Html Agility Pack provides a System.Xml like interface over Html pages. It provides an XPATH navigator and LINQ compatible collections for navigation the HTML tree.
<table>
<thead>
<tr>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crc32</td>
</tr>
<tr>
<td>HtmlAttribute</td>
</tr>
<tr>
<td>HtmlAttributeCollection</td>
</tr>
<tr>
<td>HtmlCommentNode</td>
</tr>
<tr>
<td>HtmlDocument</td>
</tr>
<tr>
<td>HtmlEntity</td>
</tr>
<tr>
<td>HtmlNode</td>
</tr>
<tr>
<td>HtmlNodeCollection</td>
</tr>
<tr>
<td>HtmlNodeNavigator</td>
</tr>
<tr>
<td>HtmlParseError</td>
</tr>
<tr>
<td>HtmlTextNode</td>
</tr>
<tr>
<td>HtmlWeb</td>
</tr>
<tr>
<td>HtmlWebException</td>
</tr>
<tr>
<td>MixedCodeDocument</td>
</tr>
<tr>
<td>MixedCodeDocumentCodeFragment</td>
</tr>
<tr>
<td>MixedCodeDocumentFragment</td>
</tr>
<tr>
<td>MixedCodeDocumentFragmentList</td>
</tr>
<tr>
<td>MixedCodeDocumentFragmentList,MixedCodeDocumentFragmentEnumerator</td>
</tr>
</tbody>
</table>
MixedCodeDocumentTextFragment
## Delegates

<table>
<thead>
<tr>
<th>Delegate</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlWeb.PostResponseHandler</td>
<td>Represents the method that will handle the PostResponse event.</td>
</tr>
<tr>
<td>HtmlWeb.PreHandleDocumentHandler</td>
<td>Represents the method that will handle the PreHandleDocument event.</td>
</tr>
<tr>
<td>HtmlWeb.PreRequestHandler</td>
<td>Represents the method that will handle the PreRequest event.</td>
</tr>
</tbody>
</table>
### Enumerations

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AttributeValueQuote</td>
<td>An Enum representing different types of Quotes used for surrounding attribute values</td>
</tr>
<tr>
<td>HtmlElementFlag</td>
<td>Flags that describe the behavior of an Element node.</td>
</tr>
<tr>
<td>HtmlNodeType</td>
<td>Represents the type of a node.</td>
</tr>
<tr>
<td>HtmlParseErrorCode</td>
<td>Represents the type of parsing error.</td>
</tr>
<tr>
<td>MixedCodeDocumentFragmentType</td>
<td>Represents the type of fragment in a mixed code document.</td>
</tr>
</tbody>
</table>

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
An Enum representing different types of Quotes used for surrounding attribute values

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public enum AttributeValueQuote</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public Enumeration AttributeValueQuote</td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public enum class AttributeValueQuote</td>
<td></td>
</tr>
<tr>
<td>Member name</td>
<td>Value</td>
</tr>
<tr>
<td>----------------</td>
<td>-------</td>
</tr>
<tr>
<td>SingleQuote</td>
<td>0</td>
</tr>
<tr>
<td>DoubleQuote</td>
<td>1</td>
</tr>
</tbody>
</table>
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A utility class to compute CRC32.

**Namespace:** [HtmlAgilityPack](https://www.html-agility-pack.net/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public class Crc32
```

### Visual Basic

```vbnet
Public Class Crc32
```

### Visual C++

```cpp
public ref class Crc32
```
Inheritance Hierarchy

System.Object
HtmlAgilityPack.Crc32
See Also

Crc32 Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **Crc32** type exposes the following members.
**Constructors**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crc32</td>
<td>Initializes a new instance of the Crc32 class</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRC32Bytes</td>
<td>Compute a checksum for a given array of bytes.</td>
</tr>
<tr>
<td>CRC32String</td>
<td>Compute a checksum for a given string.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
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<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Crc32 Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Crc32 Constructor

Initializes a new instance of the Crc32 class

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public Crc32()</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Sub New</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: Crc32()</code></td>
</tr>
</tbody>
</table>
See Also

Crc32 Class
Crc32 Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **Crc32** type exposes the following members.
## Methods

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<thead>
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<th>Description</th>
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<tbody>
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<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

Crc32 Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Crc32.CRC32Bytes Method

Compute a checksum for a given array of bytes.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.net)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public static uint CRC32Bytes(
    byte[] bytes
)
```

Visual Basic

```vbnet
Public Shared Function CRC32Bytes (_
    bytes As Byte() _
) As UInteger
```

Visual C++

```cpp
public:
    static unsigned int CRC32Bytes(
        array<unsigned char>^ bytes
    )
```

Parameters

`bytes`
Type: `System.Byte[]`
The array of bytes to compute the checksum for.

Return Value
The computed checksum.
See Also

Crc32 Class
Crc32 Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Compute a checksum for a given string.

**Namespace:** [HtmlAgilityPack](https://github.com/davedelong/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public static uint CRC32String(string text)</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Shared Function CRC32String ( _$text_ As _String_ _ ) As _UInteger_</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: static unsigned int CRC32String( String^ text )</code></td>
</tr>
</tbody>
</table>

### Parameters

**text**
Type: `System.String`
The string to compute the checksum for.

### Return Value

The computed checksum.
See Also

Crc32 Class
Crc32 Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute Class

Represents an HTML attribute.

**Namespace:** [HtmlAgilityPack](http://dotnet-sandbox.com/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public class HtmlAttribute : IComparable
```

### Visual Basic

```vbnet
Public Class HtmlAttribute Implements IComparable
```

### Visual C++

```cpp
public ref class HtmlAttribute : IComparable
```
Inheritance Hierarchy

System.Object

HtmlAgilityPack.HtmlAttribute
See Also

HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlAttribute Members

HtmlAttribute Class Methods Properties See Also Send Feedback

The **HtmlAttribute** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clone</td>
<td>Creates a duplicate of this attribute.</td>
</tr>
<tr>
<td>CompareTo</td>
<td>Compares the current instance with another attribute. Comparison is based on attributes' name.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
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<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes this attribute from it's parents collection</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>Gets the line number of this attribute in the document.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this attribute in the document.</td>
</tr>
<tr>
<td>Name</td>
<td>Gets the qualified name of the attribute.</td>
</tr>
<tr>
<td>OriginalName</td>
<td>Name of attribute with original case</td>
</tr>
<tr>
<td>OwnerDocument</td>
<td>Gets the HTML document to which this attribute belongs.</td>
</tr>
<tr>
<td>OwnerNode</td>
<td>Gets the HTML node to which this attribute belongs.</td>
</tr>
<tr>
<td>QuoteType</td>
<td>Specifies what type of quote the data should be wrapped in</td>
</tr>
<tr>
<td>StreamPosition</td>
<td>Gets the stream position of this attribute in the document, relative to the start of the document.</td>
</tr>
<tr>
<td>Value</td>
<td>Gets or sets the value of the attribute.</td>
</tr>
<tr>
<td>XPath</td>
<td>Gets a valid XPath string that points to this Attribute</td>
</tr>
</tbody>
</table>
See Also

(HtmlAttribute Class
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlAttribute` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Clone</strong></td>
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</tr>
<tr>
<td><strong>CompareTo</strong></td>
<td>Compares the current instance with another attribute. Comparison is based on attributes' name.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. Inherited from <a href="#">Object</a>.</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. Inherited from <a href="#">Object</a>.</td>
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<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. Inherited from <a href="#">Object</a>.</td>
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<td><strong>MemberwiseClone</strong></td>
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</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes this attribute from it's parents collection</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. Inherited from <a href="#">Object</a>.</td>
</tr>
</tbody>
</table>
See Also

HtmlAttribute Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.Clone Method

Creates a duplicate of this attribute.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public HtmlAttribute Clone()
```

#### Visual Basic

```vbnet
Public Function Clone As HtmlAttribute
```

#### Visual C++

```cpp
public:
HtmlAttribute^ Clone()
```

### Return Value

The cloned attribute.
See Also

HtmlAttribute Class
HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.CompareTo Method

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Compares the current instance with another attribute. Comparison is based on attributes' name.
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public int CompareTo(</td>
</tr>
<tr>
<td>Object obj</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

**Visual Basic**

| Public Function CompareTo ( _                                      |
|                   obj As Object _                                   |
| ) As Integer                                                      |

**Visual C++**

| public:                                                          |
| virtual int CompareTo(                                           |
|     Object^ obj                                                  |
| ) sealed                                                         |

### Parameters

**obj**

Type: **System.Object**

An attribute to compare with this instance.

### Return Value

A 32-bit signed integer that indicates the relative order of the names comparison.

### Implements

**IComparable.CompareTo(Object)**
See Also

HtmlAttribute Class
HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.Remove Method

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Removes this attribute from it's parents collection
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public void Remove()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public Sub Remove</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public: void Remove()</td>
</tr>
</tbody>
</table>
See Also

HtmlAttribute Class
HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlAttribute** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Line</td>
<td>Gets the line number of this attribute in the document.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this attribute in the document.</td>
</tr>
<tr>
<td>Name</td>
<td>Gets the qualified name of the attribute.</td>
</tr>
<tr>
<td>OriginalName</td>
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<tr>
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<td>Gets the stream position of this attribute in the document, relative to the start of the document.</td>
</tr>
<tr>
<td>Value</td>
<td>Gets or sets the value of the attribute.</td>
</tr>
<tr>
<td>XPath</td>
<td>Gets a valid XPath string that points to this Attribute.</td>
</tr>
</tbody>
</table>
See Also

HtmlAttribute Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.Line Property

Gets the line number of this attribute in the document.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public int Line { get; internal set; }</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Public Property Line As Integer</code></td>
</tr>
<tr>
<td><code>Get</code></td>
</tr>
<tr>
<td><code>Friend Set</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public: int Line {</code></td>
</tr>
<tr>
<td><code>int get ();</code></td>
</tr>
<tr>
<td><code>internal: void set (int value);</code></td>
</tr>
<tr>
<td><code>}</code></td>
</tr>
</tbody>
</table>
See Also

(HtmlAttribute Class  
(HtmlAttribute Members  
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.LinePosition Property

Gets the column number of this attribute in the document.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int LinePosition { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property LinePosition As Integer
    Get
    ...
End Get
```

**Visual C++**

```cpp
public:
    property int LinePosition {
        int get ()
    }
```
See Also

(HtmlAttribute Class
(HtmlAttribute Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.Name Property

Gets the qualified name of the attribute.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string Name { get; set; }
```

**Visual Basic**

```vbnet
Public Property Name As String
    Get
    Set
```

**Visual C++**

```c++
public:
    property String^ Name {
        String^ get ();
        void set (String^ value);
    }
```
See Also

HtmlAttribute Class
HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
**HtmlAttribute.OriginalName Property**

Namespace: **HtmlAgilityPack**

Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public string OriginalName { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Readonly Property OriginalName As String Get</code></td>
</tr>
</tbody>
</table>
| **Visual C++**  | `public: property String^ OriginalName {  
String^ get (); 
}   `                  |
See Also

(HtmlAttribute Class
(HtmlAttribute Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.OwnerDocument Property

Gets the HTML document to which this attribute belongs.

