern (or path): a set of interfaces which give you a way to interact with a model. For example, imagine a model with different colored arcs connecting data nodes. A context might be a sheet of colored acetate that is placed over the model allowing you a partial view of the total information in the model.

convenience

A *convenience method* is an operation on an object that could be accomplished by a program consisting of more basic operations on the object. Convenience methods are usually provided to make the API easier and simpler to use or to allow specific programs to create more optimized implementations for common operations. A similar definition holds for a *convenience property*.

cooked model

A model for a document that represents the document after it has been manipulated in some way. For example, any combination of any of the following transformations would create a cooked model:

1. Expansion of internal text entities.
2. Expansion of external entities.
3. Model augmentation with style-specified generated text.
4. Execution of style-specified reordering.
5. Execution of scripts.

A browser might only be able to provide access to a cooked model, while an editor might provide access to a cooked or the initial structure model (also known as the *uncooked model*) for a document.

CORBA

CORBA is the *Common Object Request Broker Architecture* from the OMG . This architecture is a collection of objects and libraries that allow the creation of applications containing objects that make and receive requests and responses in a distributed environment.

cursor

A *cursor* is an object representation of a node. It may possess information about context and the path traversed to reach the node.

data model

A *data model* is a collection of descriptions of data structures and their contained fields, together with the operations or functions that manipulate them.

deprecation

When new releases of specifications are released, some older features may be marked as being *deprecated*. This means that new work should not use the features and that although they are supported in the current release, they may not be supported or available in future releases.

descendant

A *descendant* node of any node A is any node below A in a tree model of a document, where "above" means "toward the root."

ECMAScript

The programming language defined by the ECMA-262 standard. As stated in the standard, the originating technology for ECMAScript was JavaScript. Note that in the ECMAScript binding, the word "property" is used in the same sense as the IDL term "attribute."

element

Each document contains one or more elements, the boundaries of which are either delimited by start-tags and end-tags, or, for empty elements by an empty-element tag. Each element has a type, identified by name, and may have a set of attributes. Each attribute has a name and a value. [XML]

event propagation, also known as event bubbling

This is the idea that an event can affect one object and a set of related objects. Any of the potentially affected objects can block the event or substitute a different one (upward event propagation). The event is broadcast from the node at which it originates to every parent node.

equivalence

Two nodes are *equivalent* if they have the same node type and same node name. Also, if the nodes contain data, that must be the same. Finally, if the nodes have attributes then collection of attribute names must be the same and the attributes corresponding by name must be equivalent as nodes. Two nodes are *deeply equivalent* if they are *equivalent*, the child node lists are equivalent as NodeList objects, and the pairs of equivalent attributes must in fact be deeply equivalent. Two NodeList objects are *equivalent* if they have the same length, and the nodes corresponding by index are deeply equivalent. Two NamedNodeMap objects are *equivalent* if they have the same length, they have same collection of names, and the nodes corresponding by name in the maps are deeply equivalent. Two DocumentType nodes are *equivalent* if they are equivalent as nodes, have the same names, and have equivalent entities and attributes NamedNodeMap objects.

hosting implementation

A [hosting] implementation is a software module that provides an implementation of the DOM interfaces so that a client application can use them. Some examples of hosting implementations are browsers, editors and document repositories.

HTML

The HyperText Markup Language (*HTML*) is a simple markup language used to create hypertext documents that are portable from one platform to another. HTML documents are SGML documents with generic semantics that are appropriate for representing information from a wide range of applications. [HTML 3.2] [HTML4.0]

IDL

An Interface Definition Language (*IDL*) is used to define the interfaces for accessing and operating upon objects. Examples of IDLs are the Object Management Group's IDL , Microsoft's IDL , and Sun's Java IDL .

implementor

Companies, organizations, and individuals that claim to support the Document Object Model as an API for their products.

inheritance

In object-oriented programming, the ability to create new classes (or interfaces) that contain all the methods and properties of another class (or interface), plus additional methods and properties. If class (or interface) D inherits from class (or interface) B, then D is said to be *derived* from B. B is said to be a *base* class (or interface) for D. Some programming languages allow for multiple inheritance, that is, inheritance from more than one class or interface.

initial structure model

Also known as the *raw structure model* or the *uncooked model*, this represents the document before it has been modified by entity expansions, generated text, style-specified reordering, or the execution of scripts. In some implementations, this might correspond to the "initial parse tree" for the document, if it ever exists. Note that a given implementation might not be able to provide access to the initial structure model for a document, though an editor probably would.

interface

An *interface* is a declaration of a set of methods with no information given about their implementation. In object systems that support interfaces and inheritance, interfaces can usually inherit from one another.

language binding

A programming *language binding* for an IDL specification is an implementation of the interfaces in the specification for the given language. For example, a Java language binding for the Document Object Model IDL specification would implement the concrete Java classes that provide the functionality exposed by the interfaces.

method

A *method* is an operation or function that is associated with an object and is allowed to manipulate the object's data.

model

A *model* is the actual data representation for the information at hand. Examples are the structural model and the style model representing the parse structure and the style information associated with a document. The model might be a tree, or a directed graph, or something else.

object model

An *object model* is a collection of descriptions of classes or interfaces, together with their member data, member functions, and class-static operations.

parent

A *parent* is an immediate ancestor node of a node.

root node

The *root node* is the unique node that is not a child of any other node. All other nodes are children or other descendents of the root node. [XML]

sibling

Two nodes are *siblings* if they have the same parent node.

string comparison

When string matching is required, it is to occur as though the comparison was between 2 sequences of code points from the Unicode 2.0 standard.

tag valid document

A document is *tag valid* if all begin and end tags are properly balanced and nested.

type valid document

A document is *type valid* if it conforms to an explicit DTD.

uncooked model

See initial structure model.

well-formed document

A document is *well-formed* if it is tag valid and entities are limited to single elements (i.e., single sub-trees).

XML

Extensible Markup Language (*XML*) is an extremely simple dialect of SGML which is completely described in this document. The goal is to enable generic SGML to be served, received, and processed on the Web in the way that is now possible with HTML. XML has been designed for ease of implementation and for interoperability with both SGML and HTML. [XML]

Appendix C: IDL Definitions

This appendix contains the complete OMG IDL for the Level 1 Document Object Model definitions. The definitions are divided into Core and HTML.

The IDL files are also available as: <http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/idl.zip>

C.1: Document Object Model Level 1 Core

This section contains the OMG IDL definitions for the interfaces in the Core Document Object Model specification, including the extended (XML) interfaces.

```
exception DOMException {
    unsigned short    code;
};

// ExceptionCode
const unsigned short    INDEX_SIZE_ERR        = 1;
const unsigned short    DOMSTRING_SIZE_ERR    = 2;
const unsigned short    HIERARCHY_REQUEST_ERR = 3;
const unsigned short    WRONG_DOCUMENT_ERR    = 4;
const unsigned short    INVALID_CHARACTER_ERR = 5;
const unsigned short    NO_DATA_ALLOWED_ERR   = 6;
const unsigned short    NO_MODIFICATION_ALLOWED_ERR = 7;
const unsigned short    NOT_FOUND_ERR         = 8;
const unsigned short    NOT_SUPPORTED_ERR      = 9;
const unsigned short    INUSE_ATTRIBUTE_ERR    = 10;

// ExceptionCode
const unsigned short    INDEX_SIZE_ERR        = 1;
const unsigned short    DOMSTRING_SIZE_ERR    = 2;
const unsigned short    HIERARCHY_REQUEST_ERR = 3;
const unsigned short    WRONG_DOCUMENT_ERR    = 4;
const unsigned short    INVALID_CHARACTER_ERR = 5;
const unsigned short    NO_DATA_ALLOWED_ERR   = 6;
const unsigned short    NO_MODIFICATION_ALLOWED_ERR = 7;
const unsigned short    NOT_FOUND_ERR         = 8;
const unsigned short    NOT_SUPPORTED_ERR      = 9;
const unsigned short    INUSE_ATTRIBUTE_ERR    = 10;

interface DOMImplementation {
    boolean                hasFeature(in DOMString feature,
                                      in DOMString version);
};

interface DocumentFragment : Node {
};

interface Document : Node {
    readonly attribute DocumentType    doctype;
    readonly attribute DOMImplementation implementation;
    readonly attribute Element          documentElement;
    Element                createElement(in DOMString tagName)
```

```

        raises(DOMException);
DocumentFragment    createDocumentFragment();
Text                createTextNode(in DOMString data);
Comment             createComment(in DOMString data);
CDATASection        createCDATASection(in DOMString data)
                    raises(DOMException);
ProcessingInstruction createProcessingInstruction(in DOMString target,
                                                in DOMString data)
                    raises(DOMException);
Attr                createAttribute(in DOMString name)
                    raises(DOMException);
EntityReference      createEntityReference(in DOMString name)
                    raises(DOMException);
NodeList            getElementsByTagName(in DOMString tagname);
};

interface Node {
    // NodeType
    const unsigned short ELEMENT_NODE      = 1;
    const unsigned short ATTRIBUTE_NODE    = 2;
    const unsigned short TEXT_NODE         = 3;
    const unsigned short CDATA_SECTION_NODE = 4;
    const unsigned short ENTITY_REFERENCE_NODE = 5;
    const unsigned short ENTITY_NODE       = 6;
    const unsigned short PROCESSING_INSTRUCTION_NODE = 7;
    const unsigned short COMMENT_NODE      = 8;
    const unsigned short DOCUMENT_NODE     = 9;
    const unsigned short DOCUMENT_TYPE_NODE = 10;
    const unsigned short DOCUMENT_FRAGMENT_NODE = 11;
    const unsigned short NOTATION_NODE     = 12;

    readonly attribute DOMString nodeName;
    attribute DOMString nodeValue;
    // raises(DOMException) on setting
    // raises(DOMException) on retrieval

    readonly attribute unsigned short nodeType;
    readonly attribute Node parentNode;
    readonly attribute NodeList childNodes;
    readonly attribute Node firstChild;
    readonly attribute Node lastChild;
    readonly attribute Node previousSibling;
    readonly attribute Node nextSibling;
    readonly attribute NamedNodeMap attributes;
    readonly attribute Document ownerDocument;
    Node insertBefore(in Node newChild,
                    in Node refChild)
        raises(DOMException);
    Node replaceChild(in Node newChild,
                    in Node oldChild)
        raises(DOMException);
    Node removeChild(in Node oldChild)
        raises(DOMException);
    Node appendChild(in Node newChild)
        raises(DOMException);
    boolean hasChildNodes();
    Node cloneNode(in boolean deep);
};

