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Tag	Description
<u><!--...--></u>	Defines a comment
<u><!DOCTYPE></u>	Defines the document type
<u><a></u>	Defines a hyperlink
<u><abbr></u>	Defines an abbreviation
<u><acronym></u>	Not supported in HTML5. Defines an acronym
<u><address></u>	Defines contact information for the author/owner of a document
<u><applet></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines an embedded applet
<u><area></u>	Defines an area inside an image-map
<u><article></u> New	Defines an article
<u><aside></u> New	Defines content aside from the page content
<u><audio></u> New	Defines sound content
<u></u>	Defines bold text
<u><base></u>	Specifies the base URL/target for all relative URLs in a document
<u><basefont></u>	Not supported in HTML5. Deprecated in HTML 4.01. Specifies a default color, size, and font for all text in a document
<u><bdi></u> New	Isolates a part of text that might be formatted in a different direction from other text outside it
<u><bdo></u>	Overrides the current text direction
<u><big></u>	Not supported in HTML5. Defines big text
<u><blockquote></u>	Defines a section that is quoted from another source
<u><body></u>	Defines the document's body
<u>
</u>	Defines a single line break
<u><button></u>	Defines a clickable button
<u><canvas></u> New	Used to draw graphics, on the fly, via scripting (usually JavaScript)
<u><caption></u>	Defines a table caption
<u><center></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines centered text
<u><cite></u>	Defines the title of a work
<u><code></u>	Defines a piece of computer code
<u><col></u>	Specifies column properties for each column within a <colgroup> element
<u><colgroup></u>	Specifies a group of one or more columns in a table for formatting
<u><command></u> New	Defines a command button that a user can invoke
<u><datalist></u> New	Specifies a list of pre-defined options for input controls
<u><dd></u>	Defines a description of an item in a definition list
<u></u>	Defines text that has been deleted from a document
<u><details></u> New	Defines additional details that the user can view or hide
<u><dfn></u>	Defines a definition term
<u><dir></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines a directory list
<u><div></u>	Defines a section in a document
<u><dl></u>	Defines a definition list
<u><dt></u>	Defines a term (an item) in a definition list
<u></u>	Defines emphasized text
<u><embed></u> New	Defines a container for an external (non-HTML) application

<u><fieldset></u>	Groups related elements in a form
<u><figcaption></u> New	Defines a caption for a <figure> element
<u><figure></u> New	Specifies self-contained content
<u></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines font, color, and size for text
<u><footer></u> New	Defines a footer for a document or section
<u><form></u>	Defines an HTML form for user input
<u><frame></u>	Not supported in HTML5. Defines a window (a frame) in a frameset
<u><frameset></u>	Not supported in HTML5. Defines a set of frames
<u><h1> to <h6></u>	Defines HTML headings
<u><head></u>	Defines information about the document
<u><header></u> New	Defines a header for a document or section
<u><hgroup></u> New	Groups heading (<h1> to <h6>) elements
<u><hr></u>	Defines a thematic change in the content
<u><html></u>	Defines the root of an HTML document
<u><i></u>	Defines a part of text in an alternate voice or mood
<u><iframe></u>	Defines an inline frame
<u></u>	Defines an image
<u><input></u>	Defines an input control
<u><ins></u>	Defines a text that has been inserted into a document
<u><kbd></u>	Defines keyboard input
<u><keygen></u> New	Defines a key-pair generator field (for forms)
<u><label></u>	Defines a label for an <input> element
<u><legend></u>	Defines a caption for a <fieldset>, <figure>, or <details> element
<u></u>	Defines a list item
<u><link></u>	Defines the relationship between a document and an external resource (most used to link to style sheets)
<u><map></u>	Defines a client-side image-map
<u><mark></u> New	Defines marked/highlighted text
<u><menu></u>	Defines a list/menu of commands
<u><meta></u>	Defines metadata about an HTML document
<u><meter></u> New	Defines a scalar measurement within a known range (a gauge)
<u><nav></u> New	Defines navigation links
<u><noframes></u>	Not supported in HTML5. Defines an alternate content for users that do not support frames
<u><noscript></u>	Defines an alternate content for users that do not support client-side scripts
<u><object></u>	Defines an embedded object
<u></u>	Defines an ordered list
<u><optgroup></u>	Defines a group of related options in a drop-down list
<u><option></u>	Defines an option in a drop-down list
<u><output></u> New	Defines the result of a calculation
<u><p></u>	Defines a paragraph
<u><param></u>	Defines a parameter for an object
<u><pre></u>	Defines preformatted text
<u><progress></u> New	Represents the progress of a task
<u><q></u>	Defines a short quotation
<u><rp></u> New	Defines what to show in browsers that do not support ruby annotations
<u><rt></u> New	Defines an explanation/pronunciation of characters (for East Asian typography)