**Namespace:** [HtmlAgilityPack](http://htmlagilitypack.net)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| **C#**         | ```
public HtmlDocument OwnerDocument { get; }
```            | ```
Public ReadOnly Property OwnerDocument As HtmlDocument
Get
```            | ```
public:
property HtmlDocument^ OwnerDocument { ownerDocument };
```            |
See Also

(HtmlAttribute Class
(HtmlAttribute Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.OwnerNode Property

Gets the HTML node to which this attribute belongs.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public <code>HtmlNode</code> OwnerNode { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public ReadOnly Property OwnerNode As <code>HtmlNode</code> Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property <code>HtmlNode</code>^ OwnerNode { <code>HtmlNode</code>^ get (); }</td>
</tr>
</tbody>
</table>
See Also

(HtmlAttribute Class
(HtmlAttribute Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.QuoteType Property

Specifies what type of quote the data should be wrapped in

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public AttributeValueQuote QuoteType { get; set; }
```

**Visual Basic**

```vbnet
Public Property QuoteType As AttributeValueQuote
    Get
        Get
    Set
```

**Visual C++**

```cpp
public:
    property AttributeValueQuote QuoteType {
        AttributeValueQuote get ();
        void set (AttributeValueQuote value);
    }
```
See Also

- HtmlAttribute Class
- HtmlAttribute Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
(HtmlAttribute.StreamPosition Property)

Gets the stream position of this attribute in the document, relative to the start of the document.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public int StreamPosition { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property StreamPosition As Integer Get</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: int StreamPosition { int get (); }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlAttribute Class
HtmlAttribute Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.Value Property

Gets or sets the value of the attribute.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| **public** `string` `Value` { `get;` `set;` } | **Public** `Property` `Value` `As` `String`  
  Get  
  Set | **public:**  
  property `String^` `Value` {  
  `String^` `get` ();  
  `void` `set` (`String^` `value`);  
  } |
See Also

HtmlAttribute Class
HtmlAttribute Members
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttribute.XPath Property

Gets a valid XPath string that points to this Attribute

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string XPath { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property XPath As String
    Get
```

**Visual C++**

```cpp
public:
    property String^ XPath {
        String^ get ();
    }
```
See Also

(HtmlAttribute Class
(HtmlAttribute Members
(Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection Class

Represents a combined list and collection of HTML nodes.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public class HtmlAttributeCollection : IList<HtmlAttribute>, ICollection<HtmlAttribute>, IEnumerable<HtmlAttribute>
```

### Visual Basic

```vbnet
Public Class HtmlAttributeCollection _
    Implements IList(Of HtmlAttribute), ICollection, IEnumerable(Of HtmlAttribute), IEnumerable
```

### Visual C++

```cpp
public ref class HtmlAttributeCollection : IList<HtmlAttribute>, ICollection<HtmlAttribute^>, IEnumerable<HtmlAttribute^>
```
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlAttributeCollection
See Also

HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlAttributeCollection` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add(HtmlAttribute)</td>
<td>Adds supplied item to collection</td>
</tr>
<tr>
<td>Add(String, String)</td>
<td>Adds a new attribute to the collection with the given values</td>
</tr>
<tr>
<td>Append(String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(HtmlAttribute)</td>
<td>Inserts the specified attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(String, String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>AttributesWithName</td>
<td>Returns all attributes with specified name. Handles case insensitivity</td>
</tr>
<tr>
<td>Contains(String)</td>
<td>Checks for existence of attribute with given name</td>
</tr>
<tr>
<td>Contains(HtmlAttribute)</td>
<td>Retreives existence of supplied item</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies collection to array</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Retrieves the index for the supplied item, -1 if not found</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts given item into collection at supplied index</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Prepend</strong></td>
<td>Inserts the specified attribute as the first node in the collection.</td>
</tr>
<tr>
<td><strong>Remove()</strong></td>
<td>Removes all attributes from the collection.</td>
</tr>
<tr>
<td><strong>Remove(String)</strong></td>
<td>Removes an attribute from the list, using its name. If there are more than one attributes with this name, they will all be removed.</td>
</tr>
<tr>
<td><strong>Remove(HtmlAttribute)</strong></td>
<td>Removes a given attribute from the list.</td>
</tr>
<tr>
<td><strong>RemoveAll</strong></td>
<td>Remove all attributes in the list.</td>
</tr>
<tr>
<td><strong>RemoveAt</strong></td>
<td>Removes the attribute at the specified index.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Gets the number of elements actually contained in the list.</td>
</tr>
<tr>
<td>IsReadOnly</td>
<td>Gets readonly status of collection.</td>
</tr>
<tr>
<td>Item(Int32)</td>
<td>Gets the attribute at the specified index.</td>
</tr>
<tr>
<td>Item(String)</td>
<td>Gets a given attribute from the list using its name.</td>
</tr>
</tbody>
</table>
See Also

(HtmlAttributeCollection Class
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlAttributeCollection** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add(HtmlAttribute)</td>
<td>Adds supplied item to collection</td>
</tr>
<tr>
<td>Add(String, String)</td>
<td>Adds a new attribute to the collection with the given values</td>
</tr>
<tr>
<td>Append(String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(HtmlAttribute)</td>
<td>Inserts the specified attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(String, String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
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<tr>
<td>AttributesWithName</td>
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<td>Contains(String)</td>
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</tr>
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<td>Retreives existence of supplied item</td>
</tr>
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<td>CopyTo</td>
<td>Copies collection to array</td>
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<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
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<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
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<tr>
<td></td>
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</tr>
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<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Retrieves the index for the supplied item, -1 if not found</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts given item into collection at supplied index</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
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</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
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<td><strong>Remove(String)</strong></td>
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<tr>
<td></td>
<td>one attributes with this name, they will all be removed.</td>
</tr>
<tr>
<td><strong>Remove(HtmlAttribute)</strong></td>
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<tr>
<td><strong>RemoveAll</strong></td>
<td>Remove all attributes in the list.</td>
</tr>
<tr>
<td><strong>RemoveAt</strong></td>
<td>Removes the attribute at the specified index.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlAttributeCollection. Add Method

See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add(HtmlAttribute)</td>
<td>Adds supplied item to collection</td>
</tr>
<tr>
<td>Add(String, String)</td>
<td>Adds a new attribute to the collection with the given values</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection. Add Method (HtmlAttribute)

Adds supplied item to collection

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Add(
    HtmlAttribute item
)
```

**Visual Basic**

```vbnet
Public Sub Add (_
    item As HtmlAttribute _
)
```

**Visual C++**

```cpp
public:
virtual void Add(
    HtmlAttribute^ item
) sealed
```

### Parameters

- **item**
  Type: `HtmlAgilityPack.HtmlAttribute`


### Implements

`ICollection<T>.Add(T)`
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Add Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Add Method (String, String)

Adds a new attribute to the collection with the given values

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Add(
    string name,
    string value
)
```

### Visual Basic

```vbnet
Public Sub Add (_, _
    name As String, _
    value As String _
)
```

### Visual C++

```cpp
public:
void Add(
    String^ name,
    String^ value
)
```

## Parameters

- **name**
  Type: `System.String`

- **value**
  Type: `System.String`
See Also

(HtmlAttributeCollection Class  
(HtmlAttributeCollection Members  
Add Overload  
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlAttributeCollection.Append Method

HtmlAttributeCollection Class See Also Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Append(String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(HtmlAttribute)</td>
<td>Insert the specified attribute as the last attribute in the collection.</td>
</tr>
<tr>
<td>Append(String, String)</td>
<td>Creates and inserts a new attribute as the last attribute in the collection.</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Append Method (String)

Creates and inserts a new attribute as the last attribute in the collection.

**Namespace:** [HtmlAgilityPack](https://www.htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
</tbody>
</table>
| public `HtmlAttribute` Append(
    `string` `name`
) |  |
| **Visual Basic** |  |
| Public Function Append ( _
    `name` As `String` _
) As `HtmlAttribute` |  |
| **Visual C++** |  |
| public:
  `HtmlAttribute`^ Append(
    `String`^ `name`
) |  |

### Parameters

`name`

Type: `System.String`

The name of the attribute to insert.

### Return Value

The appended attribute.
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Append Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Append Method (HtmlAttribute)

Inserts the specified attribute as the last attribute in the collection.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#** | `public HtmlAttribute Append(
            HtmlAttribute newAttribute
        )` |
| **Visual Basic** | `Public Function Append (    
                    newAttribute As HtmlAttribute   
               ) As HtmlAttribute` |
| **Visual C++** | `public:
            HtmlAttribute^ Append(
                    HtmlAttribute^ newAttribute
               )` |

### Parameters

`newAttribute`  
Type: `HtmlAgilityPack.HtmlAttribute`  
The attribute to insert. May not be null.

### Return Value

The appended attribute.
See Also

- HtmlAttributeCollection Class
- HtmlAttributeCollection Members
- Append Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Append Method (String, String)

Creates and inserts a new attribute as the last attribute in the collection.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlAttribute Append(
    string name,
    string value
)
```

**Visual Basic**

```vbnet
Public Function Append ( _
    name As String, _
    value As String _
) As HtmlAttribute
```

**Visual C++**

```cpp
public:
HtmlAttribute^ Append(
    String^ name, 
    String^ value
)
```

### Parameters

**name**
- Type: `System.String`
- The name of the attribute to insert.

**value**
- Type: `System.String`
- The value of the attribute to insert.

### Return Value
The appended attribute.
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Append Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Returns all attributes with specified name. Handles case insensitivity

**Namespace:** [HtmlAgilityPack](https://github.com/d醉d醉/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public IEnumerable&lt;HtmlAttribute&gt; AttributesWithName(string attributeName)</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Function AttributesWithName (attributeName As String) As IEnumerable(Of HtmlAttribute)</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: IEnumerable&lt;HtmlAttribute&gt;^ AttributesWithName(String^ attributeName)</code></td>
</tr>
</tbody>
</table>

### Parameters

- **attributeName**
  - Type: `System.String`
  - Name of the attribute

### Return Value
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Contains Method

HtmlAttributeCollection Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Contains(String)</td>
<td>Checks for existence of attribute with given name</td>
</tr>
<tr>
<td>Contains(HtmlAttribute)</td>
<td>Retreives existence of supplied item</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Contains Method (String)

Checks for existance of attribute with given name

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public bool Contains(
    string name
)
```

**Visual Basic**

```vbnet
Public Function Contains ( _
    name As String _
) As Boolean
```

**Visual C++**

```cpp
public:
bool Contains(
    String^ name
)
```

**Parameters**

*name*
Type: `System.String`


**Return Value**
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Contains Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Contains Method (HtmlAttribute)