```

```

interface NodeList {
    Node                item(in unsigned long index);
    readonly attribute unsigned long    length;
};

interface NamedNodeMap {
    Node                getNamedItem(in DOMString name);
    Node                setNamedItem(in Node arg)
                        raises(DOMException);
    Node                removeNamedItem(in DOMString name)
                        raises(DOMException);
    Node                item(in unsigned long index);
    readonly attribute unsigned long    length;
};

interface CharacterData : Node {
    attribute DOMString    data;
                        // raises(DOMException) on setting
                        // raises(DOMException) on retrieval
    readonly attribute unsigned long    length;
    DOMString            substringData(in unsigned long offset,
                                        in unsigned long count)
                        raises(DOMException);
    void                appendData(in DOMString arg)
                        raises(DOMException);
    void                insertData(in unsigned long offset,
                                   in DOMString arg)
                        raises(DOMException);
    void                deleteData(in unsigned long offset,
                                   in unsigned long count)
                        raises(DOMException);
    void                replaceData(in unsigned long offset,
                                    in unsigned long count,
                                    in DOMString arg)
                        raises(DOMException);
};

interface Attr : Node {
    readonly attribute DOMString    name;
    readonly attribute boolean    specified;
    attribute DOMString    value;
};

interface Element : Node {
    readonly attribute DOMString    tagName;
    DOMString            getAttribute(in DOMString name);
    void                setAttribute(in DOMString name,
                                    in DOMString value)
                        raises(DOMException);
    void                removeAttribute(in DOMString name)
                        raises(DOMException);
    Attr                getAttributeNode(in DOMString name);
    Attr                setAttributeNode(in Attr newAttr)
                        raises(DOMException);
    Attr                removeAttributeNode(in Attr oldAttr)
                        raises(DOMException);
};

```

```

    NodeList                getElementsByTagName(in DOMString name);
    void                    normalize();
};

interface Text : CharacterData {
    Text                    splitText(in unsigned long offset)
                           raises(DOMException);
};

interface Comment : CharacterData {
};

interface CDATASection : Text {
};

interface DocumentType : Node {
    readonly attribute DOMString      name;
    readonly attribute NamedNodeMap   entities;
    readonly attribute NamedNodeMap   notations;
};

interface Notation : Node {
    readonly attribute DOMString      publicId;
    readonly attribute DOMString      systemId;
};

interface Entity : Node {
    readonly attribute DOMString      publicId;
    readonly attribute DOMString      systemId;
    readonly attribute DOMString      notationName;
};

interface EntityReference : Node {
};

interface ProcessingInstruction : Node {
    readonly attribute DOMString      target;
    attribute DOMString               data;
                                   // raises(DOMException) on setting
};

```

C.2: Document Object Model Level 1 HTML

```

interface HTMLCollection {
    readonly attribute unsigned long    length;
    Node                item(in unsigned long index);
    Node                namedItem(in DOMString name);
};

interface HTMLDocument : Document {
    attribute DOMString      title;
    readonly attribute DOMString      referrer;
    readonly attribute DOMString      domain;
    readonly attribute DOMString      URL;
    attribute HTMLCollection  body;
    readonly attribute HTMLCollection images;
};

```

```

    readonly attribute HTMLCollection applets;
    readonly attribute HTMLCollection links;
    readonly attribute HTMLCollection forms;
    readonly attribute HTMLCollection anchors;
    attribute DOMString cookie;

    void open();
    void close();
    void write(in DOMString text);
    void writeln(in DOMString text);
    Element getElementById(in DOMString elementId);
    NodeList getElementsByName(in DOMString elementName);
};

interface HTMLElement : Element {
    attribute DOMString id;
    attribute DOMString title;
    attribute DOMString lang;
    attribute DOMString dir;
    attribute DOMString className;
};

interface HTMLHtmlElement : HTMLElement {
    attribute DOMString version;
};

interface HTMLHeadElement : HTMLElement {
    attribute DOMString profile;
};

interface HTMLLinkElement : HTMLElement {
    attribute boolean disabled;
    attribute DOMString charset;
    attribute DOMString href;
    attribute DOMString hreflang;
    attribute DOMString media;
    attribute DOMString rel;
    attribute DOMString rev;
    attribute DOMString target;
    attribute DOMString type;
};

interface HTMLTitleElement : HTMLElement {
    attribute DOMString text;
};

interface HTMLMetaElement : HTMLElement {
    attribute DOMString content;
    attribute DOMString httpEquiv;
    attribute DOMString name;
    attribute DOMString scheme;
};

interface HTMLBaseElement : HTMLElement {
    attribute DOMString href;
    attribute DOMString target;
};

```

```

interface HTMLIsIndexElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute DOMString prompt;
};

interface HTMLStyleElement : HTMLElement {
    attribute boolean disabled;
    attribute DOMString media;
    attribute DOMString type;
};

interface HTMLBodyElement : HTMLElement {
    attribute DOMString aLink;
    attribute DOMString background;
    attribute DOMString bgColor;
    attribute DOMString link;
    attribute DOMString text;
    attribute DOMString vLink;
};

interface HTMLFormElement : HTMLElement {
    readonly attribute HTMLCollection elements;
    readonly attribute long length;
    attribute DOMString name;
    attribute DOMString acceptCharset;
    attribute DOMString action;
    attribute DOMString enctype;
    attribute DOMString method;
    attribute DOMString target;

    void submit();
    void reset();
};

interface HTMLSelectElement : HTMLElement {
    readonly attribute DOMString type;
    attribute long selectedIndex;
    attribute DOMString value;
    readonly attribute long length;
    readonly attribute HTMLFormElement form;
    readonly attribute HTMLCollection options;
    attribute boolean disabled;
    attribute boolean multiple;
    attribute DOMString name;
    attribute long size;
    attribute long tabIndex;

    void add(in HTMLElement element,
             in HTMLElement before);
    void remove(in long index);
    void blur();
    void focus();
};

interface HTMLOptGroupElement : HTMLElement {
    attribute boolean disabled;
    attribute DOMString label;
};

```

```

interface HTMLInputElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute boolean defaultSelected;
    readonly attribute DOMString text;
    attribute long index;
    attribute boolean disabled;
    attribute DOMString label;
    readonly attribute boolean selected;
    attribute DOMString value;
};

```

```

interface HTMLFormElement : HTMLElement {
    attribute DOMString defaultValue;
    attribute boolean defaultChecked;
    readonly attribute HTMLFormElement form;
    attribute DOMString accept;
    attribute DOMString accessKey;
    attribute DOMString align;
    attribute DOMString alt;
    attribute boolean checked;
    attribute boolean disabled;
    attribute long maxLength;
    attribute DOMString name;
    attribute boolean readOnly;
    attribute DOMString size;
    attribute DOMString src;
    attribute long tabIndex;
    readonly attribute DOMString type;
    attribute DOMString useMap;
    attribute DOMString value;

    void blur();
    void focus();
    void select();
    void click();
};

```

```

interface HTMLTextAreaElement : HTMLElement {
    attribute DOMString defaultValue;
    readonly attribute HTMLFormElement form;
    attribute DOMString accessKey;
    attribute long cols;
    attribute boolean disabled;
    attribute DOMString name;
    attribute boolean readOnly;
    attribute long rows;
    attribute long tabIndex;
    readonly attribute DOMString type;
    attribute DOMString value;

    void blur();
    void focus();
    void select();
};

```

```

interface HTMLButtonElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute DOMString accessKey;
    attribute boolean disabled;
};

```

```

        attribute DOMString      name;
        attribute long           tabIndex;
    readonly attribute DOMString type;
        attribute DOMString      value;
};

interface HTMLLabelElement : HTMLElement {
    readonly attribute HTMLFormElement form;
        attribute DOMString      accessKey;
        attribute DOMString      htmlFor;
};

interface HTMLFieldSetElement : HTMLElement {
    readonly attribute HTMLFormElement form;
};

interface HTMLLegendElement : HTMLElement {
    readonly attribute HTMLFormElement form;
        attribute DOMString      accessKey;
        attribute DOMString      align;
};

interface HTMLULListElement : HTMLElement {
        attribute boolean         compact;
        attribute DOMString      type;
};

interface HTMLLOListElement : HTMLElement {
        attribute boolean         compact;
        attribute long           start;
        attribute DOMString      type;
};

interface HTMLDListElement : HTMLElement {
        attribute boolean         compact;
};

interface HTMLDirectoryElement : HTMLElement {
        attribute boolean         compact;
};

interface HTMLMenuElement : HTMLElement {
        attribute boolean         compact;
};

interface HTMLLIElement : HTMLElement {
        attribute DOMString      type;
        attribute long           value;
};

interface HTMLBlockquoteElement : HTMLElement {
        attribute DOMString      cite;
};

interface HTMLDivElement : HTMLElement {
        attribute DOMString      align;
};

```

```

interface HTMLParagraphElement : HTMLElement {
    attribute DOMString          align;
};

interface HTMLHeadingElement : HTMLElement {
    attribute DOMString          align;
};

interface HTMLQuoteElement : HTMLElement {
    attribute DOMString          cite;
};

interface HTMLPreElement : HTMLElement {
    attribute long               width;
};

interface HTMLBRElement : HTMLElement {
    attribute DOMString          clear;
};

interface HTMLBaseFontElement : HTMLElement {
    attribute DOMString          color;
    attribute DOMString          face;
    attribute DOMString          size;
};

interface HTMLFontElement : HTMLElement {
    attribute DOMString          color;
    attribute DOMString          face;
    attribute DOMString          size;
};

interface HTMLHRElement : HTMLElement {
    attribute DOMString          align;
    attribute boolean            noShade;
    attribute DOMString          size;
    attribute DOMString          width;
};

interface HTMLModElement : HTMLElement {
    attribute DOMString          cite;
    attribute DOMString          dateTime;
};

interface HTMLAnchorElement : HTMLElement {
    attribute DOMString          accessKey;
    attribute DOMString          charset;
    attribute DOMString          coords;
    attribute DOMString          href;
    attribute DOMString          hreflang;
    attribute DOMString          name;
    attribute DOMString          rel;
    attribute DOMString          rev;
    attribute DOMString          shape;
    attribute long               tabIndex;
    attribute DOMString          target;
};