<u><ruby></u> New	Defines a ruby annotation (for East Asian typography)
<u><s></u>	Defines text that is no longer correct
<u><samp></u>	Defines sample output from a computer program
<u><script></u>	Defines a client-side script
<u><section></u> New	Defines a section in a document
<u><select></u>	Defines a drop-down list
<u><small></u>	Defines smaller text
<u><source></u> New	Defines multiple media resources for media elements (<video> and <audio>)
<u></u>	Defines a section in a document
<u><strike></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines strikethrough text
<u></u>	Defines important text
<u><style></u>	Defines style information for a document
<u><sub></u>	Defines subscripted text
<u><summary></u> New	Defines a visible heading for a <details> element
<u><sup></u>	Defines superscripted text
<u><table></u>	Defines a table
<u><tbody></u>	Groups the body content in a table
<u><td></u>	Defines a cell in a table
<u><textarea></u>	Defines a multiline input control (text area)
<u><tfoot></u>	Groups the footer content in a table
<u><th></u>	Defines a header cell in a table
<u><thead></u>	Groups the header content in a table
<u><time></u> New	Defines a date/time
<u><title></u>	Defines a title for the document
<u><tr></u>	Defines a row in a table
<u><track></u> New	Defines text tracks for media elements (<video> and <audio>)
<u><tt></u>	Not supported in HTML5. Defines teletype text
<u><u></u>	Defines text that should be stylistically different from normal text
<u></u>	Defines an unordered list
<u><var></u>	Defines a variable
<u><video></u> New	Defines a video or movie
<u><wbr></u> New	Defines a possible line-break

Tag

Basic

<u><!DOCTYPE></u>	Defines the document type
<u><html></u>	Defines an HTML document
<u><title></u>	Defines a title for the document
<u><body></u>	Defines the document's body
<u><h1> to <h6></u>	Defines HTML headings
<u><p></u>	Defines a paragraph
<u>
</u>	Inserts a single line break
<u><hr></u>	Defines a thematic change in the content
<u><!--...--></u>	Defines a comment

Formatting

<u><acronym></u>	Not supported in HTML5. Defines an acronym
<u><abbr></u>	Defines an abbreviation
<u><address></u>	Defines contact information for the author/owner of a document/article

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Forms

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<u><input></u>	Defines an input control
<u><textarea></u>	Defines a multiline input control (text area)
<u><button></u>	Defines a clickable button
<u><select></u>	Defines a drop-down list
<u><optgroup></u>	Defines a group of related options in a drop-down list
<u><option></u>	Defines an option in a drop-down list
<u><label></u>	Defines a label for an <input> element
<u><fieldset></u>	Groups related elements in a form
<u><legend></u>	Defines a caption for a <fieldset>, <figure>, or <details> element