Retreives existence of supplied item

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

**C#**

```csharp
public bool Contains(
    HtmlAttribute item
)
```

**Visual Basic**

```vbnet
Public Function Contains (_
    item As HtmlAttribute _
) As Boolean
```

**Visual C++**

```cpp
public:
    virtual bool Contains(
        HtmlAttribute^ item
    ) sealed
```

## Parameters

*item*

Type: `HtmlAgilityPack.HtmlAttribute`


## Return Value

Implements `ICollection<T>.Contains(T)`
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Contains Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.CopyTo Method

Copies collection to array

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void CopyTo(
    HtmlAttribute[] array,
    int arrayIndex
)
```

**Visual Basic**

```vbnet
Public Sub CopyTo ( _
    array As HtmlAttribute(), _
    arrayIndex As Integer _
)
```

**Visual C++**

```cpp
public:
virtual void CopyTo(
    array<HtmlAttribute^>^ array,
    int arrayIndex
) sealed
```

### Parameters

**array**
Type: `HtmlAgilityPack.HtmlAttribute[]`


**arrayIndex**
Type: `System.Int32`

Implements

ICollection(T).CopyTo(T[], Int32)
See Also

- HtmlAttributeCollection Class
- HtmlAttributeCollection Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.IndexOf Method

HtmlAttributeCollection Class  See Also  Send Feedback

Retrieves the index for the supplied item, -1 if not found

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public int IndexOf(
    HtmlAttribute item
)
```

Visual Basic

```vbnet
Public Function IndexOf ( _
    item As HtmlAttribute _
) As Integer
```

Visual C++

```cpp
public:
virtual int IndexOf(
    HtmlAttribute^ item
) sealed
```

Parameters

item
Type: HtmlAgilityPack.HtmlAttribute


Return Value

Implements

IList(T).IndexOf(T)
See Also

- HtmlAttributeCollection Class
- HtmlAttributeCollection Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection. Insert Method

Inserts given item into collection at supplied index

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Insert(
                int index,
                HtmlAttribute item
)
```

**Visual Basic**

```vbnet
Public Sub Insert (_
                index As Integer, _
                item As HtmlAttribute _
)
```

**Visual C++**

```cpp
public:
virtual void Insert(
                int index,
                HtmlAttribute^ item
) sealed
```

### Parameters

**index**
Type: `System.Int32`


**item**
Type: `HtmlAgilityPack.HtmlAttribute`

Implements

IList(T).Insert(Int32, T)
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Prepend Method

HtmlAttributeCollection Class  See Also  Send Feedback

Inserts the specified attribute as the first node in the collection.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlAttribute Prepend( HtmlAttribute newAttribute )
```

**Visual Basic**

```vbnet
Public Function Prepend ( _
    newAttribute As HtmlAttribute _
) As HtmlAttribute
```

**Visual C++**

```cpp
public:
    HtmlAttribute^ Prepend( HtmlAttribute^ newAttribute )
```

### Parameters

- **newAttribute**
  - Type: `HtmlAgilityPack.HtmlAttribute`
  - The attribute to insert. May not be null.

### Return Value

The prepended attribute.
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Remove Method

HtmlAttributeCollection Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove()</td>
<td>Removes all attributes from the collection</td>
</tr>
<tr>
<td>Remove(String)</td>
<td>Removes an attribute from the list, using its name. If there are more than one attributes with this name, they will all be removed.</td>
</tr>
<tr>
<td>Remove(HtmlAttribute)</td>
<td>Removes a given attribute from the list.</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Remove Method

Removes all attributes from the collection

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public void Remove()</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Sub Remove</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: void Remove()</code></td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Remove Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Remove Method (String)

Removes an attribute from the list, using its name. If there are more than one attributes with this name, they will all be removed.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public void Remove(</code> + <code>string name</code>)`</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Sub Remove ( _ </code> + <code>name As String _ )</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: void Remove(</code> + <code>String^ name)</code></td>
</tr>
</tbody>
</table>

### Parameters

- **name**
  - Type: `System.String`
  - The attribute's name. May not be null.
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Remove Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Remove Method (HtmlAttribute)

Removes a given attribute from the list.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### C#

```csharp
public void Remove(
    HtmlAttribute attribute
)
```

### Visual Basic

```vbasic
Public Sub Remove (_
    attribute As HtmlAttribute _
)
```

### Visual C++

```cpp
public:
void Remove(
    HtmlAttribute^ attribute
)
```

### Parameters

- **attribute**
  - Type: `HtmlAgilityPack.HtmlAttribute`
  - The attribute to remove. May not be null.
See Also

(HtmlAttributeCollection Class
(HtmlAttributeCollection Members
(Remove Overload
(Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove all attributes in the list.

**Namespace:** [HtmlAgilityPack](/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td><code>public void RemoveAll()</code></td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td><code>Public Sub RemoveAll</code></td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td><code>public: void RemoveAll()</code></td>
<td></td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
RemoveAt Method

Removes the attribute at the specified index.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void RemoveAt(
    int index
)
```

**Visual Basic**

```vbnet
Public Sub RemoveAt (_
    index As Integer _
)
```

**Visual C++**

```cpp
public:
virtual void RemoveAt(
    int index
) sealed
```

### Parameters

`index`

Type: `System.Int32`

The index of the attribute to remove.

### Implements

`IList<T>.RemoveAt(Int32)`
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlAttributeCollection` type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Count</strong></td>
<td>Gets the number of elements actually contained in the list.</td>
</tr>
<tr>
<td><strong>IsReadOnly</strong></td>
<td>Gets readonly status of collection</td>
</tr>
<tr>
<td><strong>Item(Int32)</strong></td>
<td>Gets the attribute at the specified index.</td>
</tr>
<tr>
<td><strong>Item(String)</strong></td>
<td>Gets a given attribute from the list using its name.</td>
</tr>
</tbody>
</table>
See Also

HtmlAttributeCollection Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Count Property

Gets the number of elements actually contained in the list.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public int Count { get; }
```

Visual Basic

```vbnet
Public ReadOnly Property Count As Integer
    Get
```

Visual C++

```cpp
public:
virtual property int Count {
    int get () sealed;
}
```

Implements

```csharp
ICollection<T>.Count
```
See Also

(HtmlAttributeCollection Class
(HtmlAttributeCollection Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.IsReadOnly Property

Gets readonly status of collection

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public bool IsReadOnly { get; }</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public ReadOnly Property IsReadOnly As Boolean Get</td>
</tr>
<tr>
<td>Visual C++</td>
<td>public: virtual property bool IsReadOnly { bool get () sealed; }</td>
</tr>
</tbody>
</table>

**Implements**

ICollection(T).IsReadOnly
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Item Property

See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Item(Int32)</td>
<td>Gets the attribute at the specified index.</td>
</tr>
<tr>
<td>Item(String)</td>
<td>Gets a given attribute from the list using its name.</td>
</tr>
</tbody>
</table>
See Also

(HtmlAttributeCollection Class
HtmlAttributeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Item Property (Int32)

Gets the attribute at the specified index.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlAttribute this[int index]
    { get; set; }
```

**Visual Basic**

```vbnet
Public Default Property Item ( _
    index As Integer _
) As HtmlAttribute
    Get
        Get
    Set
```

**Visual C++**

```cpp
public:
virtual property HtmlAttribute^ default[int index] {
    HtmlAttribute^ get (int index) sealed;
    void set (int index, HtmlAttribute^ value) sealed;
}
```

### Parameters

- **index**
  Type: `System.Int32`

### Implements

- `IList<T>.Item(Int32)`


See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Item Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlAttributeCollection.Item Property (String)

Gets a given attribute from the list using its name.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
class MyClass
{
    public HtmlAttribute this[string name]
    {
        get;
        set;
    }
}
```

### Visual Basic

```vbnet
Public Class MyClass
    Public Property Item (name As String) As HtmlAttribute
        Get
        Set
    End Property
End Class
```

### Visual C++

```cpp
public:
    property HtmlAttribute^ default[String^ name] { 
        HtmlAttribute^ get (String^ name); 
        void set (String^ name, HtmlAttribute^ value); 
    }
```

## Parameters

- **name**
  Type: `System.String`
See Also

HtmlAttributeCollection Class
HtmlAttributeCollection Members
Item Overload
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlCommentNode Class

Represents an HTML comment.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class HtmlCommentNode : HtmlNode</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class HtmlCommentNode _\n    Inherits HtmlNode</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class HtmlCommentNode : public HtmlNode</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlNode
HtmlAgilityPack.HtmlCommentNode
See Also

(HtmlCommentNode Members

(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlCommentNode` type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ancestors()</strong></td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Ancestors(String)</strong></td>
<td>Get Ancestors with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AncestorsAndSelf()</strong></td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AncestorsAndSelf(String)</strong></td>
<td>Gets all ancestor nodes and the current node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AppendChild</strong></td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AppendChildren</strong></td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>ChildAttributes</strong></td>
<td>Gets all Attributes with name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a duplicate of the node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(Boolean)</strong></td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(String)</strong></td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(String, Boolean)</strong></td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CopyFrom(HtmlNode)</strong></td>
<td>Creates a duplicate of the node and the subtree under it. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode, Boolean)</td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>CreateRootNavigator</td>
<td>Creates an XPathNavigator using the root of this document. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantNodes</td>
<td>Gets all Descendant nodes for this node and each of child nodes (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantNodesAndSelf</td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Descendants()</td>
<td>Gets all Descendant nodes in enumerated list (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Descendants(String)</td>
<td>Get all descendant nodes with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantsAndSelf()</td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantsAndSelf(String)</td>
<td>Gets all descendant nodes including this node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Element</td>
<td>Gets first generation child node matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Elements</td>
<td>Gets matching first generation child nodes matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Boolean)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Int32)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, String)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>InsertAfter</strong></td>
<td>Inserts the specified node immediately after the specified reference node. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><strong>InsertBefore</strong></td>
<td>Inserts the specified node immediately before the specified reference node. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>PrependChild</strong></td>
<td>Adds the specified node to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td><strong>PrependChildren</strong></td>
<td>Adds the specified node list to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes node from parent collection</td>
</tr>
<tr>
<td><strong>RemoveAll</strong></td>
<td>Removes all the children and/or attributes of the current node.</td>
</tr>
<tr>
<td><strong>RemoveAllChildren</strong></td>
<td>Removes all the children of the current node.</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode)</strong></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode, Boolean)</strong></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><strong>ReplaceChild</strong></td>
<td>Replaces the child node oldChild with newChild node.</td>
</tr>
<tr>
<td><strong>SelectNodes</strong></td>
<td>Selects a list of nodes matching the XPath expression.</td>
</tr>
<tr>
<td><strong>SelectSingleNode</strong></td>
<td>Selects the first XmlNode that matches the XPath expression.</td>
</tr>
<tr>
<td><strong>SetAttributeValue</strong></td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><code>WriteContentTo()</code></td>
<td>Saves all the children of the node to a string. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteContentTo(TextWriter)</code></td>
<td>Saves all the children of the node to the specified TextWriter. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo()</code></td>
<td>Saves the current node to a string. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo(TextWriter)</code></td>
<td>Saves the current node to the specified TextWriter. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo(XmlWriter)</code></td>
<td>Saves the current node to the specified XmlWriter. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Gets the collection of HTML attributes for this node. May not be null.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>ChildNodes</td>
<td>Gets all the children of the node.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>Closed</td>
<td>Gets a value indicating if this node has been closed or not.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>ClosingAttributes</td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>Comment</td>
<td>Gets or Sets the comment text of the node.</td>
</tr>
<tr>
<td>FirstChild</td>
<td>Gets the first child of the node.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>HasAttributes</td>
<td>Gets a value indicating whether the current node has any attributes.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>HasChildNodes</td>
<td>Gets a value indicating whether this node has any child nodes.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>HasClosingAttributes</td>
<td>Gets a value indicating whether the current node has any attributes on the</td>
</tr>
<tr>
<td></td>
<td>closing tag.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>Id</td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have</td>
</tr>
<tr>
<td></td>
<td>been parsed using the OptionUseIdAttribute set to true.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="https://example.com">HtmlNode</a>)</td>
</tr>
<tr>
<td>InnerHtml</td>
<td>Gets or Sets the HTML between the start and end tags of the object. In the</td>
</tr>
<tr>
<td></td>
<td>case of a text node, it is equals to OuterHtml.</td>
</tr>
<tr>
<td></td>
<td>(Overrrides <a href="https://example.com">HtmlNode.InnerHtml</a>)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>InnerText</strong></td>
<td>Gets or Sets the text between the start and end tags of the object. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>FirstChild</strong></td>
<td>Gets the last child of the node. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of this node in the document. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the column number of this node in the document. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Gets or sets this node's name. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>NextSibling</strong></td>
<td>Gets the HTML node immediately following this element. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of this node. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>OriginalName</strong></td>
<td>The original unaltered name of the tag (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>OuterHtml</strong></td>
<td>Gets or Sets the object and its content in HTML. (Overrrides <em>HtmlNode.OuterHtml</em>.</td>
</tr>
<tr>
<td><strong>OwnerDocument</strong></td>
<td>Gets the <em>HtmlDocument</em> to which this node belongs. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>ParentNode</strong></td>
<td>Gets the parent of this node (for nodes that can have parents). (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>PreviousSibling</strong></td>
<td>Gets the node immediately preceding this node. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the stream position of this node in the document, relative to the start of the document. (Inherited from <em>HtmlNode</em>.)</td>
</tr>
<tr>
<td><strong>XPath</strong></td>
<td>Gets a valid XPath string that points to this node (Inherited from HtmlNode.)</td>
</tr>
</tbody>
</table>
See Also