```

```

        attribute DOMString      type;
        void      blur();
        void      focus();
};

interface HTMLImageElement : HTMLElement {
    attribute DOMString      lowSrc;
    attribute DOMString      name;
    attribute DOMString      align;
    attribute DOMString      alt;
    attribute DOMString      border;
    attribute DOMString      height;
    attribute DOMString      hspace;
    attribute boolean        isMap;
    attribute DOMString      longDesc;
    attribute DOMString      src;
    attribute DOMString      useMap;
    attribute DOMString      vspace;
    attribute DOMString      width;
};

interface HTMLObjectElement : HTMLElement {
    readonly attribute HTMLFormElement form;
    attribute DOMString      code;
    attribute DOMString      align;
    attribute DOMString      archive;
    attribute DOMString      border;
    attribute DOMString      codeBase;
    attribute DOMString      codeType;
    attribute DOMString      data;
    attribute boolean        declare;
    attribute DOMString      height;
    attribute DOMString      hspace;
    attribute DOMString      name;
    attribute DOMString      standby;
    attribute long           tabIndex;
    attribute DOMString      type;
    attribute DOMString      useMap;
    attribute DOMString      vspace;
    attribute DOMString      width;
};

interface HTMLParamElement : HTMLElement {
    attribute DOMString      name;
    attribute DOMString      type;
    attribute DOMString      value;
    attribute DOMString      valueType;
};

interface HTMLAppletElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      alt;
    attribute DOMString      archive;
    attribute DOMString      code;
    attribute DOMString      codeBase;
    attribute DOMString      height;
    attribute DOMString      hspace;

```

```

        attribute DOMString      name;
        attribute DOMString      object;
        attribute DOMString      vspace;
        attribute DOMString      width;
};

interface HTMLMapElement : HTMLElement {
    readonly attribute HTMLCollection areas;
        attribute DOMString      name;
};

interface HTMLAreaElement : HTMLElement {
        attribute DOMString      accessKey;
        attribute DOMString      alt;
        attribute DOMString      coords;
        attribute DOMString      href;
        attribute boolean      noHref;
        attribute DOMString      shape;
        attribute long      tabIndex;
        attribute DOMString      target;
};

interface HTMLScriptElement : HTMLElement {
        attribute DOMString      text;
        attribute DOMString      htmlFor;
        attribute DOMString      event;
        attribute DOMString      charset;
        attribute boolean      defer;
        attribute DOMString      src;
        attribute DOMString      type;
};

interface HTMLTableElement : HTMLElement {
        attribute HTMLTableCaptionElement caption;
        attribute HTMLTableSectionElement tHead;
        attribute HTMLTableSectionElement tFoot;
    readonly attribute HTMLCollection      rows;
    readonly attribute HTMLCollection      tBodies;
        attribute DOMString      align;
        attribute DOMString      bgColor;
        attribute DOMString      border;
        attribute DOMString      cellPadding;
        attribute DOMString      cellSpacing;
        attribute DOMString      frame;
        attribute DOMString      rules;
        attribute DOMString      summary;
        attribute DOMString      width;
    HTMLElement      createTHead();
    void      deleteTHead();
    HTMLElement      createTFoot();
    void      deleteTFoot();
    HTMLElement      createCaption();
    void      deleteCaption();
    HTMLElement      insertRow(in long index);
    void      deleteRow(in long index);
};

```

```

interface HTMLTableCaptionElement : HTMLElement {
    attribute DOMString      align;
};

interface HTMLTableColElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute long           span;
    attribute DOMString      vAlign;
    attribute DOMString      width;
};

interface HTMLTableSectionElement : HTMLElement {
    attribute DOMString      align;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute DOMString      vAlign;
    readonly attribute HTMLCollection rows;
    HTMLElement             insertRow(in long index);
    void                     deleteRow(in long index);
};

interface HTMLTableRowElement : HTMLElement {
    attribute long           rowIndex;
    attribute long           sectionRowIndex;
    attribute HTMLCollection cells;
    attribute DOMString      align;
    attribute DOMString      bgColor;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute DOMString      vAlign;
    HTMLElement             insertCell(in long index);
    void                     deleteCell(in long index);
};

interface HTMLTableCellElement : HTMLElement {
    attribute long           cellIndex;
    attribute DOMString      abbr;
    attribute DOMString      align;
    attribute DOMString      axis;
    attribute DOMString      bgColor;
    attribute DOMString      ch;
    attribute DOMString      chOff;
    attribute long           colSpan;
    attribute DOMString      headers;
    attribute DOMString      height;
    attribute boolean        nowrap;
    attribute long           rowSpan;
    attribute DOMString      scope;
    attribute DOMString      vAlign;
    attribute DOMString      width;
};

interface HTMLFrameSetElement : HTMLElement {
    attribute DOMString      cols;
    attribute DOMString      rows;
};

```

```

};

interface HTMLFrameElement : HTMLElement {
    attribute DOMString    frameBorder;
    attribute DOMString    longDesc;
    attribute DOMString    marginHeight;
    attribute DOMString    marginWidth;
    attribute DOMString    name;
    attribute boolean      noResize;
    attribute DOMString    scrolling;
    attribute DOMString    src;
};

interface HTMLIFrameElement : HTMLElement {
    attribute DOMString    align;
    attribute DOMString    frameBorder;
    attribute DOMString    height;
    attribute DOMString    longDesc;
    attribute DOMString    marginHeight;
    attribute DOMString    marginWidth;
    attribute DOMString    name;
    attribute DOMString    scrolling;
    attribute DOMString    src;
    attribute DOMString    width;
};

```


Appendix D: Java Language Binding

This appendix contains the complete Java binding for the Level 1 Document Object Model. The definitions are divided into Core and HTML.

The Java files are also available as

<http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/java-binding.zip>

D.1: Document Object Model Level 1 Core

```
public abstract class DOMException extends RuntimeException {
    public DOMException(short code, String message) {
        super(message);
        this.code = code;
    }
    public short    code;
    // ExceptionCode
    public static final short    INDEX_SIZE_ERR        = 1;
    public static final short    DOMSTRING_SIZE_ERR    = 2;
    public static final short    HIERARCHY_REQUEST_ERR = 3;
    public static final short    WRONG_DOCUMENT_ERR    = 4;
    public static final short    INVALID_CHARACTER_ERR = 5;
    public static final short    NO_DATA_ALLOWED_ERR   = 6;
    public static final short    NO_MODIFICATION_ALLOWED_ERR = 7;
    public static final short    NOT_FOUND_ERR         = 8;
    public static final short    NOT_SUPPORTED_ERR     = 9;
    public static final short    INUSE_ATTRIBUTE_ERR   = 10;
}

// ExceptionCode
public static final short    INDEX_SIZE_ERR        = 1;
public static final short    DOMSTRING_SIZE_ERR    = 2;
public static final short    HIERARCHY_REQUEST_ERR = 3;
public static final short    WRONG_DOCUMENT_ERR    = 4;
public static final short    INVALID_CHARACTER_ERR = 5;
public static final short    NO_DATA_ALLOWED_ERR   = 6;
public static final short    NO_MODIFICATION_ALLOWED_ERR = 7;
public static final short    NOT_FOUND_ERR         = 8;
public static final short    NOT_SUPPORTED_ERR     = 9;
public static final short    INUSE_ATTRIBUTE_ERR   = 10;
}

public interface DOMImplementation {
    public boolean    hasFeature(String feature,
                                String version);
}

public interface DocumentFragment extends Node {
}

public interface Document extends Node {
    public DocumentType    getDoctype();
}
```

```

public DOMImplementation getImplementation();
public Element getDocumentElement();
public Element createElement(String tagName)
                        throws DOMException;
public DocumentFragment createDocumentFragment();
public Text createTextNode(String data);
public Comment createComment(String data);
public CDATASection createCDATASection(String data)
                        throws DOMException;
public ProcessingInstruction createProcessingInstruction(String target,
                                                         String data)
                        throws DOMException;

public Attr createAttribute(String name)
                        throws DOMException;
public EntityReference createEntityReference(String name)
                        throws DOMException;
public NodeList getElementsByTagName(String tagname);
}

public interface Node {
    // NodeType
    public static final short ELEMENT_NODE           = 1;
    public static final short ATTRIBUTE_NODE         = 2;
    public static final short TEXT_NODE              = 3;
    public static final short CDATA_SECTION_NODE     = 4;
    public static final short ENTITY_REFERENCE_NODE  = 5;
    public static final short ENTITY_NODE            = 6;
    public static final short PROCESSING_INSTRUCTION_NODE = 7;
    public static final short COMMENT_NODE           = 8;
    public static final short DOCUMENT_NODE          = 9;
    public static final short DOCUMENT_TYPE_NODE     = 10;
    public static final short DOCUMENT_FRAGMENT_NODE = 11;
    public static final short NOTATION_NODE          = 12;

    public String getNodeName();
    public String getNodeValue()
                        throws DOMException;
    public void setNodeValue(String nodeValue)
                        throws DOMException;

    public short getNodeType();
    public Node getParentNode();
    public NodeList getChildNodes();
    public Node getFirstChild();
    public Node getLastChild();
    public Node getPreviousSibling();
    public Node getNextSibling();
    public NamedNodeMap getAttributes();
    public Document getOwnerDocument();
    public Node insertBefore(Node newChild,
                             Node refChild)
                        throws DOMException;
    public Node replaceChild(Node newChild,
                             Node oldChild)
                        throws DOMException;
    public Node removeChild(Node oldChild)
                        throws DOMException;
    public Node appendChild(Node newChild)

```

```

        throws DOMException;
    public boolean    hasChildNodes();
    public Node       cloneNode(boolean deep);
}

public interface NodeList {
    public Node       item(int index);
    public int        getLength();
}

public interface NamedNodeMap {
    public Node       getNamedItem(String name);
    public Node       setNamedItem(Node arg)
        throws DOMException;
    public Node       removeNamedItem(String name)
        throws DOMException;
    public Node       item(int index);
    public int        getLength();
}

public interface CharacterData extends Node {
    public String      getData()
        throws DOMException;
    public void        setData(String data)
        throws DOMException;
    public int         getLength();
    public String      substringData(int offset,
        int count)
        throws DOMException;
    public void        appendData(String arg)
        throws DOMException;
    public void        insertData(int offset,
        String arg)
        throws DOMException;
    public void        deleteData(int offset,
        int count)
        throws DOMException;
    public void        replaceData(int offset,
        int count,
        String arg)
        throws DOMException;
}

public interface Attr extends Node {
    public String      getName();
    public boolean     getSpecified();
    public String      getValue();
    public void        setValue(String value);
}

public interface Element extends Node {
    public String      getTagName();
    public String      getAttribute(String name);
    public void        setAttribute(String name,
        String value)
        throws DOMException;
    public void        removeAttribute(String name)