<u><datalist></u> New	Specifies a list of pre-defined options for input controls
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Images	
<u></u>	Defines an image
<u><map></u>	Defines a client-side image-map
<u><area></u>	Defines an area inside an image-map
<u><canvas></u> New	Used to draw graphics, on the fly, via scripting (usually JavaScript)
<u><figcaption></u> New	Defines a caption for a <figure> element
<u><figure></u> New	Specifies self-contained content
Audio/Video	
<u><audio></u> New	Defines sound content
<u><source></u> New	Defines multiple media resources for media elements (<video> and <audio>)
<u><track></u> New	Defines text tracks for media elements (<video> and <audio>)
<u><video></u> New	Defines a video or movie
Links	
<u><a></u>	Defines a hyperlink
<u><link></u>	Defines the relationship between a document and an external resource (most used to link to style sheets)
<u><nav></u> New	Defines navigation links
Lists	
<u></u>	Defines an unordered list
<u></u>	Defines an ordered list
<u></u>	Defines a list item
<u><dir></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines a directory list
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<u><dd></u>	Defines a description of an item in a definition list
<u><menu></u>	Defines a list/menu of commands
<u><command></u> New	Defines a command button that a user can invoke
Tables	
<u><table></u>	Defines a table
<u><caption></u>	Defines a table caption
<u><th></u>	Defines a header cell in a table
<u><tr></u>	Defines a row in a table
<u><td></u>	Defines a cell in a table
<u><thead></u>	Groups the header content in a table
<u><tbody></u>	Groups the body content in a table
<u><tfoot></u>	Groups the footer content in a table
<u><col></u>	Specifies column properties for each column within a <colgroup> element
<u><colgroup></u>	Specifies a group of one or more columns in a table for formatting
Style/Sections	

<u><style></u>	Defines style information for a document
<u><div></u>	Defines a section in a document
<u></u>	Defines a section in a document
<u><header></u> New	Defines a header for a document or section
<u><footer></u> New	Defines a footer for a document or section
<u><hgroup></u> New	Groups heading (<h1> to <h6>) elements
<u><section></u> New	Defines a section in a document
<u><article></u> New	Defines an article
<u><aside></u> New	Defines content aside from the page content
<u><details></u> New	Defines additional details that the user can view or hide
<u><summary></u> New	Defines a visible heading for a <details> element

Meta Info

<u><head></u>	Defines information about the document
<u><meta></u>	Defines metadata about an HTML document
<u><base></u>	Specifies the base URL/target for all relative URLs in a document
<u><basefont></u>	Not supported in HTML5. Deprecated in HTML 4.01. Specifies a default color, size, and font for all text in a document

Programming

<u><script></u>	Defines a client-side script
<u><noscript></u>	Defines an alternate content for users that do not support client-side scripts
<u><applet></u>	Not supported in HTML5. Deprecated in HTML 4.01. Defines an embedded applet
<u><embed></u> New	Defines a container for an external (non-HTML) application
<u><object></u>	Defines an embedded object
<u><param></u>	Defines a parameter for an object

Attribute

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

Window Event Attributes

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

Attribute	Value	Description
<u>onafterprint</u> New	<i>script</i>	Script to be run after the document is printed
<u>onbeforeprint</u> New	<i>script</i>	Script to be run before the document is printed
<u>onbeforeunload</u> New	<i>script</i>	Script to be run before the document is unloaded
<u>onerror</u> New	<i>script</i>	Script to be run when an error occur

onhaschange New	<i>script</i>	Script to be run when the document has changed
onload	<i>script</i>	Fires after the page is finished loading
onmessage New	<i>script</i>	Script to be run when the message is triggered
onoffline New	<i>script</i>	Script to be run when the document goes offline
ononline New	<i>script</i>	Script to be run when the document comes online
onpagehide New	<i>script</i>	Script to be run when the window is hidden
onpageshow New	<i>script</i>	Script to be run when the window becomes visible
onpopstate New	<i>script</i>	Script to be run when the window's history changes
onredo New	<i>script</i>	Script to be run when the document performs a redo
onresize New	<i>script</i>	Fires when the browser window is resized
onstorage New	<i>script</i>	Script to be run when a Web Storage area is updated
onundo New	<i>script</i>	Script to be run when the document performs an undo
onunload	<i>script</i>	Fires once a page has unloaded (or the browser window has been closed)