(HtmlCommentNode Class
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlCommentNode** type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancestors()</td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>Ancestors(String)</td>
<td>Get Ancestors with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>AncestorsAndSelf()</td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>AncestorsAndSelf(String)</td>
<td>Gets all ancestor nodes and the current node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>AppendChild</td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>AppendChildren</td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>ChildAttributes</td>
<td>Gets all Attributes with name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a duplicate of the node (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>CloneNode(Boolean)</td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>CloneNode(String)</td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>CloneNode(String, Boolean)</td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode)</td>
<td>Creates a duplicate of the node and the subtree under it. (Inherited from(HtmlNode).)</td>
</tr>
<tr>
<td>Method Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>CopyFrom(HtmlNode, Boolean)</strong></td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CreateNavigator</strong></td>
<td>Creates a new XPathNavigator object for navigating this HTML node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CreateRootNavigator</strong></td>
<td>Creates an XPathNavigator using the root of this document. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantNodes</strong></td>
<td>Gets all Descendant nodes for this node and each of child nodes (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantNodesAndSelf</strong></td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Descendants()</strong></td>
<td>Gets all Descendant nodes in enumerated list (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Descendants(String)</strong></td>
<td>Get all descendant nodes with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantsAndSelf()</strong></td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantsAndSelf(String)</strong></td>
<td>Gets all descendant nodes including this node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Element</strong></td>
<td>Gets first generation child node matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Elements</strong></td>
<td>Gets matching first generation child nodes matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Boolean)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Int32)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, String)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>InsertAfter</strong></td>
<td>Inserts the specified node immediately after the specified reference node. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td><strong>InsertBefore</strong></td>
<td>Inserts the specified node immediately before the specified reference node. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>PrependChild</strong></td>
<td>Adds the specified node to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td><strong>PrependChildren</strong></td>
<td>Adds the specified node list to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes node from parent collection</td>
</tr>
<tr>
<td><strong>RemoveAll</strong></td>
<td>Removes all the children and/or attributes of the current node.</td>
</tr>
<tr>
<td><strong>RemoveAllChildren</strong></td>
<td>Removes all the children of the current node.</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode)</strong></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode, Boolean)</strong></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><strong>ReplaceChild</strong></td>
<td>Replaces the child node oldChild with newChild node.</td>
</tr>
<tr>
<td><strong>SelectNodes</strong></td>
<td>Selects a list of nodes matching the XPath expression.</td>
</tr>
<tr>
<td><strong>SelectSingleNode</strong></td>
<td>Selects the first XmlNode that matches the XPath expression.</td>
</tr>
<tr>
<td><strong>SetAttributeValue</strong></td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>WriteContentTo()</code></td>
<td>Saves all the children of the node to a string.</td>
</tr>
<tr>
<td><code>WriteContentTo(TextWriter)</code></td>
<td>Saves all the children of the node to the specified TextWriter.</td>
</tr>
<tr>
<td><code>WriteTo()</code></td>
<td>Saves the current node to a string.</td>
</tr>
<tr>
<td><code>WriteTo(TextWriter)</code></td>
<td>Saves the current node to the specified TextWriter.</td>
</tr>
<tr>
<td><code>WriteTo(XmlWriter)</code></td>
<td>Saves the current node to the specified XmlWriter.</td>
</tr>
</tbody>
</table>
See Also

(HtmlCommentNode Class)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlCommentNode` type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Gets the collection of HTML attributes for this node. May not be null. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>ChildNodes</td>
<td>Gets all the children of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Closed</td>
<td>Gets a value indicating if this node has been closed or not. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>ClosingAttributes</td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Comment</td>
<td>Gets or Sets the comment text of the node.</td>
</tr>
<tr>
<td>FirstChild</td>
<td>Gets the first child of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasAttributes</td>
<td>Gets a value indicating whether the current node has any attributes. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasChildNodes</td>
<td>Gets a value indicating whether this node has any child nodes. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasClosingAttributes</td>
<td>Gets a value indicating whether the current node has any attributes on the closing tag. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Id</td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>InnerHtml</td>
<td>Gets or Sets the HTML between the start and end tags of the object. In the case of a text node, it is equals to OuterHtml. (Overrides HtmlNode.InnerHtml.)</td>
</tr>
<tr>
<td><strong>innerText</strong></td>
<td>Gets or Sets the text between the start and end tags of the object. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>FirstChild</strong></td>
<td>Gets the last child of the node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of this node in the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the column number of this node in the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Gets or sets this node's name. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>NextSibling</strong></td>
<td>Gets the HTML node immediately following this element. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of this node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>OriginalName</strong></td>
<td>The original unaltered name of the tag (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>OuterHtml</strong></td>
<td>Gets or Sets the object and its content in HTML. (Overrides <a href="#">HtmlNode.OuterHtml</a>.)</td>
</tr>
<tr>
<td><strong>OwnerDocument</strong></td>
<td>Gets the <a href="#">HtmlDocument</a> to which this node belongs. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>ParentNode</strong></td>
<td>Gets the parent of this node (for nodes that can have parents). (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>PreviousSibling</strong></td>
<td>Gets the node immediately preceding this node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the stream position of this node in the document, relative to the start of the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td>XPath</td>
<td>Gets a valid XPath string that points to this node (Inherited from <code>HtmlNode</code>).</td>
</tr>
</tbody>
</table>
See Also

(HtmlCommentNode Class
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlCommentNode.Comment Property**

HtmlCommentNode Class  See Also  Send Feedback

Gets or Sets the comment text of the node.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public string Comment { get; set; }
```

#### Visual Basic