```

```

        throws DOMException;
    public Attr      getAttributeNode(String name);
    public Attr      setAttributeNode(Attr newAttr)
        throws DOMException;
    public Attr      removeAttributeNode(Attr oldAttr)
        throws DOMException;
    public NodeList  getElementsByTagName(String name);
    public void      normalize();
}

public interface Text extends CharacterData {
    public Text      splitText(int offset)
        throws DOMException;
}

public interface Comment extends CharacterData {
}

public interface CDATASection extends Text {
}

public interface DocumentType extends Node {
    public String    getName();
    public NamedNodeMap getEntities();
    public NamedNodeMap getNotations();
}

public interface Notation extends Node {
    public String    getPublicId();
    public String    getSystemId();
}

public interface Entity extends Node {
    public String    getPublicId();
    public String    getSystemId();
    public String    getNotationName();
}

public interface EntityReference extends Node {
}

public interface ProcessingInstruction extends Node {
    public String    getTarget();
    public String    getData();
    public void      setData(String data)
        throws DOMException;
}

```

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```

public interface HTMLCollection {
    public int      getLength();
    public Node     item(int index);
    public Node     namedItem(String name);
}

```

```

public interface HTMLDocument extends Document {
    public String      getTitle();
    public void        setTitle(String title);
    public String      getReferrer();
    public String      getDomain();
    public String      getURL();
    public HTMLElement getBody();
    public void        setBody(HTMLElement body);
    public HTMLCollection getImages();
    public HTMLCollection getApplets();
    public HTMLCollection getLinks();
    public HTMLCollection getForms();
    public HTMLCollection getAnchors();
    public String      getCookie();
    public void        setCookie(String cookie);
    public void        open();
    public void        close();
    public void        write(String text);
    public void        writeln(String text);
    public Element     getElementById(String elementId);
    public NodeList    getElementsByName(String elementName);
}

public interface HTMLElement extends Element {
    public String      getId();
    public void        setId(String id);
    public String      getTitle();
    public void        setTitle(String title);
    public String      getLang();
    public void        setLang(String lang);
    public String      getDir();
    public void        setDir(String dir);
    public String      getClassName();
    public void        setClassName(String className);
}

public interface HTMLHtmlElement extends HTMLElement {
    public String      getVersion();
    public void        setVersion(String version);
}

public interface HTMLHeadElement extends HTMLElement {
    public String      getProfile();
    public void        setProfile(String profile);
}

public interface HTMLLinkElement extends HTMLElement {
    public boolean     getDisabled();
    public void        setDisabled(boolean disabled);
    public String      getCharset();
    public void        setCharset(String charset);
    public String      getHref();
    public void        setHref(String href);
    public String      getHreflang();
    public void        setHreflang(String hreflang);
    public String      getMedia();
    public void        setMedia(String media);
}

```

```

    public String      getRel();
    public void        setRel(String rel);
    public String      getRev();
    public void        setRev(String rev);
    public String      getTarget();
    public void        setTarget(String target);
    public String      getType();
    public void        setType(String type);
}

public interface HTMLTitleElement extends HTMLElement {
    public String      getText();
    public void        setText(String text);
}

public interface HTMLMetaElement extends HTMLElement {
    public String      getContent();
    public void        setContent(String content);
    public String      getHttpEquiv();
    public void        setHttpEquiv(String httpEquiv);
    public String      getName();
    public void        setName(String name);
    public String      getScheme();
    public void        setScheme(String scheme);
}

public interface HTMLBaseElement extends HTMLElement {
    public String      getHref();
    public void        setHref(String href);
    public String      getTarget();
    public void        setTarget(String target);
}

public interface HTMLIsIndexElement extends HTMLElement {
    public HTMLFormElement getForm();
    public String          getPrompt();
    public void            setPrompt(String prompt);
}

public interface HTMLStyleElement extends HTMLElement {
    public boolean         getDisabled();
    public void            setDisabled(boolean disabled);
    public String          getMedia();
    public void            setMedia(String media);
    public String          getType();
    public void            setType(String type);
}

public interface HTMLBodyElement extends HTMLElement {
    public String          getALink();
    public void            setALink(String aLink);
    public String          getBackground();
    public void            setBackground(String background);
    public String          getBgColor();
    public void            setBgColor(String bgColor);
    public String          getLink();
    public void            setLink(String link);
}

```

```

    public String      getText();
    public void        setText(String text);
    public String      getVLink();
    public void        setVLink(String vLink);
}

public interface HTMLFormElement extends HTMLElement {
    public HTMLCollection getElements();
    public int            getLength();
    public String          getName();
    public void           setName(String name);
    public String          getAcceptCharset();
    public void           setAcceptCharset(String acceptCharset);
    public String          getAction();
    public void           setAction(String action);
    public String          getEnctype();
    public void           setEnctype(String enctype);
    public String          getMethod();
    public void           setMethod(String method);
    public String          getTarget();
    public void           setTarget(String target);
    public void           submit();
    public void           reset();
}

public interface HTMLSelectElement extends HTMLElement {
    public String          getType();
    public int             getSelectedIndex();
    public void            setSelectedIndex(int selectedIndex);
    public String          getValue();
    public void            setValue(String value);
    public int             getLength();
    public HTMLFormElement getForm();
    public HTMLCollection  getOptions();
    public boolean         getDisabled();
    public void            setDisabled(boolean disabled);
    public boolean         getMultiple();
    public void            setMultiple(boolean multiple);
    public String          getName();
    public void            setName(String name);
    public int             getSize();
    public void            setSize(int size);
    public int             getTabIndex();
    public void            setTabIndex(int tabIndex);
    public void            add(HTMLElement element,
                              HTMLElement before);
    public void            remove(int index);
    public void            blur();
    public void            focus();
}

public interface HTMLOptGroupElement extends HTMLElement {
    public boolean         getDisabled();
    public void            setDisabled(boolean disabled);
    public String          getLabel();
    public void            setLabel(String label);
}

```

```

public interface HTMLOptionElement extends HTMLElement {
    public HTMLFormElement    getForm();
    public boolean             getDefaultValue();
    public void                 setDefaultValue(boolean defaultSelected);
    public String               getText();
    public int                  getIndex();
    public void                 setIndex(int index);
    public boolean              getDisabled();
    public void                 setDisabled(boolean disabled);
    public String               getLabel();
    public void                 setLabel(String label);
    public boolean              getSelected();
    public String               getValue();
    public void                 setValue(String value);
}

public interface HTMLInputElement extends HTMLElement {
    public String               getDefaultValue();
    public void                 setDefaultValue(String defaultValue);
    public boolean              getDefaultValueChecked();
    public void                 setDefaultValueChecked(boolean defaultChecked);
    public HTMLFormElement      getForm();
    public String               getAccept();
    public void                 setAccept(String accept);
    public String               getAccessKey();
    public void                 setAccessKey(String accessKey);
    public String               getAlign();
    public void                 setAlign(String align);
    public String               getAlt();
    public void                 setAlt(String alt);
    public boolean              getChecked();
    public void                 setChecked(boolean checked);
    public boolean              getDisabled();
    public void                 setDisabled(boolean disabled);
    public int                  getMaxLength();
    public void                 setMaxLength(int maxLength);
    public String               getName();
    public void                 setName(String name);
    public boolean              getReadOnly();
    public void                 setReadOnly(boolean readOnly);
    public String               getSize();
    public void                 setSize(String size);
    public String               getSrc();
    public void                 setSrc(String src);
    public int                  getTabIndex();
    public void                 setTabIndex(int tabIndex);
    public String               getType();
    public String               getUseMap();
    public void                 setUseMap(String useMap);
    public String               getValue();
    public void                 setValue(String value);
    public void                 blur();
    public void                 focus();
    public void                 select();
    public void                 click();
}

```

```

public interface HTMLTextAreaElement extends HTMLElement {
    public String          getDefaultValue();
    public void            setDefaultValue(String defaultValue);
    public HTMLFormElement getForm();
    public String          getAccessKey();
    public void            setAccessKey(String accessKey);
    public int             getCols();
    public void            setCols(int cols);
    public boolean         getDisabled();
    public void            setDisabled(boolean disabled);
    public String          getName();
    public void            setName(String name);
    public boolean         getReadOnly();
    public void            setReadOnly(boolean readOnly);
    public int             getRows();
    public void            setRows(int rows);
    public int             getTabIndex();
    public void            setTabIndex(int tabIndex);
    public String          getType();
    public String          getValue();
    public void            setValue(String value);
    public void            blur();
    public void            focus();
    public void            select();
}

public interface HTMLButtonElement extends HTMLElement {
    public HTMLFormElement getForm();
    public String          getAccessKey();
    public void            setAccessKey(String accessKey);
    public boolean         getDisabled();
    public void            setDisabled(boolean disabled);
    public String          getName();
    public void            setName(String name);
    public int             getTabIndex();
    public void            setTabIndex(int tabIndex);
    public String          getType();
    public String          getValue();
    public void            setValue(String value);
}

public interface HTMLLabelElement extends HTMLElement {
    public HTMLFormElement getForm();
    public String          getAccessKey();
    public void            setAccessKey(String accessKey);
    public String          getHtmlFor();
    public void            setHtmlFor(String htmlFor);
}

public interface HTMLFieldSetElement extends HTMLElement {
    public HTMLFormElement getForm();
}

public interface HTMLLegendElement extends HTMLElement {
    public HTMLFormElement getForm();
    public String          getAccessKey();
}

```