Form Events

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

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

Keyboard Events

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

Mouse Events

Events triggered by a mouse, or similar user actions:

Attribute	Value	Description
onclick	<i>script</i>	Fires on a mouse click on the element
ondblclick	<i>script</i>	Fires on a mouse double-click on the element
ondrag New	<i>script</i>	Script to be run when an element is dragged
ondragend New	<i>script</i>	Script to be run at the end of a drag operation

ondragenterNew	<i>script</i>	Script to be run when an element has been dragged to a valid drop target
ondragleaveNew	<i>script</i>	Script to be run when an element leaves a valid drop target
ondragoverNew	<i>script</i>	Script to be run when an element is being dragged over a valid drop target
ondragstartNew	<i>script</i>	Script to be run at the start of a drag operation
ondropNew	<i>script</i>	Script to be run when dragged element is being dropped
onmousedown	<i>script</i>	Fires when a mouse button is pressed down on an element
onmousemove	<i>script</i>	Fires when the mouse pointer moves over an element
onmouseout	<i>script</i>	Fires when the mouse pointer moves out of an element
onmouseover	<i>script</i>	Fires when the mouse pointer moves over an element
onmouseup	<i>script</i>	Fires when a mouse button is released over an element
onmousewheelNew	<i>script</i>	Script to be run when the mouse wheel is being rotated
onscrollNew	<i>script</i>	Script to be run when an element's scrollbar is being scrolled

Media Events

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

Attribute	Value	Description
onabort	<i>script</i>	Script to be run on abort
oncanplayNew	<i>script</i>	Script to be run when a file is ready to start playing (when it has buffered enough to begin)
oncanplaythroughNew	<i>script</i>	Script to be run when a file can be played all the way to the end without pausing for buffering
ondurationchangeNew	<i>script</i>	Script to be run when the length of the media changes
onemptiedNew	<i>script</i>	Script to be run when something bad happens and the file is suddenly unavailable (like unexpectedly disconnects)
onendedNew	<i>script</i>	Script to be run when the media has reach the end (a useful event for messages like "thanks for listening")
onerrorNew	<i>script</i>	Script to be run when an error occurs when the file is being loaded
onloadeddataNew	<i>script</i>	Script to be run when media data is loaded
onloadedmetadataNew	<i>script</i>	Script to be run when meta data (like dimensions and duration) are loaded
onloadstartNew	<i>script</i>	Script to be run just as the file begins to load before anything is actually loaded
onpauseNew	<i>script</i>	Script to be run when the media is paused either by the user or programmatically
onplayNew	<i>script</i>	Script to be run when the media is ready to start playing
onplayingNew	<i>script</i>	Script to be run when the media actually has started playing
onprogressNew	<i>script</i>	Script to be run when the browser is in the process of getting the media data
onratechangeNew	<i>script</i>	Script to be run each time the playback rate changes (like when a user switches to a slow motion or fast forward mode)
onreadystatechangeNew	<i>script</i>	Script to be run each time the ready state changes (the ready state tracks the state of the media data)
onseekedNew	<i>script</i>	Script to be run when the seeking attribute is set to false indicating that seeking has ended
onseekingNew	<i>script</i>	Script to be run when the seeking attribute is set to true indicating that seeking is active

onstalledNew	<i>script</i>	Script to be run when the browser is unable to fetch the media data for whatever reason
onsuspendNew	<i>script</i>	Script to be run when fetching the media data is stopped before it is completely loaded for whatever reason
ontimeupdateNew	<i>script</i>	Script to be run when the playing position has changed (like when the user fast forwards to a different point in the media)
onvolumechangeNew	<i>script</i>	Script to be run each time the volume is changed which (includes setting the volume to "mute")
onwaitingNew	<i>script</i>	Script to be run when the media has paused but is expected to resume (like when the media pauses to buffer more data)