```vbnet
Public Property Comment As String
    Get
    Set
```

#### Visual C++

```cpp
public:
    property String^ Comment {
        String^ get ();
        void set (String^ value);
    }
```
See Also

HtmlCommentNode Class
HtmlCommentNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlCommentNode.InnerHtml Property

Gets or Sets the HTML between the start and end tags of the object. In the case of a text node, it is equals to OuterHtml.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public override <code>string</code> InnerHtml { get; set; }</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public Overrides Property InnerHtml As <code>String</code> Get Set</td>
</tr>
<tr>
<td>Visual C++</td>
<td>public: virtual property <code>String</code>^ InnerHtml { <code>String</code>^ get () override; void set (<code>String</code>^ value) override; }</td>
</tr>
</tbody>
</table>
See Also

HtmlCommentNode Class
HtmlCommentNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlCommentNode.OuterHtml Property

Gets or Sets the object and its content in HTML.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override string OuterHtml { get; }</code></td>
<td><code>Public Overrides ReadOnly Property OuterHtml As String Get</code></td>
<td><code>public: virtual property String^ OuterHtml { String^ get () override; }</code></td>
</tr>
</tbody>
</table>


See Also

(HtmlCommentNode Class)
(HtmlCommentNode Members)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlDocument Class**

*Members  See Also  Send Feedback*

Represents a complete HTML document.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class HtmlDocument : IXPathNavigable</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class HtmlDocument _ Implements IXPathNavigable</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class HtmlDocument : IXPathNavigable</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlDocument
See Also

HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlDocument** type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlDocument</td>
<td>Creates an instance of an HTML document.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>CreateAttribute(String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
<tr>
<td>CreateAttribute(String, String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
<tr>
<td>CreateComment()</td>
<td>Creates an HTML comment node.</td>
</tr>
<tr>
<td>CreateComment(String)</td>
<td>Creates an HTML comment node with the specified comment text.</td>
</tr>
<tr>
<td>CreateElement</td>
<td>Creates an HTML element node with the specified name.</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML document.</td>
</tr>
<tr>
<td>CreateTextNode()</td>
<td>Creates an HTML text node.</td>
</tr>
<tr>
<td>CreateTextNode(String)</td>
<td>Creates an HTML text node with the specified text.</td>
</tr>
<tr>
<td>DetectEncoding(Stream)</td>
<td>Detects the encoding of an HTML stream.</td>
</tr>
<tr>
<td>DetectEncoding(TextReader)</td>
<td>Detects the encoding of an HTML text provided on a TextReader.</td>
</tr>
<tr>
<td>DetectEncoding(String)</td>
<td>Detects the encoding of an HTML file.</td>
</tr>
<tr>
<td>DetectEncodingAndLoad(String)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
<tr>
<td>DetectEncodingAndLoad(String, Boolean)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
<tr>
<td>DetectEncodingHtml</td>
<td>Detects the encoding of an HTML text.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetElementById</strong></td>
<td>Gets the HTML node with the specified 'id' attribute value.</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetXmlName</strong></td>
<td>Gets a valid XML name.</td>
</tr>
<tr>
<td><strong>HtmlEncode</strong></td>
<td>Applies HTML encoding to a specified string.</td>
</tr>
<tr>
<td><strong>IsWhiteSpace</strong></td>
<td>Determines if the specified character is considered as a whitespace character.</td>
</tr>
<tr>
<td><strong>Load(Stream)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(TextReader)</strong></td>
<td>Loads the HTML document from the specified TextReader.</td>
</tr>
<tr>
<td><strong>Load(String)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Boolean)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Boolean)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Load(String, Encoding)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding, Boolean)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean, Int32)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding, Boolean, Int32)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>LoadHtml</strong></td>
<td>Loads the HTML document from the specified string.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Save(Stream)</strong></td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td><strong>Save(StreamWriter)</strong></td>
<td>Saves the HTML document to the specified StreamWriter.</td>
</tr>
<tr>
<td><strong>Save(TextWriter)</strong></td>
<td>Saves the HTML document to the specified TextWriter.</td>
</tr>
<tr>
<td><strong>Save(String)</strong></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td><strong>Save(XmlWriter)</strong></td>
<td>Saves the HTML document to the specified XmlWriter.</td>
</tr>
<tr>
<td><strong>Save(Stream, Encoding)</strong></td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td><strong>Save(String, Encoding)</strong></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OptionAddDebuggingAttributes</td>
<td>Adds Debugging attributes to node. Default is false.</td>
</tr>
<tr>
<td>OptionAutoCloseOnEnd</td>
<td>Defines if closing for non closed nodes must be done at the end or directly in the document. Setting to true can actually change how browsers render the page. Default is false.</td>
</tr>
<tr>
<td>OptionCheckSyntax</td>
<td>Defines if non closed nodes will be checked at the end of parsing. Default is true.</td>
</tr>
<tr>
<td>OptionComputeChecksum</td>
<td>Defines if a checksum must be computed for the document while parsing. Default is false.</td>
</tr>
<tr>
<td>OptionDefaultStreamEncoding</td>
<td>Defines the default stream encoding to use. Default is System.Text.Encoding.Default.</td>
</tr>
<tr>
<td>OptionExtractErrorSourceText</td>
<td>Defines if source text must be extracted while parsing errors. The document has a lot of errors, or cascading errors, parsing performance can be dramatically affected if set to true. Default is false.</td>
</tr>
<tr>
<td>OptionExtractErrorSourceTextMaxLength</td>
<td>Defines the maximum length of source text or parse errors. Default is 100.</td>
</tr>
<tr>
<td>OptionFixNestedTags</td>
<td>Defines if LI, TR, TH, TD tags must be partially fixed when nesting errors are detected. Default is false.</td>
</tr>
<tr>
<td>OptionOutputAsXml</td>
<td>Defines if output must conform to XML, instead of HTML.</td>
</tr>
<tr>
<td>OptionOutputOptimizeAttributeValue</td>
<td>Defines if attribute value output must be optimized (not bound with double quotes).</td>
</tr>
<tr>
<td>Option</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>OptionOutputOriginalCase</td>
<td>Defines if name must be output with it's original case. Useful for asp.net tags and attributes</td>
</tr>
<tr>
<td>OptionOutputUpperCase</td>
<td>Defines if name must be output in uppercase. Default is false.</td>
</tr>
<tr>
<td>OptionReadEncoding</td>
<td>Defines if declared encoding must be read from the document. Declared encoding is determined using the meta http-equiv=&quot;content-type&quot; content=&quot;text/html;charset=XXXXX&quot; html node. Default is true.</td>
</tr>
<tr>
<td>OptionStopperNodeName</td>
<td>Defines the name of a node that will throw the StopperNodeException when found as an end node. Default is null.</td>
</tr>
<tr>
<td>OptionUseIdAttribute</td>
<td>Defines if the 'id' attribute must be specifically used. Default is true.</td>
</tr>
<tr>
<td>OptionWriteEmptyNodes</td>
<td>Defines if empty nodes must be written as closed during output. Default is false.</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckSum</td>
<td>Gets the document CRC32 checksum if OptionComputeChecksum was set to true before parsing, 0 otherwise.</td>
</tr>
<tr>
<td>DeclaredEncoding</td>
<td>Gets the document's declared encoding. Declared encoding is determined using the meta http-equiv=&quot;content-type&quot; content=&quot;text/html;charset=XXXXX&quot; html node.</td>
</tr>
<tr>
<td>DocumentNode</td>
<td>Gets the root node of the document.</td>
</tr>
<tr>
<td>Encoding</td>
<td>Gets the document's output encoding.</td>
</tr>
<tr>
<td>ParseErrors</td>
<td>Gets a list of parse errors found in the document.</td>
</tr>
<tr>
<td>Remainder</td>
<td>Gets the remaining text. Will always be null if OptionStopperNodeName is null.</td>
</tr>
<tr>
<td>RemainderOffset</td>
<td>Gets the offset of Remainder in the original Html text. If OptionStopperNodeName is null, this will return the length of the original Html text.</td>
</tr>
<tr>
<td>StreamEncoding</td>
<td>Gets the document's stream encoding.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument Constructor

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Creates an instance of an HTML document.
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>public</td>
<td>HtmlDocument()</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Public</td>
<td>Sub</td>
<td>New</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>public:</td>
<td>HtmlDocument()</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

See Also

HtmlDocument Class
HtmlDocument Members
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlDocument` type exposes the following members.
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OptionAddDebuggingAttributes</strong></td>
<td>Adds Debugging attributes to node. Default is false.</td>
</tr>
<tr>
<td><strong>OptionAutoCloseOnEnd</strong></td>
<td>Defines if closing for non closed nodes must be done at the end or directly in the document. Setting to true can actually change how browsers render the page. Default is false.</td>
</tr>
<tr>
<td><strong>OptionCheckSyntax</strong></td>
<td>Defines if non closed nodes will be checked at the end of parsing. Default is true.</td>
</tr>
<tr>
<td><strong>OptionComputeChecksum</strong></td>
<td>Defines if a checksum must be computed for the document while parsing. Default is false.</td>
</tr>
<tr>
<td><strong>OptionDefaultStreamEncoding</strong></td>
<td>Defines the default stream encoding to use. Default is System.Text.Encoding.Default.</td>
</tr>
<tr>
<td><strong>OptionExtractErrorSourceText</strong></td>
<td>Defines if source text must be extracted while parsing errors. If the document has a lot of errors, or cascading errors, parsing performance can be dramatically affected if set to true. Default is false.</td>
</tr>
<tr>
<td><strong>OptionExtractErrorSourceTextMaxLength</strong></td>
<td>Defines the maximum length of source text or parse errors. Default is 100.</td>
</tr>
<tr>
<td><strong>OptionFixNestedTags</strong></td>
<td>Defines if LI, TR, TH, TD tags must be partially fixed when nesting errors are detected. Default is false.</td>
</tr>
<tr>
<td><strong>OptionOutputAsXml</strong></td>
<td>Defines if output must conform to XML, instead of HTML.</td>
</tr>
<tr>
<td><strong>OptionOutputOptimizeAttributeValue</strong></td>
<td>Defines if attribute value output must be optimized (not bound with double quotes).</td>
</tr>
<tr>
<td>Option Name</td>
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<td>OptionOutputOriginalCase</td>
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<td>OptionWriteEmptyNodes</td>
<td>Defines if empty nodes must be written as closed during output. Default is false.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionAddDebuggingAttributes Field

Adds Debugging attributes to node. Default is false.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionAddDebuggingAttributes</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionAddDebuggingAttributes As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionAddDebuggingAttributes</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionAutoCloseOnEnd Field

Defines if closing for non closed nodes must be done at the end or directly in the document. Setting this to true can actually change how browsers render the page. Default is false.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
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</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionAutoCloseOnEnd</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionAutoCloseOnEnd As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionAutoCloseOnEnd</code></td>
</tr>
</tbody>
</table>
See Also

(HtmlDocument Class
(HtmlDocument Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionCheckSyntax Field

Defines if non closed nodes will be checked at the end of parsing. Default is true.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public bool OptionCheckSyntax</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td><code>Public OptionCheckSyntax As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td><code>public: bool OptionCheckSyntax</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionComputeChecksum Field

Defines if a checksum must be computed for the document while parsing. Default is false.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```
public bool OptionComputeChecksum
```

### Visual Basic

```
Public OptionComputeChecksum As Boolean
```

### Visual C++

```
public:
bool OptionComputeChecksum
```
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionDefaultStreamEncoding Field

Defines the default stream encoding to use. Default is System.Text.Encoding.Default.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public Encoding OptionDefaultStreamEncoding</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public OptionDefaultStreamEncoding As Encoding</td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public: Encoding^ OptionDefaultStreamEncoding</td>
<td></td>
</tr>
</tbody>
</table>
See Also

(HtmlDocument Class
(HtmlDocument Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionExtractErrorSourceText Field

Defines if source text must be extracted while parsing errors. If the document has a lot of errors, or cascading errors, parsing performance can be dramatically affected if set to true. Default is false.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionExtractErrorSourceText</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionExtractErrorSourceText As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionExtractErrorSourceText</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlDocument.OptionExtractErrorSourceTextMaxLength Field

Defines the maximum length of source text or parse errors. Default is 100.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public int OptionExtractErrorSourceTextMaxLength</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public OptionExtractErrorSourceTextMaxLength As Integer</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: int OptionExtractErrorSourceTextMaxLength</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionFixNestedTags Field

Defines if LI, TR, TH, TD tags must be partially fixed when nesting errors are detected. Default is false.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public bool OptionFixNestedTags` | `Public OptionFixNestedTags As Boolean` | `public:
bool OptionFixNestedTags` |
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionOutputAsXml Field

Defines if output must conform to XML, instead of HTML.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionOutputAsXml</code></td>
<td></td>
<td><code>public: bool OptionOutputAsXml</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionOutputAsXml As Boolean</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
<td></td>
<td><code>public: bool OptionOutputAsXml</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionOutputOptimizeAttributeValues Field

Defines if attribute value output must be optimized (not bound with double quotes if it is possible). Default is false.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

**C#**

```csharp
public bool OptionOutputOptimizeAttributeValues
```

**Visual Basic**

```vbnet
Public OptionOutputOptimizeAttributeValues As Boolean
```

**Visual C++**

```cpp
public:
    bool OptionOutputOptimizeAttributeValues
```
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionOutputOriginalCase Field

Defines if name must be output with its original case. Useful for asp.net tags and attributes

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool OptionOutputOriginalCase</td>
<td>Public OptionOutputOriginalCase As Boolean</td>
<td>public: bool OptionOutputOriginalCase</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionOutputUpperCase Field

Defines if name must be output in uppercase. Default is false.