```

        public void          setAccessKey(String accessKey);
        public String        getAlign();
        public void          setAlign(String align);
    }

    public interface HTMLULListElement extends HTMLElement {
        public boolean        getCompact();
        public void          setCompact(boolean compact);
        public String        getType();
        public void          setType(String type);
    }

    public interface HTMLLOListElement extends HTMLElement {
        public boolean        getCompact();
        public void          setCompact(boolean compact);
        public int           getStart();
        public void          setStart(int start);
        public String        getType();
        public void          setType(String type);
    }

    public interface HTMLDListElement extends HTMLElement {
        public boolean        getCompact();
        public void          setCompact(boolean compact);
    }

    public interface HTMLDirectoryElement extends HTMLElement {
        public boolean        getCompact();
        public void          setCompact(boolean compact);
    }

    public interface HTMLMenuElement extends HTMLElement {
        public boolean        getCompact();
        public void          setCompact(boolean compact);
    }

    public interface HTMLLIElement extends HTMLElement {
        public String        getType();
        public void          setType(String type);
        public int           getValue();
        public void          setValue(int value);
    }

    public interface HTMLBlockquoteElement extends HTMLElement {
        public String        getCite();
        public void          setCite(String cite);
    }

    public interface HTMLDivElement extends HTMLElement {
        public String        getAlign();
        public void          setAlign(String align);
    }

    public interface HTMLParagraphElement extends HTMLElement {
        public String        getAlign();
        public void          setAlign(String align);
    }

```

```

public interface HTMLHeadingElement extends HTMLElement {
    public String          getAlign();
    public void            setAlign(String align);
}

public interface HTMLQuoteElement extends HTMLElement {
    public String          getCite();
    public void            setCite(String cite);
}

public interface HTMLPreElement extends HTMLElement {
    public int             getWidth();
    public void            setWidth(int width);
}

public interface HTMLBRElement extends HTMLElement {
    public String          getClear();
    public void            setClear(String clear);
}

public interface HTMLBaseFontElement extends HTMLElement {
    public String          getColor();
    public void            setColor(String color);
    public String          getFace();
    public void            setFace(String face);
    public String          getSize();
    public void            setSize(String size);
}

public interface HTMLFontElement extends HTMLElement {
    public String          getColor();
    public void            setColor(String color);
    public String          getFace();
    public void            setFace(String face);
    public String          getSize();
    public void            setSize(String size);
}

public interface HTMLHRElement extends HTMLElement {
    public String          getAlign();
    public void            setAlign(String align);
    public boolean         getNoShade();
    public void            setNoShade(boolean noShade);
    public String          getSize();
    public void            setSize(String size);
    public String          getWidth();
    public void            setWidth(String width);
}

public interface HTMLModElement extends HTMLElement {
    public String          getCite();
    public void            setCite(String cite);
    public String          getDateTime();
    public void            setDateTime(String dateTime);
}

```

```

public interface HTMLAnchorElement extends HTMLElement {
    public String      getAccessKey();
    public void        setAccessKey(String accessKey);
    public String      getCharset();
    public void        setCharset(String charset);
    public String      getCoords();
    public void        setCoords(String coords);
    public String      getHref();
    public void        setHref(String href);
    public String      getHreflang();
    public void        setHreflang(String hreflang);
    public String      getName();
    public void        setName(String name);
    public String      getRel();
    public void        setRel(String rel);
    public String      getRev();
    public void        setRev(String rev);
    public String      getShape();
    public void        setShape(String shape);
    public int         getTabIndex();
    public void        setTabIndex(int tabIndex);
    public String      getTarget();
    public void        setTarget(String target);
    public String      getType();
    public void        setType(String type);
    public void        blur();
    public void        focus();
}

```

```

public interface HTMLImageElement extends HTMLElement {
    public String      getLowSrc();
    public void        setLowSrc(String lowSrc);
    public String      getName();
    public void        setName(String name);
    public String      getAlign();
    public void        setAlign(String align);
    public String      getAlt();
    public void        setAlt(String alt);
    public String      getBorder();
    public void        setBorder(String border);
    public String      getHeight();
    public void        setHeight(String height);
    public String      getHspace();
    public void        setHspace(String hspace);
    public boolean     getIsMap();
    public void        setIsMap(boolean isMap);
    public String      getLongDesc();
    public void        setLongDesc(String longDesc);
    public String      getSrc();
    public void        setSrc(String src);
    public String      getUseMap();
    public void        setUseMap(String useMap);
    public String      getVspace();
    public void        setVspace(String vspace);
    public String      getWidth();
    public void        setWidth(String width);
}

```

```

public interface HTMLObjectElement extends HTMLElement {
    public HTMLFormElement    getForm();
    public String              getCode();
    public void                setCode(String code);
    public String              getAlign();
    public void                setAlign(String align);
    public String              getArchive();
    public void                setArchive(String archive);
    public String              getBorder();
    public void                setBorder(String border);
    public String              getCodeBase();
    public void                setCodeBase(String codeBase);
    public String              getCodeType();
    public void                setCodeType(String codeType);
    public String              getData();
    public void                setData(String data);
    public boolean             getDeclare();
    public void                setDeclare(boolean declare);
    public String              getHeight();
    public void                setHeight(String height);
    public String              getHspace();
    public void                setHspace(String hspace);
    public String              getName();
    public void                setName(String name);
    public String              getStandby();
    public void                setStandby(String standby);
    public int                 getTabIndex();
    public void                setTabIndex(int tabIndex);
    public String              getType();
    public void                setType(String type);
    public String              getUseMap();
    public void                setUseMap(String useMap);
    public String              getVspace();
    public void                setVspace(String vspace);
    public String              getWidth();
    public void                setWidth(String width);
}

public interface HTMLParamElement extends HTMLElement {
    public String              getName();
    public void                setName(String name);
    public String              getType();
    public void                setType(String type);
    public String              getValue();
    public void                setValue(String value);
    public String              getValueType();
    public void                setValueType(String valueType);
}

public interface HTMLAppletElement extends HTMLElement {
    public String              getAlign();
    public void                setAlign(String align);
    public String              getAlt();
    public void                setAlt(String alt);
    public String              getArchive();
    public void                setArchive(String archive);
}

```

```

    public String      getCode();
    public void        setCode(String code);
    public String      getCodeBase();
    public void        setCodeBase(String codeBase);
    public String      getHeight();
    public void        setHeight(String height);
    public String      getHspace();
    public void        setHspace(String hspace);
    public String      getName();
    public void        setName(String name);
    public String      getObject();
    public void        setObject(String object);
    public String      getVspace();
    public void        setVspace(String vspace);
    public String      getWidth();
    public void        setWidth(String width);
}

public interface HTMLMapElement extends HTMLElement {
    public HTMLCollection getAreas();
    public String         getName();
    public void           setName(String name);
}

public interface HTMLAreaElement extends HTMLElement {
    public String         getAccessKey();
    public void           setAccessKey(String accessKey);
    public String         getAlt();
    public void           setAlt(String alt);
    public String         getCoords();
    public void           setCoords(String coords);
    public String         getHref();
    public void           setHref(String href);
    public boolean        getNoHref();
    public void           setNoHref(boolean noHref);
    public String         getShape();
    public void           setShape(String shape);
    public int            getTabIndex();
    public void           setTabIndex(int tabIndex);
    public String         getTarget();
    public void           setTarget(String target);
}

public interface HTMLScriptElement extends HTMLElement {
    public String         getText();
    public void           setText(String text);
    public String         getHtmlFor();
    public void           setHtmlFor(String htmlFor);
    public String         getEvent();
    public void           setEvent(String event);
    public String         getCharset();
    public void           setCharset(String charset);
    public boolean        getDefer();
    public void           setDefer(boolean defer);
    public String         getSrc();
    public void           setSrc(String src);
    public String         getType();
}

```

```

    public void                setType(String type);
}

public interface HTMLTableElement extends HTMLElement {
    public HTMLTableCaptionElement getCaption();
    public void                    setCaption(HTMLTableCaptionElement caption);
    public HTMLTableSectionElement getTHead();
    public void                    setTHead(HTMLTableSectionElement tHead);
    public HTMLTableSectionElement getTFoot();
    public void                    setTFoot(HTMLTableSectionElement tFoot);
    public HTMLCollection          getRows();
    public HTMLCollection          getTBodies();
    public String                  getAlign();
    public void                    setAlign(String align);
    public String                  getBgColor();
    public void                    setBgColor(String bgColor);
    public String                  getBorder();
    public void                    setBorder(String border);
    public String                  getCellPadding();
    public void                    setCellPadding(String cellPadding);
    public String                  getCellSpacing();
    public void                    setCellSpacing(String cellSpacing);
    public String                  getFrame();
    public void                    setFrame(String frame);
    public String                  getRules();
    public void                    setRules(String rules);
    public String                  getSummary();
    public void                    setSummary(String summary);
    public String                  getWidth();
    public void                    setWidth(String width);
    public HTMLElement             createTHead();
    public void                    deleteTHead();
    public HTMLElement             createTFoot();
    public void                    deleteTFoot();
    public HTMLElement             createCaption();
    public void                    deleteCaption();
    public HTMLElement             insertRow(int index);
    public void                    deleteRow(int index);
}

public interface HTMLTableCaptionElement extends HTMLElement {
    public String                  getAlign();
    public void                    setAlign(String align);
}

public interface HTMLTableColElement extends HTMLElement {
    public String                  getAlign();
    public void                    setAlign(String align);
    public String                  getCh();
    public void                    setCh(String ch);
    public String                  getChOff();
    public void                    setChOff(String chOff);
    public int                     getSpan();
    public void                    setSpan(int span);
    public String                  getVAlign();
    public void                    setVAlign(String vAlign);
    public String                  getWidth();
}

```

```

    public void                setWidth(String width);
}

public interface HTMLTableSectionElement extends HTMLElement {
    public String              getAlign();
    public void                setAlign(String align);
    public String              getCh();
    public void                setCh(String ch);
    public String              getChOff();
    public void                setChOff(String chOff);
    public String              getVAlign();
    public void                setVAlign(String vAlign);
    public HTMLCollection      getRows();
    public HTMLElement          insertRow(int index);
    public void                deleteRow(int index);
}

public interface HTMLTableRowElement extends HTMLElement {
    public int                  getRowIndex();
    public void                 setRowIndex(int rowIndex);
    public int                  getSectionRowIndex();
    public void                 setSectionRowIndex(int sectionRowIndex);
    public HTMLCollection       getCells();
    public void                 setCells(HTMLCollection cells);
    public String               getAlign();
    public void                 setAlign(String align);
    public String               getBgColor();
    public void                 setBgColor(String bgColor);
    public String               getCh();
    public void                 setCh(String ch);
    public String               getChOff();
    public void                 setChOff(String chOff);
    public String               getVAlign();
    public void                 setVAlign(String vAlign);
    public HTMLElement          insertCell(int index);
    public void                 deleteCell(int index);
}

public interface HTMLTableCellElement extends HTMLElement {
    public int                  getCellIndex();
    public void                 setCellIndex(int cellIndex);
    public String               getAbbr();
    public void                 setAbbr(String abbr);
    public String               getAlign();
    public void                 setAlign(String align);
    public String               getAxis();
    public void                 setAxis(String axis);
    public String               getBgColor();
    public void                 setBgColor(String bgColor);
    public String               getCh();
    public void                 setCh(String ch);
    public String               getChOff();
    public void                 setChOff(String chOff);
    public int                  getColSpan();
    public void                 setColSpan(int colSpan);
    public String               getHeaders();
    public void                 setHeaders(String headers);
}

```