Colors, Styles, and Shadows

Property	Description
fillStyle	Sets or returns the color, gradient, or pattern used to fill the drawing
strokeStyle	Sets or returns the color, gradient, or pattern used for strokes
shadowColor	Sets or returns the color to use for shadows
shadowBlur	Sets or returns the blur level for shadows
shadowOffsetX	Sets or returns the horizontal distance of the shadow from the shape
shadowOffsetY	Sets or returns the vertical distance of the shadow from the shape

Method	Description
createLinearGradient()	Creates a linear gradient (to use on canvas content)
createPattern()	Repeats a specified element in the specified direction
createRadialGradient()	Creates a radial/circular gradient (to use on canvas content)
addColorStop()	Specifies the colors and stop positions in a gradient object

Line Styles

Property	Description
lineCap	Sets or returns the style of the end caps for a line
lineJoin	Sets or returns the type of corner created, when two lines meet
lineWidth	Sets or returns the current line width
miterLimit	Sets or returns the maximum miter length

Rectangles

Method	Description
rect()	Creates a rectangle
fillRect()	Draws a "filled" rectangle
strokeRect()	Draws a rectangle (no fill)
clearRect()	Clears the specified pixels within a given rectangle

Paths

Method	Description
fill()	Fills the current drawing (path)
stroke()	Actually draws the path you have defined
beginPath()	Begins a path, or resets the current path
moveTo()	Moves the path to the specified point in the canvas, without creating a line
closePath()	Creates a path from the current point back to the starting point
lineTo()	Adds a new point and creates a line from that point to the last specified point in the canvas
clip()	Clips a region of any shape and size from the original canvas

quadraticCurveTo()	Creates a quadratic Bézier curve
bezierCurveTo()	Creates a cubic Bézier curve
arc()	Creates an arc/curve (used to create circles, or parts of circles)
arcTo()	Creates an arc/curve between two tangents
isPointInPath()	Returns true if the specified point is in the current path, otherwise false

Transformations

Method	Description
scale()	Scales the current drawing bigger or smaller
rotate()	Rotates the current drawing
translate()	Remaps the (0,0) position on the canvas
transform()	Replaces the current transformation matrix for the drawing
setTransform()	Resets the current transform to the identity matrix. Then runs transform()

Text

Property	Description
font	Sets or returns the current font properties for text content
textAlign	Sets or returns the current alignment for text content
textBaseline	Sets or returns the current text baseline used when drawing text

Method	Description
fillText()	Draws "filled" text on the canvas
strokeText()	Draws text on the canvas (no fill)
measureText()	Returns an object that contains the width of the specified text

Image Drawing

Method	Description
drawImage()	Draws an image, canvas, or video onto the canvas

Pixel Manipulation

Property	Description
width	Returns the width of an ImageData object
height	Returns the height of an ImageData object
data	Returns an object that contains image data of a specified ImageData object

Method	Description
createImageData()	Creates a new, blank ImageData object
getImageData()	Returns an ImageData object that copies the pixel data for the specified rectangle on a canvas
putImageData()	Puts the image data (from a specified ImageData object) back onto the canvas

Compositing

Property	Description
globalAlpha	Sets or returns the current alpha or transparency value of the drawing
globalCompositeOperation	Sets or returns how a new image are drawn onto an existing image

Other

Method	Description
save()	Saves the state of the current context
restore()	Returns previously saved path state and attributes
createEvent()	

`getContext()`
`toDataURL()`

HTML Audio/Video Methods

Method	Description
<code>addTextTrack()</code>	Adds a new text track to the audio/video
<code>canPlayType()</code>	Checks if the browser can play the specified audio/video type
<code>load()</code>	Re-loads the audio/video element
<code>play()</code>	Starts playing the audio/video
<code>pause()</code>	Pauses the currently playing audio/video