**Namespace:** HtmlAgilityPack
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionOutputUpperCase</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionOutputUpperCase As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionOutputUpperCase</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Defines if declared encoding must be read from the document. Declared encoding is determined using the meta `http-equiv="content-type" content="text/html;charset=XXXXX"` html node. Default is true.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionReadEncoding</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionReadEncoding As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionReadEncoding</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument OptionStopperNodeName Field

Defines the name of a node that will throw the StopperNodeException when found as an end node. Default is null.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public string OptionStopperNodeName</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionStopperNodeName As String</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: String^ OptionStopperNodeName</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionUseIdAttribute Field

Defines if the 'id' attribute must be specifically used. Default is true.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
# Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool OptionUseIdAttribute</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public OptionUseIdAttribute As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: bool OptionUseIdAttribute</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.OptionWriteEmptyNodes Field

Defines if empty nodes must be written as closed during output. Default is false.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td><code>public bool OptionWriteEmptyNodes</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td><code>Public OptionWriteEmptyNodes As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td><code>public: bool OptionWriteEmptyNodes</code></td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlDocument** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateAttribute(String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
<tr>
<td>CreateAttribute(String, String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
<tr>
<td>CreateComment()</td>
<td>Creates an HTML comment node.</td>
</tr>
<tr>
<td>CreateComment(String)</td>
<td>Creates an HTML comment node with the specified comment text.</td>
</tr>
<tr>
<td>CreateElement</td>
<td>Creates an HTML element node with the specified name.</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML document.</td>
</tr>
<tr>
<td>CreateTextNode()</td>
<td>Creates an HTML text node.</td>
</tr>
<tr>
<td>CreateTextNode(String)</td>
<td>Creates an HTML text node with the specified text.</td>
</tr>
<tr>
<td>DetectEncoding(Stream)</td>
<td>Detects the encoding of an HTML stream.</td>
</tr>
<tr>
<td>DetectEncoding(TextReader)</td>
<td>Detects the encoding of an HTML text provided on a TextReader.</td>
</tr>
<tr>
<td>DetectEncoding(String)</td>
<td>Detects the encoding of an HTML file.</td>
</tr>
<tr>
<td>DetectEncodingAndLoad(String)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
<tr>
<td>DetectEncodingAndLoad(String, Boolean)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
<tr>
<td>DetectEncodingHtml</td>
<td>Detects the encoding of an HTML text.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetElementById</strong></td>
<td>Gets the HTML node with the specified 'id' attribute value.</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetXmlName</strong></td>
<td>Gets a valid XML name.</td>
</tr>
<tr>
<td><strong>HtmlEncode</strong></td>
<td>Applies HTML encoding to a specified string.</td>
</tr>
<tr>
<td><strong>IsWhiteSpace</strong></td>
<td>Determines if the specified character is considered as a whitespace character.</td>
</tr>
<tr>
<td><strong>Load(Stream)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(TextReader)</strong></td>
<td>Loads the HTML document from the specified TextReader.</td>
</tr>
<tr>
<td><strong>Load(String)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Boolean)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Boolean)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>Load(String, Encoding)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding, Boolean)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean, Int32)</strong></td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding, Boolean, Int32)</strong></td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td><strong>LoadHtml</strong></td>
<td>Loads the HTML document from the specified string.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Save(Stream)</strong></td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td><strong>Save(StreamWriter)</strong></td>
<td>Saves the HTML document to the specified StreamWriter.</td>
</tr>
<tr>
<td><strong>Save(TextWriter)</strong></td>
<td>Saves the HTML document to the specified TextWriter.</td>
</tr>
<tr>
<td><strong>Save(String)</strong></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td><strong>Save(XmlWriter)</strong></td>
<td>Saves the HTML document to the specified XmlWriter.</td>
</tr>
<tr>
<td><strong>Save(Stream, Encoding)</strong></td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td><strong>Save(String, Encoding)</strong></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlDocument.CreateAttribute Method**

[HtmlDocument Class](#) [See Also](#) [Send Feedback](#)
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>createAttribute(String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
<tr>
<td>createAttribute(String, String)</td>
<td>Creates an HTML attribute with the specified name.</td>
</tr>
</tbody>
</table>
See Also

(HtmlDocument Class  
HtmlDocument Members  
HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateAttribute Method (String)

HtmlDocument Class  See Also  Send Feedback

Creates an HTML attribute with the specified name.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlAttribute CreateAttribute(
        string name
    )
```

**Visual Basic**

```vbnet
Public Function CreateAttribute ( _
        name As String _
    ) As HtmlAttribute
```

**Visual C++**

```cpp
public:
    HtmlAttribute^ CreateAttribute(
        String^ name
    )
```

### Parameters

*name*

Type: `System.String`

The name of the attribute. May not be null.

### Return Value

The new HTML attribute.
See Also

HtmlDocument Class
HtmlDocument Members
CreateAttribute Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateAttribute Method (String, String)

Creates an HTML attribute with the specified name.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Parameters

**name**  
Type: `System.String`  
The name of the attribute. May not be null.

**value**  
Type: `System.String`  
The value of the attribute.

## Return Value
The new HTML attribute.
See Also

HtmlDocument Class
HtmlDocument Members
CreateAttribute Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateComment Method

HtmlDocument Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateComment()</td>
<td>Creates an HTML comment node.</td>
</tr>
<tr>
<td>CreateComment(String)</td>
<td>Creates an HTML comment node with the specified comment text.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Creates an HTML comment node.

**Namespace:** [HtmlAgilityPack](https://github.com/damocles/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public HtmlCommentNode CreateComment()</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Function CreateComment As HtmlCommentNode</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: HtmlCommentNode^ CreateComment()</code></td>
</tr>
</tbody>
</table>

**Return Value**
The new HTML comment node.
See Also

- HtmlDocument Class
- HtmlDocument Members
- CreateComment Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateComment Method (String)

Creates an HTML comment node with the specified comment text.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public HtmlCommentNode CreateComment(
    string comment
)
```

**Visual Basic**

```vbnet
Public Function CreateComment ( _
    comment As String _
) As HtmlCommentNode
```

**Visual C++**

```cpp
public:
    HtmlCommentNode^ CreateComment(
        String^ comment
    )
```

**Parameters**

`comment`
Type: `System.String`
The comment text. May not be null.

**Return Value**

The new HTML comment node.
See Also

HtmlDocument Class
HtmlDocument Members
CreateComment Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlDocument.CreateElement Method

HtmlDocument Class See Also Send Feedback

Creates an HTML element node with the specified name.

Namespace: HtmlAgilityPack

Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public HtmlNode CreateElement(
    string name
)
```

**Visual Basic**

```vbnet
Public Function CreateElement ( _
    name As String _
) As HtmlNode
```

**Visual C++**

```cpp
public:
    HtmlNode^ CreateElement(
        String^ name
    )
```

**Parameters**

`name`

Type: `System.String`

The qualified name of the element. May not be null.

**Return Value**

The new HTML node.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Creates a new XPathNavigator object for navigating this HTML document.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/html-agility-pack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public XPathNavigator CreateNavigator()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Function CreateNavigator As XPathNavigator</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: virtual XPathNavigator^ CreateNavigator() sealed</td>
</tr>
</tbody>
</table>

### Return Value

An XPathNavigator object. The XPathNavigator is positioned on the root of the document.

### Implements

IXPathNavigable, CreateNavigator()
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlDocument.CreateTextNode Method**

[HtmlDocument Class] [See Also] [Send Feedback]
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CreateTextNode()</code></td>
<td>Creates an HTML text node.</td>
</tr>
<tr>
<td><code>CreateTextNode(String)</code></td>
<td>Creates an HTML text node with the specified text.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateTextNode Method

Creates an HTML text node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlTextNode CreateTextNode()
```

### Visual Basic

```vbnet
Public Function CreateTextNode As HtmlTextNode
```

### Visual C++

```cpp
public:
HtmlTextNode^ CreateTextNode()
```

## Return Value

The new HTML text node.
See Also

HtmlDocument Class
HtmlDocument Members
CreateTextNode Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CreateTextNode Method (String)

Creates an HTML text node with the specified text.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlTextNode CreateTextNode(
    string text
)
```

**Visual Basic**

```vbnet
Public Function CreateTextNode ( _
    text As String _
) As HtmlTextNode
```

**Visual C++**

```cpp
public:
HtmlTextNode^ CreateTextNode(
    String^ text
)
```

### Parameters

**text**

Type: `System.String`

The text of the node. May not be null.

### Return Value

The new HTML text node.
See Also

HtmlDocument Class
HtmlDocument Members
CreateTextNode Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlDocument.DetectEncoding Method

HtmlDocument Class  See Also  Send Feedback
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DetectEncoding(Stream)</td>
<td>Detects the encoding of an HTML stream.</td>
</tr>
<tr>
<td>DetectEncoding(TextReader)</td>
<td>Detects the encoding of an HTML text provided on a TextReader.</td>
</tr>
<tr>
<td>DetectEncoding(String)</td>
<td>Detects the encoding of an HTML file.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Dectects the encoding of an HTML stream.

**Namespace:** [HtmlAgilityPack](https://www.htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public Encoding DetectEncoding(
    Stream stream
)
```

**Visual Basic**

```vbnet
Public Function DetectEncoding (_
    stream As Stream _
) As Encoding
```

**Visual C++**

```cpp
public:
    Encoding* DetectEncoding(
        Stream* stream
    )
```

### Parameters

**stream**

Type: `System.IO.Stream`

The input stream. May not be null.