```

    public String      getHeight();
    public void        setHeight(String height);
    public boolean     getNowrap();
    public void        setNowrap(boolean nowrap);
    public int         getRowSpan();
    public void        setRowSpan(int rowSpan);
    public String      getScope();
    public void        setScope(String scope);
    public String      getVAlign();
    public void        setVAlign(String vAlign);
    public String      getWidth();
    public void        setWidth(String width);
}

public interface HTMLFrameSetElement extends HTMLElement {
    public String      getCols();
    public void        setCols(String cols);
    public String      getRows();
    public void        setRows(String rows);
}

public interface HTMLFrameElement extends HTMLElement {
    public String      getFrameBorder();
    public void        setFrameBorder(String frameBorder);
    public String      getLongDesc();
    public void        setLongDesc(String longDesc);
    public String      getMarginHeight();
    public void        setMarginHeight(String marginHeight);
    public String      getMarginWidth();
    public void        setMarginWidth(String marginWidth);
    public String      getName();
    public void        setName(String name);
    public boolean     getNoResize();
    public void        setNoResize(boolean noResize);
    public String      getScrolling();
    public void        setScrolling(String scrolling);
    public String      getSrc();
    public void        setSrc(String src);
}

public interface HTMLIFrameElement extends HTMLElement {
    public String      getAlign();
    public void        setAlign(String align);
    public String      getFrameBorder();
    public void        setFrameBorder(String frameBorder);
    public String      getHeight();
    public void        setHeight(String height);
    public String      getLongDesc();
    public void        setLongDesc(String longDesc);
    public String      getMarginHeight();
    public void        setMarginHeight(String marginHeight);
    public String      getMarginWidth();
    public void        setMarginWidth(String marginWidth);
    public String      getName();
    public void        setName(String name);
    public String      getScrolling();
    public void        setScrolling(String scrolling);
}

```