HTML Audio/Video Properties

Property	Description
<code>audioTracks</code>	Returns an <code>AudioTrackList</code> object representing available audio tracks
<code>autoplay</code>	Sets or returns if the audio/video should start playing as soon as it is loaded
<code>buffered</code>	Returns a <code>TimeRanges</code> object representing the buffered parts of the audio/video
<code>controller</code>	Returns the <code>MediaController</code> object representing the current media controller of the audio/video
<code>controls</code>	Sets or returns if the audio/video should display controls (like play/pause etc.)
<code>crossOrigin</code>	Sets or returns the CORS settings of the audio/video
<code>currentSrc</code>	Returns the URL of the current audio/video
<code>currentTime</code>	Sets or returns the current playback position in the audio/video (in seconds)
<code>defaultMuted</code>	Sets or returns if the audio/video is muted by default
<code>defaultPlaybackRate</code>	Sets or returns the default speed of the audio/video playback
<code>duration</code>	Returns the length of the current audio/video (in seconds)
<code>ended</code>	Returns if the playback of the audio/video has ended or not
<code>error</code>	Returns a <code>MediaError</code> object representing the error state of the audio/video
<code>loop</code>	Sets or returns if the audio/video should start over again when finished
<code>mediaGroup</code>	Sets or returns a the group the audio/video belongs to (used to link multiple audio/video elements)
<code>muted</code>	Sets or returns if the audio/video is muted or not
<code>networkState</code>	Returns the current network state of the audio/video
<code>paused</code>	Sets or returns if the audio/video is paused or not
<code>playbackRate</code>	Sets or returns the speed of the audio/video playback
<code>played</code>	Returns a <code>TimeRanges</code> object representing the played parts of the audio/video
<code>preload</code>	Sets or returns if the audio/video should be loaded when the page loads
<code>readyState</code>	Returns the current ready state of the audio/video
<code>seekable</code>	Returns a <code>TimeRanges</code> object representing the seekable parts of the audio/video
<code>seeking</code>	Returns if the user is currently seeking in the audio/video
<code>src</code>	Sets or returns the current source of the audio/video element
<code>startDate</code>	Returns a <code>Date</code> object representing the current time offset
<code>textTracks</code>	Returns a <code>TextTrackList</code> object representing the available text tracks
<code>videoTracks</code>	Returns a <code>VideoTrackList</code> object representing the available video tracks
<code>volume</code>	Sets or returns the volume of the audio/video

HTML Audio/Video Events

Event	Description
<code>abort</code>	Fires when the loading of an audio/video is aborted
<code>canplay</code>	Fires when the browser can start playing the audio/video
<code>canplaythrough</code>	Fires when the browser can play through the audio/video without stopping for

durationchange	buffering Fires when the duration of the audio/video is changed
emptied	Fires when the current playlist is empty
ended	Fires when the current playlist is ended
error	Fires when an error occurred during the loading of an audio/video
loadeddata	Fires when the browser has loaded the current frame of the audio/video
loadedmetadata	Fires when the browser has loaded meta data for the audio/video
loadstart	Fires when the browser starts looking for the audio/video
pause	Fires when the audio/video has been paused
play	Fires when the audio/video has been started or is no longer paused
playing	Fires when the audio/video is ready to play after having been paused or stopped for buffering
progress	Fires when the browser is downloading the audio/video
ratechange	Fires when the playing speed of the audio/video is changed
seeked	Fires when the user is finished moving/skipping to a new position in the audio/video
seeking	Fires when the user starts moving/skipping to a new position in the audio/video
stalled	Fires when the browser is trying to get media data, but data is not available
suspend	Fires when the browser is intentionally not getting media data
timeupdate	Fires when the current playback position has changed
volumechange	Fires when the volume has been changed
waiting	Fires when the video stops because it needs to buffer the next frame