### Return Value

The detected encoding.
See Also

HtmlDocument Class
HtmlDocument Members
DetectEncoding Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.DetectEncoding Method (TextReader)

Detects the encoding of an HTML text provided on a TextReader.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public Encoding DetectEncoding(
    TextReader reader
)
```

**Visual Basic**

```vbnet
Public Function DetectEncoding ( _
    reader As TextReader _
) As Encoding
```

**Visual C++**

```cpp
public:
    Encoding^ DetectEncoding(
        TextReader^ reader
    )
```

**Parameters**

*reader*

Type: `System.IO.TextReader`

The TextReader used to feed the HTML. May not be null.

**Return Value**

The detected encoding.
See Also

HtmlDocument Class
HtmlDocument Members
DetectEncoding Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Detects the encoding of an HTML file.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

### C#

```csharp
public Encoding DetectEncoding(
    string path
)
```

### Visual Basic

```vbnet
Public Function DetectEncoding ( _
    path As String _
) As Encoding
```

### Visual C++

```cpp
public:
    Encoding^ DetectEncoding(
        String^ path
    )
```

**Parameters**

*path*

Type: `System.String`

Path for the file containing the HTML document to detect. May not be null.

**Return Value**

The detected encoding.
See Also

HtmlDocument Class
HtmlDocument Members
DetectEncoding Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlDocument.DetectEncodingAndLoad Method**

[HtmlDocument Class] [See Also] [Send Feedback]
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DetectEncodingAndLoad(String)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
<tr>
<td>DetectEncodingAndLoad(String, Boolean)</td>
<td>Detects the encoding of an HTML document from a file first, and then loads the file.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.DetectEncodingAndLoad Method (String)

Detects the encoding of an HTML document from a file first, and then loads the file.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public void DetectEncodingAndLoad(string path)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Sub DetectEncodingAndLoad(path As String)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: void DetectEncodingAndLoad(String^ path)</td>
</tr>
</tbody>
</table>

### Parameters

**path**
Type: System.String
The complete file path to be read.
See Also

HtmlDocument Class
HtmlDocument Members
DetectEncodingAndLoad Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.DetectEncodingAndLoad Method (String, Boolean)

Detects the encoding of an HTML document from a file first, and then loads the file.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void DetectEncodingAndLoad(
    string path,
    bool detectEncoding
)
```

#### Visual Basic

```vbnet
Public Sub DetectEncodingAndLoad (_
    path As String, _
    detectEncoding As Boolean _
)
```

#### Visual C++

```cpp
public:
void DetectEncodingAndLoad(
    String^ path,
    bool detectEncoding
)
```

### Parameters

**path**
Type: **System.String**
The complete file path to be read. May not be null.

**detectEncoding**
Type: **System.Boolean**
true to detect encoding, false otherwise.
See Also

- HtmlDocument Class
- HtmlDocument Members
- DetectEncodingAndLoad Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.DetectEncodingHtml Method

Detects the encoding of an HTML text.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public Encoding DetectEncodingHtml(
    string html
)
```

### Visual Basic

```vbnet
Public Function DetectEncodingHtml ( _
    html As String _
) As Encoding
```

### Visual C++

```cpp
public:
    Encoding^ DetectEncodingHtml(
        String^ html
    )
```

## Parameters

### html
Type: `System.String`
The input html text. May not be null.

## Return Value
The detected encoding.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.GetElementById Method

Gets the HTML node with the specified 'id' attribute value.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNode GetElementById(
    string id
)
```

### Visual Basic

```vbnet
Public Function GetElementById (_
    id As String _
) As HtmlNode
```

### Visual C++

```cpp
public:
HtmlNode^ GetElementById(
    String^ id
)
```

### Parameters

- **id**
  - Type: `System.String`
  - The attribute id to match. May not be null.

### Return Value

The HTML node with the matching id or null if not found.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.GetXmlName Method

Gets a valid XML name.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public static string GetName(string name)
```

**Visual Basic**

```vbnet
Public Shared Function GetName(name As String) As String
```

**Visual C++**

```cpp
public:
static String^ GetName(String^ name)
```

### Parameters

*name*

Type: System.String

Any text.

### Return Value

A string that is a valid XML name.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Applies HTML encoding to a specified string.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public static string HtmlEncode( string html)</code></td>
</tr>
</tbody>
</table>
| **Visual Basic** | `Public Shared Function HtmlEncode ( _
                      html As String _
                      ) As String`              |
| **Visual C++** | `public:
static String^ HtmlEncode(    
                      String^ html
                      )`                           |

**Parameters**

`html`
Type: `System.String`
The input string to encode. May not be null.

**Return Value**
The encoded string.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.IsWhiteSpace Method

Determines if the specified character is considered as a whitespace character.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| **C#**        | public static bool IsWhiteSpace(  
|               |   int c )                                                              |
| **Visual Basic** | Public Shared Function IsWhiteSpace ( _  
|                 |   c As Integer _ ) As Boolean                                         |
| **Visual C++** | public:  
|             | static bool IsWhiteSpace(  
|             |   int c )                                                              |

**Parameters**

- **c**
  - Type: `System.Int32`  
  - The character to check.

**Return Value**

- true if the specified character is considered as a whitespace character.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method

HtmlDocument Class  See Also  Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load(Stream)</td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td>Load(TextReader)</td>
<td>Loads the HTML document from the specified TextReader.</td>
</tr>
<tr>
<td>Load(String)</td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Boolean)</td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td>Load(Stream, Encoding)</td>
<td>Loads an HTML document from a stream.</td>
</tr>
<tr>
<td>Load(String, Boolean)</td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Load(String, Encoding)</td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Encoding, Boolean)</td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean, Int32)</td>
<td>Loads an HTML document from a file.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean, Int32)</td>
<td>Loads an HTML document from a file.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (Stream)

Loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
</tbody>
</table>
| public void Load(  
  Stream stream  
) | |
| **Visual Basic** | |
| Public Sub Load ( _  
  stream As Stream  _  
) | |
| **Visual C++** | |
| public:  
void Load(  
  Stream^ stream  
) | |

**Parameters**

*stream*

Type: System.IO.Stream

The input stream.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (TextReader)

Loads the HTML document from the specified TextReader.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Load(
    TextReader reader
)
```

### Visual Basic

```vbnet
Public Sub Load ( _
    reader As TextReader _
)
```

### Visual C++

```cpp
public:
void Load(
    TextReader^ reader
)
```

## Parameters

`reader`

Type: `System.IO.TextReader`

The TextReader used to feed the HTML data into the document. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (String)

Loads an HTML document from a file.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Load(
    string path
)
```

### Visual Basic

```vbnet
Public Sub Load (_
    path As String _
)
```

### Visual C++

```cpp
public:
void Load(
    String^ path
)
```

## Parameters

*path*

Type: `System.String`

The complete file path to be read. May not be null.
See Also

(HtmlDocument Class)
(HtmlDocument Members)
(Load Overload)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads an HTML document from a stream.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

### C#

```csharp
public void Load(
    Stream stream,
    bool detectEncodingFromByteOrderMarks
)
```

### Visual Basic

```vbnet
Public Sub Load ( _
    stream As Stream, _
    detectEncodingFromByteOrderMarks As Boolean _
)
```

### Visual C++

```cpp
public:
void Load(
    Stream^ stream,
    bool detectEncodingFromByteOrderMarks
)
```

Parameters

- **stream**
  Type: `System.IO.Stream`
  The input stream.

- **detectEncodingFromByteOrderMarks**
  Type: `System.Boolean`
  Indicates whether to look for byte order marks at the beginning of the stream.
See Also

-(HtmlDocument Class
-HtmlDocument Members
-Load Overload
-HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (Stream, Encoding)

Loads an HTML document from a stream.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public void Load(
  Stream stream,
  Encoding encoding
) | Public Sub Load ( _
  stream As Stream, _
  encoding As Encoding _
) | public:
  void Load(
    Stream^ stream,
    Encoding^ encoding
  ) |

### Parameters

- **stream**
  - Type: **System.IO.Stream**
  - The input stream.

- **encoding**
  - Type: **System.Text.Encoding**
  - The character encoding to use.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (String, Boolean)

Loads an HTML document from a file.

**Namespace:** [HtmlAgilityPack](https://www.htmllightning.com/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public void Load(
    string path,
    bool detectEncodingFromByteOrderMarks
)
```

**Visual Basic**

```vbnet
Public Sub Load (_
    path As String, _
    detectEncodingFromByteOrderMarks As Boolean _
)
```

**Visual C++**

```cpp
public:
void Load(
    String^ path,
    bool detectEncodingFromByteOrderMarks
)
```

**Parameters**

*path*
Type: **System.String**
The complete file path to be read. May not be null.

*detectEncodingFromByteOrderMarks*
Type: **System.Boolean**
Indicates whether to look for byte order marks at the beginning of the file.
See Also

- HtmlDocument Class
- HtmlDocument Members
- Load Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (String, Encoding)

HtmlDocument Class  See Also  Send Feedback

Loads an HTML document from a file.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Parameters

**path**
Type: `System.String`
The complete file path to be read. May not be null.

**encoding**
Type: `System.Text.Encoding`
The character encoding to use. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument. Load Method (Stream, Encoding, Boolean)

Loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void Load(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)
```

#### Visual Basic

```vb
Public Sub Load(
    stream As Stream,
    encoding As Encoding,
    detectEncodingFromByteOrderMarks As Boolean
)
```

#### Visual C++

```cpp
public:
void Load(
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
)
```

### Parameters

- **stream**
  - Type: `System.IO.Stream`
  - The input stream.

- **encoding**
  - Type: `System.Text.Encoding`
  - The character encoding to use.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the stream.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (String, Encoding, Boolean)

Loads an HTML document from a file.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public void Load(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)
```

**Visual Basic**

```vbnet
Public Sub Load (_
    path As String, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean
)
```

**Visual C++**

```c++
public:
void Load(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
);
```

 Parameters

- **path**
  Type: **System.String**
  The complete file path to be read. May not be null.

- **encoding**
  Type: **System.Text.Encoding**
  The character encoding to use. May not be null.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (Stream, Encoding, Boolean, Int32)

HtmlDocument Class  See Also  Send Feedback

Loads an HTML document from a stream.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public void Load(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

Visual Basic

```vbnet
Public Sub Load (_
    stream As Stream, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean, _
    buffersize As Integer _
)
```

Visual C++

```cpp
public:
void Load(
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

Parameters

**stream**
Type: System.IO.Stream
The input stream.
encoding
Type: System.Text.Encoding
The character encoding to use.

detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the stream.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

HtmlDocument Class
HtmlDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Load Method (String, Encoding, Boolean, Int32)

Loads an HTML document from a file.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Load(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    intbuffersize
)
```

**Visual Basic**

```vbnet
Public Sub Load(_
    path As String,_
    encoding As Encoding,_
    detectEncodingFromByteOrderMarks As Boolean,_
    buffersetze As Integer_)
```

**Visual C++**

```c++
public:
void Load(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersetze
)
```

### Parameters

- **path**
  - Type: `System.String`
  - The complete file path to be read. May not be null.
encoding
Type: System.Text.Encoding
The character encoding to use. May not be null.

detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

(HtmlDocument Class
(HtmlDocument Members
(Load Overload
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.LoadHtml Method

HtmlDocument Class  See Also  Send Feedback

Loads the HTML document from the specified string.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void LoadHtml(
    string html
)
```

### Visual Basic

```vbnet
Public Sub LoadHtml ( _
    html As String _
)
```

### Visual C++

```cpp
public:
void LoadHtml(
    String^ html
)
```

## Parameters

- **html**
  - Type: **System.String**
  - String containing the HTML document to load. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlDocument.Save Method

HtmlDocument Class See Also Send Feedback
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Save(Stream)</td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td>Save(StreamWriter)</td>
<td>Saves the HTML document to the specified StreamWriter.</td>
</tr>
<tr>
<td>Save(TextWriter)</td>
<td>Saves the HTML document to the specified TextWriter.</td>
</tr>
<tr>
<td>Save(String)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td>Save(XmlWriter)</td>
<td>Saves the HTML document to the specified XmlWriter.</td>
</tr>
<tr>
<td>Save(Stream, Encoding)</td>
<td>Saves the HTML document to the specified stream.</td>
</tr>
<tr>
<td>Save(String, Encoding)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the HTML document to the specified stream.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public void Save(
    Stream outStream
)
```

**Visual Basic**

```vbnet
Public Sub Save ( _
    outStream As Stream _
)
```

**Visual C++**

```cpp
public:
void Save(
    Stream^ outStream
)
```

**Parameters**

*outStream*

Type: `System.IO.Stream`

The stream to which you want to save.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Save Method (StreamWriter)