```
public String  
public void  
public String  
public void  
}  
  
getSrc();  
setSrc(String src);  
getWidth();  
setWidth(String width);
```

Appendix E: ECMA Script Language Binding

This appendix contains the complete ECMA Script binding for the Level 1 Document Object Model definitions. The definitions are divided into Core and HTML.

E.1: Document Object Model Level 1 Core

Object **DOMException**

Object **ExceptionCode**

Object **DOMImplementation**

The **DOMImplementation** object has the following methods:

hasFeature(feature, version)

This method returns a **boolean**. The **feature** parameter is of type **DOMString**. The **version** parameter is of type **DOMString**.

Object **DocumentFragment**

DocumentFragment has all the properties and methods of **Node** as well as the properties and methods defined below.

Object **Document**

Document has all the properties and methods of **Node** as well as the properties and methods defined below.

The **Document** object has the following properties:

doctype

This property is of type **DocumentType**.

implementation

This property is of type **DOMImplementation**.

documentElement

This property is of type **Element**.

The **Document** object has the following methods:

createElement(tagName)

This method returns a **Element**. The **tagName** parameter is of type **DOMString**.

createDocumentFragment()

This method returns a **DocumentFragment**.

createTextNode(data)

This method returns a **Text**. The **data** parameter is of type **DOMString**.

createComment(data)

This method returns a **Comment**. The **data** parameter is of type **DOMString**.

createCDATASection(data)

This method returns a **CDATASection**. The **data** parameter is of type **DOMString**.

createProcessingInstruction(target, data)

This method returns a **ProcessingInstruction**. The **target** parameter is of type **DOMString**. The **data** parameter is of type **DOMString**.

createAttribute(name)

This method returns a **Attr**. The **name** parameter is of type **DOMString**.

createEntityReference(name)

This method returns a **EntityReference**. The **name** parameter is of type **DOMString**.

getElementsByTagName(tagname)

This method returns a **NodeList**. The **tagname** parameter is of type **DOMString**.

Object Node

The **Node** object has the following properties:

nodeName

This property is of type **String**.

nodeValue

This property is of type **String**.

nodeType

This property is of type **short**.

parentNode

This property is of type **Node**.

childNodes

This property is of type **NodeList**.

firstChild

This property is of type **Node**.

lastChild

This property is of type **Node**.

previousSibling

This property is of type **Node**.

nextSibling

This property is of type **Node**.

attributes

This property is of type **NamedNodeMap**.

ownerDocument

This property is of type **Document**.

The **Node** object has the following methods:

insertBefore(newChild, refChild)

This method returns a **Node**. The **newChild** parameter is of type **Node**. The **refChild** parameter is of type **Node**.

replaceChild(newChild, oldChild)

This method returns a **Node**. The **newChild** parameter is of type **Node**. The **oldChild** parameter is of type **Node**.

removeChild(oldChild)

This method returns a **Node**. The **oldChild** parameter is of type **Node**.

appendChild(newChild)

This method returns a **Node**. The **newChild** parameter is of type **Node**.

hasChildNodes()

This method returns a **boolean**.

cloneNode(deep)

This method returns a **Node**. The **deep** parameter is of type **boolean**.

Object NodeList

The **NodeList** object has the following properties:

length

This property is of type **int**.

The **NodeList** object has the following methods:

item(index)

This method returns a **Node**. The **index** parameter is of type **unsigned long**.

Object **NamedNodeMap**

The **NamedNodeMap** object has the following properties:

length

This property is of type **int**.

The **NamedNodeMap** object has the following methods:

getNamedItem(name)

This method returns a **Node**. The **name** parameter is of type **DOMString**.

setNamedItem(arg)

This method returns a **Node**. The **arg** parameter is of type **Node**.

removeNamedItem(name)

This method returns a **Node**. The **name** parameter is of type **DOMString**.

item(index)

This method returns a **Node**. The **index** parameter is of type **unsigned long**.

Object **CharacterData**

CharacterData has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **CharacterData** object has the following properties:

data

This property is of type **String**.

length

This property is of type **int**.

The **CharacterData** object has the following methods:

substringData(offset, count)

This method returns a **DOMString**. The **offset** parameter is of type **unsigned long**. The **count** parameter is of type **unsigned long**.

appendData(arg)

This method returns a **void**. The **arg** parameter is of type **DOMString**.

insertData(offset, arg)

This method returns a **void**. The **offset** parameter is of type **unsigned long**. The **arg** parameter is of type **DOMString**.

deleteData(offset, count)

This method returns a **void**. The **offset** parameter is of type **unsigned long**. The **count** parameter is of type **unsigned long**.

replaceData(offset, count, arg)

This method returns a **void**. The **offset** parameter is of type **unsigned long**. The **count** parameter is of type **unsigned long**. The **arg** parameter is of type **DOMString**.

Object **Attr**

Attr has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **Attr** object has the following properties:

name

This property is of type **String**.

specified

This property is of type **boolean**.

value

This property is of type **String**.

Object Element

Element has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **Element** object has the following properties:

tagName

This property is of type **String**.

The **Element** object has the following methods:

getAttribute(name)

This method returns a **DOMString**. The **name** parameter is of type **DOMString**.

setAttribute(name, value)

This method returns a **void**. The **name** parameter is of type **DOMString**. The **value** parameter is of type **DOMString**.

removeAttribute(name)

This method returns a **void**. The **name** parameter is of type **DOMString**.

getAttributeNode(name)

This method returns a **Attr**. The **name** parameter is of type **DOMString**.

setAttributeNode(newAttr)

This method returns a **Attr**. The **newAttr** parameter is of type **Attr**.

removeAttributeNode(oldAttr)

This method returns a **Attr**. The **oldAttr** parameter is of type **Attr**.

getElementsByTagName(name)

This method returns a **NodeList**. The **name** parameter is of type **DOMString**.

normalize()

This method returns a **void**.

Object Text

Text has the all the properties and methods of **CharacterData** as well as the properties and methods defined below.

The **Text** object has the following methods:

splitText(offset)

This method returns a **Text**. The **offset** parameter is of type **unsigned long**.

Object Comment

Comment has the all the properties and methods of **CharacterData** as well as the properties and methods defined below.

Object CDATASection

CDATASection has the all the properties and methods of **Text** as well as the properties and methods defined below.

Object DocumentType

DocumentType has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **DocumentType** object has the following properties:

name

This property is of type **String**.

entities

This property is of type **NamedNodeMap**.

notations

This property is of type **NamedNodeMap**.

Object Notation

Notation has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **Notation** object has the following properties:

publicId

This property is of type **String**.

systemId

This property is of type **String**.

Object Entity

Entity has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **Entity** object has the following properties:

publicId

This property is of type **String**.

systemId

This property is of type **String**.

notationName

This property is of type **String**.

Object EntityReference

EntityReference has the all the properties and methods of **Node** as well as the properties and methods defined below.

Object ProcessingInstruction

ProcessingInstruction has the all the properties and methods of **Node** as well as the properties and methods defined below.

The **ProcessingInstruction** object has the following properties:

target

This property is of type **String**.

data

This property is of type **String**.

E.2: Document Object Model Level 1 HTML

Object HTMLCollection

The **HTMLCollection** object has the following properties:

length

This property is of type **int**.

The **HTMLCollection** object has the following methods:

item(index)

This method returns a **Node**. The **index** parameter is of type **unsigned long**.

namedItem(name)

This method returns a **Node**. The **name** parameter is of type **DOMString**.

Object **HTMLDocument**

HTMLDocument has all the properties and methods of **Document** as well as the properties and methods defined below.

The **HTMLDocument** object has the following properties:

title

This property is of type **String**.

referrer

This property is of type **String**.

domain

This property is of type **String**.

URL

This property is of type **String**.

body

This property is of type **HTMLElement**.

images

This property is of type **HTMLCollection**.

applets

This property is of type **HTMLCollection**.

links

This property is of type **HTMLCollection**.

forms

This property is of type **HTMLCollection**.

anchors

This property is of type **HTMLCollection**.

cookie

This property is of type **String**.

The **HTMLDocument** object has the following methods:

open()

This method returns a **void**.

close()

This method returns a **void**.

write(text)

This method returns a **void**. The **text** parameter is of type **DOMString**.

writeln(text)

This method returns a **void**. The **text** parameter is of type **DOMString**.

getElementById(elementId)

This method returns a **Element**. The **elementId** parameter is of type **DOMString**.

getElementsByName(elementName)

This method returns a **NodeList**. The **elementName** parameter is of type **DOMString**.

Object **HTMLElement**

HTMLElement has all the properties and methods of **Element** as well as the properties and methods defined below.

The **HTMLElement** object has the following properties:

id

This property is of type **String**.

title

This property is of type **String**.

lang

This property is of type **String**.

dir

This property is of type **String**.

className

This property is of type **String**.

Object **HTMLHtmlElement**

HTMLHtmlElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLHtmlElement** object has the following properties:

version

This property is of type **String**.

Object **HTMLHeadElement**

HTMLHeadElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLHeadElement** object has the following properties:

profile

This property is of type **String**.

Object **HTMMLinkElement**

HTMMLinkElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMMLinkElement** object has the following properties:

disabled

This property is of type **boolean**.

charset

This property is of type **String**.

href

This property is of type **String**.

hreflang

This property is of type **String**.

media

This property is of type **String**.

rel

This property is of type **String**.

rev

This property is of type **String**.

target

This property is of type **String**.

type

This property is of type **String**.

Object **HTMLTitleElement**

HTMLTitleElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTitleElement** object has the following properties:

text

This property is of type **String**.

Object **HTMLMetaElement**

HTMLMetaElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLMetaElement** object has the following properties:

content

This property is of type **String**.

httpEquiv

This property is of type **String**.

name

This property is of type **String**.

scheme

This property is of type **String**.

Object **HTMLBaseElement**

HTMLBaseElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLBaseElement** object has the following properties:

href

This property is of type **String**.

target

This property is of type **String**.

Object **HTMLIsIndexElement**

HTMLIsIndexElement has all the properties and methods of **HTMLFormElement** as well as the properties and methods defined below.

The **HTMLIsIndexElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

prompt

This property is of type **String**.

Object **HTMLStyleElement**

HTMLStyleElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLStyleElement** object has the following properties:

disabled

This property is of type **boolean**.

media

This property is of type **String**.

type

This property is of type **String**.

Object **HTMLBodyElement**

HTMLBodyElement has all the properties and methods of **HTMLDocument** as well as the properties and methods defined below.

The **HTMLBodyElement** object has the following properties:

aLink

This property is of type **String**.

background

This property is of type **String**.

bgColor

This property is of type **String**.

link

This property is of type **String**.

text

This property is of type **String**.

vLink

This property is of type **String**.

Object **HTMLFormElement**

HTMLFormElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLFormElement** object has the following properties:

elements

This property is of type **HTMLCollection**.

length

This property is of type **long**.

name

This property is of type **String**.

acceptCharset

This property is of type **String**.

action

This property is of type **String**.

enctype

This property is of type **String**.

method

This property is of type **String**.

target

This property is of type **String**.

The **HTMLFormElement** object has the following methods:

submit()

This method returns a **void**.

reset()

This method returns a **void**.

Object **HTMLSelectElement**

HTMLSelectElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLSelectElement** object has the following properties:

type

This property is of type **String**.

selectedIndex

This property is of type **long**.

value

This property is of type **String**.

length

This property is of type **long**.

form

This property is of type **HTMLFormElement**.

options

This property is of type **HTMLCollection**.

disabled

This property is of type **boolean**.

multiple

This property is of type **boolean**.

name

This property is of type **String**.

size

This property is of type **long**.

tabIndex

This property is of type **long**.

The **HTMLSelectElement** object has the following methods:

add(element, before)

This method returns a **void**. The **element** parameter is of type **HTMLElement**. The **before** parameter is of type **HTMLElement**.

remove(index)

This method returns a **void**. The **index** parameter is of type **long**.

blur()

This method returns a **void**.

focus()

This method returns a **void**.

Object **HTMLOptGroupElement**

HTMLOptGroupElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLOptGroupElement** object has the following properties:

disabled

This property is of type **boolean**.

label

This property is of type **String**.

Object **HTMLOptionElement**

HTMLOptionElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLOptionElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

defaultSelected

This property is of type **boolean**.

text

This property is of type **String**.

index

This property is of type **long**.

disabled

This property is of type **boolean**.

label

This property is of type **String**.

selected

This property is of type **boolean**.

value

This property is of type **String**.

Object **HTMLInputElement**

HTMLInputElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLInputElement** object has the following properties:

defaultValue

This property is of type **String**.

defaultChecked

This property is of type **boolean**.

form

This property is of type **HTMLFormElement**.

accept

This property is of type **String**.

accessKey

This property is of type **String**.

align

This property is of type **String**.

alt

This property is of type **String**.

checked

This property is of type **boolean**.

disabled

This property is of type **boolean**.

maxLength

This property is of type **long**.

name

This property is of type **String**.

readOnly

This property is of type **boolean**.

size

This property is of type **String**.

src

This property is of type **String**.

tabIndex

This property is of type **long**.

type

This property is of type **String**.

useMap

This property is of type **String**.

value

This property is of type **String**.

The **HTMLInputElement** object has the following methods:

blur()

This method returns a **void**.

focus()

This method returns a **void**.

select()

This method returns a **void**.

click()

This method returns a **void**.

Object **HTMLTextAreaElement**

HTMLTextAreaElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTextAreaElement** object has the following properties:

defaultValue

This property is of type **String**.

form

This property is of type **HTMLFormElement**.

accessKey

This property is of type **String**.

cols

This property is of type **long**.

disabled

This property is of type **boolean**.

name

This property is of type **String**.

readOnly

This property is of type **boolean**.

rows

This property is of type **long**.

tabIndex

This property is of type **long**.

type

This property is of type **String**.

value

This property is of type **String**.

The **HTMLTextAreaElement** object has the following methods:

blur()

This method returns a **void**.

focus()

This method returns a **void**.

select()

This method returns a **void**.

Object **HTMLButtonElement**

HTMLButtonElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLButtonElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

accessKey

This property is of type **String**.

disabled

This property is of type **boolean**.

name

This property is of type **String**.

tabIndex

This property is of type **long**.

type

This property is of type **String**.

value

This property is of type **String**.

Object **HTMLLabelElement**

HTMLLabelElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLLabelElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

accessKey

This property is of type **String**.

htmlFor

This property is of type **String**.

Object **HTMLFieldSetElement**

HTMLFieldSetElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLFieldSetElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

Object **HTMLLegendElement**

HTMLLegendElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLLegendElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

accessKey

This property is of type **String**.

align

This property is of type **String**.

Object **HTMLULListElement**

HTMLUListElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLUListElement** object has the following properties:

compact

This property is of type **boolean**.

type

This property is of type **String**.

Object **HTMLLOListElement**

HTMLLOListElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLLOListElement** object has the following properties:

compact

This property is of type **boolean**.

start

This property is of type **long**.

type

This property is of type **String**.

Object **HTMLDListElement**

HTMLDListElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLDListElement** object has the following properties:

compact

This property is of type **boolean**.

Object **HTMLDirectoryElement**

HTMLDirectoryElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLDirectoryElement** object has the following properties:

compact

This property is of type **boolean**.

Object **HTMLMenuElement**

HTMLMenuElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLMenuElement** object has the following properties:

compact

This property is of type **boolean**.

Object **HTMLLIElement**

HTMLLIElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLLIElement** object has the following properties:

type

This property is of type **String**.

value

This property is of type **long**.

Object **HTMLBlockquoteElement**

HTMLBlockquoteElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLBlockquoteElement** object has the following properties:

cite

This property is of type **String**.

Object **HTMLDivElement**

HTMLDivElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLDivElement** object has the following properties:

align

This property is of type **String**.

Object **HTMLParagraphElement**

HTMLParagraphElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLParagraphElement** object has the following properties:

align

This property is of type **String**.

Object **HTMLHeadingElement**

HTMLHeadingElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLHeadingElement** object has the following properties:

align

This property is of type **String**.

Object **HTMLQuoteElement**

HTMLQuoteElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLQuoteElement** object has the following properties:

cite

This property is of type **String**.

Object **HTMLPreElement**

HTMLPreElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLPreElement** object has the following properties:

width

This property is of type **long**.

Object **HTMLBRElement**

HTMLBRElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLBRElement** object has the following properties:

clear

This property is of type **String**.

Object **HTMLBaseFontElement**

HTMLBaseFontElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLBaseFontElement** object has the following properties:

color

This property is of type **String**.

face

This property is of type **String**.

size

This property is of type **String**.

Object **HTMLFontElement**

HTMLFontElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLFontElement** object has the following properties:

color

This property is of type **String**.

face

This property is of type **String**.

size

This property is of type **String**.

Object **HTMLHRElement**

HTMLHRElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLHRElement** object has the following properties:

align

This property is of type **String**.

noShade

This property is of type **boolean**.

size

This property is of type **String**.

width

This property is of type **String**.

Object **HTMLModElement**

HTMLModElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLModElement** object has the following properties:

cite

This property is of type **String**.

dateTime

This property is of type **String**.

Object **HTMLAnchorElement**

HTMLAnchorElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLAnchorElement** object has the following properties:

accessKey

This property is of type **String**.

charset

This property is of type **String**.

coords

This property is of type **String**.

href

This property is of type **String**.

hreflang

This property is of type **String**.

name

This property is of type **String**.

rel

This property is of type **String**.

rev

This property is of type **String**.

shape

This property is of type **String**.

tabIndex

This property is of type **long**.

target

This property is of type **String**.

type

This property is of type **String**.

The **HTMLAnchorElement** object has the following methods:

blur()

This method returns a **void**.

focus()

This method returns a **void**.

Object **HTMLImageElement**

HTMLImageElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLImageElement** object has the following properties:

lowSrc

This property is of type **String**.

name

This property is of type **String**.

align

This property is of type **String**.

alt

This property is of type **String**.

border

This property is of type **String**.

height

This property is of type **String**.

hspace

This property is of type **String**.

isMap

This property is of type **boolean**.

longDesc

This property is of type **String**.

src

This property is of type **String**.

useMap

This property is of type **String**.

vspace

This property is of type **String**.

width

This property is of type **String**.

Object **HTMLObjectElement**

HTMLObjectElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLObjectElement** object has the following properties:

form

This property is of type **HTMLFormElement**.

code

This property is of type **String**.

align

This property is of type **String**.

archive

This property is of type **String**.

border

This property is of type **String**.

codeBase

This property is of type **String**.

codeType

This property is of type **String**.

data

This property is of type **String**.

declare

This property is of type **boolean**.

height

This property is of type **String**.

hspace

This property is of type **String**.

name

This property is of type **String**.

standby

This property is of type **String**.

tabIndex

This property is of type **long**.

type

This property is of type **String**.

useMap

This property is of type **String**.

vspace

This property is of type **String**.

width

This property is of type **String**.

Object HTMLParamElement

HTMLParamElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLParamElement** object has the following properties:

- name**
This property is of type **String**.
- type**
This property is of type **String**.
- value**
This property is of type **String**.
- valueType**
This property is of type **String**.

Object HTMLAppletElement

HTMLAppletElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLAppletElement** object has the following properties:

- align**
This property is of type **String**.
- alt**
This property is of type **String**.
- archive**
This property is of type **String**.
- code**
This property is of type **String**.
- codeBase**
This property is of type **String**.
- height**
This property is of type **String**.
- hspace**
This property is of type **String**.
- name**
This property is of type **String**.
- object**
This property is of type **String**.
- vspace**
This property is of type **String**.
- width**
This property is of type **String**.

Object HTMLMapElement

HTMLMapElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLMapElement** object has the following properties:

- areas**
This property is of type **HTMLCollection**.
- name**
This property is of type **String**.

Object **HTMLAreaElement**

HTMLAreaElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLAreaElement** object has the following properties:

accessKey

This property is of type **String**.

alt

This property is of type **String**.

coords

This property is of type **String**.

href

This property is of type **String**.

noHref

This property is of type **boolean**.

shape

This property is of type **String**.

tabIndex

This property is of type **long**.

target

This property is of type **String**.

Object **HTMLScriptElement**

HTMLScriptElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLScriptElement** object has the following properties:

text

This property is of type **String**.

htmlFor

This property is of type **String**.

event

This property is of type **String**.

charset

This property is of type **String**.

defer

This property is of type **boolean**.

src

This property is of type **String**.

type

This property is of type **String**.

Object **HTMLTableElement**

HTMLTableElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableElement** object has the following properties:

caption

This property is of type **HTMLTableCaptionElement**.

tHead

This property is of type **HTMLTableSectionElement**.

tFoot

This property is of type **HTMLTableSectionElement**.

rows

This property is of type **HTMLCollection**.

tBodies

This property is of type **HTMLCollection**.

align

This property is of type **String**.

bgColor

This property is of type **String**.

border

This property is of type **String**.

cellPadding

This property is of type **String**.

cellSpacing

This property is of type **String**.

frame

This property is of type **String**.

rules

This property is of type **String**.

summary

This property is of type **String**.

width

This property is of type **String**.

The **HTMLTableElement** object has the following methods:

createTHead()

This method returns a **HTMLElement**.

deleteTHead()

This method returns a **void**.

createTFoot()

This method returns a **HTMLElement**.

deleteTFoot()

This method returns a **void**.

createCaption()

This method returns a **HTMLElement**.

deleteCaption()

This method returns a **void**.

insertRow(index)

This method returns a **HTMLElement**. The **index** parameter is of type **long**.

deleteRow(index)

This method returns a **void**. The **index** parameter is of type **long**.

Object **HTMLTableCaptionElement**

HTMLTableCaptionElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableCaptionElement** object has the following properties:

align

This property is of type **String**.

Object **HTMLTableColElement**

HTMLTableColElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableColElement** object has the following properties:

align

This property is of type **String**.

ch

This property is of type **String**.

chOff

This property is of type **String**.

span

This property is of type **long**.

vAlign

This property is of type **String**.

width

This property is of type **String**.

Object **HTMLTableSectionElement**

HTMLTableSectionElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableSectionElement** object has the following properties:

align

This property is of type **String**.

ch

This property is of type **String**.

chOff

This property is of type **String**.

vAlign

This property is of type **String**.

rows

This property is of type **HTMLCollection**.

The **HTMLTableSectionElement** object has the following methods:

insertRow(index)

This method returns a **HTMLElement**. The **index** parameter is of type **long**.

deleteRow(index)

This method returns a **void**. The **index** parameter is of type **long**.

Object **HTMLTableRowElement**

HTMLTableRowElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableRowElement** object has the following properties:

rowIndex

This property is of type **long**.

sectionRowIndex

This property is of type **long**.

cells

This property is of type **HTMLCollection**.

align

This property is of type **String**.

bgColor

This property is of type **String**.

ch

This property is of type **String**.

chOff

This property is of type **String**.

vAlign

This property is of type **String**.

The **HTMLTableRowElement** object has the following methods:

insertCell(index)

This method returns a **HTMLElement**. The **index** parameter is of type **long**.

deleteCell(index)

This method returns a **void**. The **index** parameter is of type **long**.

Object **HTMLTableCellElement**

HTMLTableCellElement has all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLTableCellElement** object has the following properties:

cellIndex

This property is of type **long**.

abbr

This property is of type **String**.

align

This property is of type **String**.

axis

This property is of type **String**.

bgColor

This property is of type **String**.

ch

This property is of type **String**.

chOff

This property is of type **String**.

colSpan

This property is of type **long**.

headers

This property is of type **String**.

height

This property is of type **String**.

noWrap

This property is of type **boolean**.

rowSpan

This property is of type **long**.

scope

This property is of type **String**.

vAlign

This property is of type **String**.

width

This property is of type **String**.

Object **HTMLFrameSetElement**

HTMLFrameSetElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLFrameSetElement** object has the following properties:

cols

This property is of type **String**.

rows

This property is of type **String**.

Object **HTMLFrameElement**

HTMLFrameElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLFrameElement** object has the following properties:

frameBorder

This property is of type **String**.

longDesc

This property is of type **String**.

marginHeight

This property is of type **String**.

marginWidth

This property is of type **String**.

name

This property is of type **String**.

noResize

This property is of type **boolean**.

scrolling

This property is of type **String**.

src

This property is of type **String**.

Object **HTMLIFrameElement**

HTMLIFrameElement has the all the properties and methods of **HTMLElement** as well as the properties and methods defined below.

The **HTMLIFrameElement** object has the following properties:

align

This property is of type **String**.

frameBorder

This property is of type **String**.

height

This property is of type **String**.

longDesc

This property is of type **String**.

marginHeight

This property is of type **String**.

marginWidth

This property is of type **String**.

name

This property is of type **String**.

scrolling

This property is of type **String**.

src

This property is of type **String**.

width

This property is of type **String**.

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Production Notes (Non-Normative)

Editors

Gavin Nicol, Inso EPS

The DOM specification serves as a good example of the power of using XML: all of the HTML documents, Java bindings, OMG IDL bindings, and ECMA Script bindings are generated from a single set of XML source files. This section outlines how this specification is written in XML, and how the various derived works are created.

1. The Document Type Definition

This specification was written entirely in XML, using a DTD based heavily on the DTD used by the XML Working Group for the XML specification. The major difference between the DTD used by the XML Working Group, and the DTD used for this specification is the addition of a DTD module for interface specifications.

The DTD module for interfaces specifications is a very loose translation of the Extended Backus-Naur Form (EBNF) specification of the OMG IDL syntax into XML DTD syntax. In addition to the translation, the ability to *describe* the interfaces was added, thereby creating a limited form of *literate programming* for interface definitions.

While the DTD module is sufficient for the purposes of the DOM WG, it is very loosely typed, meaning that there are very few constraints placed on the type specifications (the type information is effectively treated as an opaque string). In a DTD for object to object communication, some stricter enforcement of data types would probably be beneficial.

2. The production process

The DOM specification is written using XML. All documents are valid XML. In order to produce the HTML versions of the specification, the object indexes, the Java source code, and the OMG IDL and ECMA Script definitions, the XML specification is *converted*.

The tool currently used for conversion is *COST* by Joe English. *COST* takes the ESIS output of *nsgmls*, creates an internal representation, and then allows *scripts*, and *event handlers* to be run over the internal data structure. Event handlers allow document *patterns* and associated processing to be specified: when the pattern is matched during a pre-order traversal of a document subtree, the associated action is executed. This is the heart of the conversion process. Scripts are used to tie the various components together. For example, each of the major derived data sources (Java code etc.) is created by the execution of a script, which in turn executes one or more event handlers. The scripts and event handlers are specified using TCL.

The current version of *COST* has been somewhat modified from the publicly available version. In particular, it now runs correctly under 32-bit Windows, uses TCL 8.0, and correctly handles the case sensitivity of XML (though it probably could not correctly handle native language markup).

We could also have used *Jade*, by James Clark. Like *COST*, *Jade* allows patterns and actions to be specified, but *Jade* is based on DSSSL, an international standard, whereas *COST* is not. *Jade* is more powerful than *COST* in many ways, but prior experience of the editor with *Cost* made it easier to use this rather than *Jade*. A future version or Level of the DOM specification may be produced using *Jade* or an XSL processor.

The complete XML source files are available at:

<http://www.w3.org/TR/1998/REC-DOM-Level-1-19981001/xml-source.zip>

3. Object Definitions

As stated earlier, all object definitions are specified in XML. The Java bindings, OMG IDL bindings, and ECMA Script bindings are all generated automatically from the XML source code.

This is possible because the information specified in XML is a *superset* of what these other syntax need. This is a general observation, and the same kind of technique can be applied to many other areas: given rich structure, rich processing and conversion are possible. For Java and OMG IDL, it is basically just a matter of renaming syntactic keywords; for ECMA Script, the process is somewhat more involved.

A typical object definition in XML looks something like this:

```
<interface name="foo">
  <descr><p>Description goes here...</p></descr>
  <method name="bar">
    <descr><p>Description goes here...</p></descr>
    <parameters>
      <param name="baz" type="DOMString" attr="in">
        <descr><p>Description goes here...</p></descr>
      </param>
    </parameters>
    <returns type="void">
      <descr><p>Description goes here...</p></descr>
    </returns>
    <raises>
      <!-- Throws no exceptions -->
    </raises>
  </method>
</interface>
```

As can easily be seen, this is quite verbose, but not unlike OMG IDL. In fact, when the specification was originally converted to use XML, the OMG IDL definitions were automatically converted into the corresponding XML source using common Unix text manipulation tools.