Saves the HTML document to the specified StreamWriter.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public void Save(
    StreamWriter writer
)
```

**Visual Basic**

```vbnet
Public Sub Save (
    writer As StreamWriter
)
```

**Visual C++**

```cpp
public:
void Save(
    StreamWriter^ writer
)
```

**Parameters**

*writer*

Type: `System.IO.StreamWriter`

The StreamWriter to which you want to save.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Save Method (TextWriter)

Saves the HTML document to the specified TextWriter.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public void Save(TextWriter writer)</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Sub Save (writer As TextWriter)</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: void Save(TextWriter^ writer)</code></td>
</tr>
</tbody>
</table>

### Parameters

**writer**
Type: `System.IO.TextWriter`
The TextWriter to which you want to save. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public void Save(
    string filename
)
```

**Visual Basic**

```vbnet
Public Sub Save ( _
    filename As String _
)
```

**Visual C++**

```cpp
public:
void Save(
    String^ filename
)
```

**Parameters**

`filename`

Type: `System.String`

The location of the file where you want to save the document.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the HTML document to the specified XmlWriter.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>public void Save( XmlWriter writer )</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Sub Save ( _ writer As XmlWriter _ )</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>public: void Save( XmlWriter^ writer )</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

**writer**
Type: [System.Xml.XmlWriter](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xmlwriter?view=netcore-3.1)
The XmlWriter to which you want to save.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Save Method (Stream, Encoding)

Saves the HTML document to the specified stream.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Save(
    Stream outStream,
    Encoding encoding
)
```

**Visual Basic**

```vbnet
Public Sub Save ( _
    outStream As Stream, _
    encoding As Encoding _
)
```

**Visual C++**

```cpp
public:
void Save(
    Stream^ outStream,
    Encoding^ encoding
)
```

### Parameters

**outStream**
Type: `System.IO.Stream`
The stream to which you want to save. May not be null.

**encoding**
Type: `System.Text.Encoding`
The character encoding to use. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlDocument.Save Method (String, Encoding)

See Also: Send Feedback

Saves the mixed document to the specified file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public void Save(
   string filename,
   Encoding encoding
)`                      | `Public Sub Save (_
    filename As String, _
    encoding As Encoding _
)`                           | `public:
void Save(
   String^ filename,
   Encoding^ encoding
)` |

### Parameters

- **filename**
  Type: [System.String](#)
  The location of the file where you want to save the document. May not be null.

- **encoding**
  Type: [System.Text.Encoding](#)
  The character encoding to use. May not be null.
See Also

HtmlDocument Class
HtmlDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlDocument** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckSum</td>
<td>Gets the document CRC32 checksum if OptionComputeChecksum was set to true before parsing, 0 otherwise.</td>
</tr>
<tr>
<td>DeclaredEncoding</td>
<td>Gets the document's declared encoding. Declared encoding is determined using the meta http-equiv=&quot;content-type&quot; content=&quot;text/html;charset=XXXXX&quot; html node.</td>
</tr>
<tr>
<td>DocumentNode</td>
<td>Gets the root node of the document.</td>
</tr>
<tr>
<td>Encoding</td>
<td>Gets the document's output encoding.</td>
</tr>
<tr>
<td>ParseErrors</td>
<td>Gets a list of parse errors found in the document.</td>
</tr>
<tr>
<td>Remainder</td>
<td>Gets the remaining text. Will always be null if OptionStopperNodeName is null.</td>
</tr>
<tr>
<td>RemainderOffset</td>
<td>Gets the offset of Remainder in the original Html text. If OptionStopperNodeName is null, this will return the length of the original Html text.</td>
</tr>
<tr>
<td>StreamEncoding</td>
<td>Gets the document's stream encoding.</td>
</tr>
</tbody>
</table>
See Also

(HtmlDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.CheckSum Property

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets the document CRC32 checksum if OptionComputeChecksum was set to true before parsing, 0 otherwise.
### Syntax

**C#**

```csharp
public int CheckSum { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property CheckSum As Integer
    Get
```

**Visual C++**

```cpp
public:
    property int CheckSum {
        int get ();
    }
```
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.DeclaredEncoding Property

Gets the document's declared encoding. Declared encoding is determined using the meta http-equiv="content-type" content="text/html;charset=XXXXX" html node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public Encoding DeclaredEncoding { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property DeclaredEncoding As Encoding
    Get
```

**Visual C++**

```cpp
public:
    property Encoding^ DeclaredEncoding { [Encoding^ get ()];
}
```
See Also

- HtmlDocument Class
- HtmlDocument Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library


Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets the root node of the document.
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public <strong>HtmlNode</strong> DocumentNode { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public ReadOnly Property DocumentNode As <strong>HtmlNode</strong> Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property <strong>HtmlNode</strong> DocumentNode { <strong>HtmlNode</strong> get (); }</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Encoding Property

Gets the document's output encoding.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**    | ```
public Encoding Encoding { get; }
``` |
| **Visual Basic** | ```
Public ReadOnly Property Encoding As Encoding
Get
``` |
| **Visual C++** | ```
public:
property Encoding Encoding { 
    Encoding^ get ();
}
``` |
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.ParseErrors Property

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets a list of parse errors found in the document.
## Syntax

### C#

```csharp
public IEnumerable<HtmlParseError> ParseErrors { get; }
```

### Visual Basic

```vbnet
Public ReadOnly Property ParseErrors As IEnumerable(Of HtmlParseError)
Get
```

### Visual C++

```cpp
public:
property IEnumerable<HtmlParseError>^ ParseErrors { 
IEnumerable<HtmlParseError>^ get();
}
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.Remainder Property

Gets the remaining text. Will always be null if OptionStopperNodeName is null.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public string Remainder { get; }
```

Visual Basic

```vbnet
Public ReadOnly Property Remainder As String
    Get
```

Visual C++

```cpp
public:
property String^ Remainder {
    String^ get ();
}
```
See Also

**HtmlDocument Class**

**HtmlDocument Members**

**HtmlAgilityPack Namespace**

---

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlDocument.RemainderOffset Property

HtmlDocument Class  See Also  Send Feedback

Gets the offset of Remainder in the original Html text. If OptionStopperNodeName is null, this will return the length of the original Html text.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public int RemainderOffset { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public ReadOnly Property RemainderOffset As Integer Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property int RemainderOffset { int get (); }</td>
</tr>
</tbody>
</table>
See Also

HtmlDocument Class
HtmlDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlDocument.StreamEncoding Property

Gets the document's stream encoding.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public Encoding StreamEncoding { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public ReadOnly Property StreamEncoding As Encoding Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public: property Encoding^ StreamEncoding { Encoding^ get (); }</td>
</tr>
</tbody>
</table>
See Also

- HtmlDocument Class
- HtmlDocument Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Flags that describe the behavior of an Element node.

**Namespace:** [HtmlAgilityPack](https://github.com/dotNetOpenSource/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#          | `[FlagsAttribute]`  
              public enum HtmlElementFlag                                           |
| Visual Basic| `<FlagsAttribute> _  
              Public Enumeration HtmlElementFlag                                   |
| Visual C++  | `[FlagsAttribute]`  
              public enum class HtmlElementFlag                                    |
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CDATA</td>
<td>1</td>
<td>The node is a CDATA node.</td>
</tr>
<tr>
<td>Empty</td>
<td>2</td>
<td>The node is empty. META or IMG are example of such nodes.</td>
</tr>
<tr>
<td>Closed</td>
<td>4</td>
<td>The node will automatically be closed during parsing.</td>
</tr>
<tr>
<td>CanOverlap</td>
<td>8</td>
<td>The node can overlap.</td>
</tr>
</tbody>
</table>
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A utility class to replace special characters by entities and vice-versa. Follows HTML 4.0 specification found at http://www.w3.org/TR/html4/sgml/entities.html

**Namespace:** Html Agility Pack

**Assembly:** Html Agility Pack (in Html Agility Pack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public class HtmlEntity</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public Class HtmlEntity</td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public ref class HtmlEntity</td>
<td></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlEntity
See Also

HtmlEntity Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlEntity` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeEntitize</td>
<td>Replace known entities by characters.</td>
</tr>
<tr>
<td>Entitize(String)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(HtmlNode)</td>
<td>Clone and entitize an HtmlNode. This will affect attribute values and nodes' text. It will also entitize all child nodes.</td>
</tr>
<tr>
<td>Entitize(String, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(String, Boolean, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityName</td>
<td>A collection of entities indexed by name.</td>
</tr>
<tr>
<td>EntityValue</td>
<td>A collection of entities indexed by value.</td>
</tr>
</tbody>
</table>
See Also

(HtmlEntity Class)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlEntity** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeEntitize</td>
<td>Replace known entities by characters.</td>
</tr>
<tr>
<td>Entitize(String)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(HtmlNode)</td>
<td>Clone and entitize an HtmlNode. This will affect attribute values and nodes' text. It will also entitize all child nodes.</td>
</tr>
<tr>
<td>Entitize(String, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(String, Boolean, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>)</td>
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<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>)</td>
</tr>
</tbody>
</table>
See Also

HtmlEntity Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Replace known entities by characters.

**Namespace:** [HtmlAgilityPack](http://HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public static string DeEntitize(
    string text
)
```

Visual Basic

```vbnet
Public Shared Function DeEntitize (_
    text As String _
) As String
```

Visual C++

```cpp
public:
static String^ DeEntitize(
    String^ text
)
```

Parameters

text
Type: System.String
The source text.

Return Value
The result text.
See Also

HtmlEntity Class
HtmlEntity Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

`HtmlEntity.Entitize Method`

`HtmlEntity Class See Also Send Feedback`
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Entitize(String)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(HtmlNode)</td>
<td>Clone and entitize an HtmlNode. This will affect attribute values and nodes' text. It will also entitize all child nodes.</td>
</tr>
<tr>
<td>Entitize(String, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
<tr>
<td>Entitize(String, Boolean, Boolean)</td>
<td>Replace characters above 127 by entities.</td>
</tr>
</tbody>
</table>
Replace characters above 127 by entities.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public static string Entitize(string text)
```

**Visual Basic**

```vbnet
Public Shared Function Entitize(_
    text As String)_
    As String
```

**Visual C++**

```cpp
public:
static String^ Entitize(
    String^ text
)
```

### Parameters

*text*

Type: `System.String`

The source text.

### Return Value

The result text.
See Also

HtmlEntity Class
HtmlEntity Members
Entitize Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Clone and entitize an HtmlNode. This will affect attribute values and nodes' text. It will also entitize all child nodes.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public static HtmlNode Entitize(HtmlNode node)</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Shared Function Entitize (_node As HtmlNode _) As HtmlNode</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: static HtmlNode^ Entitize(HtmlNode^ node)</code></td>
</tr>
</tbody>
</table>

**Parameters**

- **node**
  - Type: `HtmlAgilityPack.HtmlNode`
  - The node to entitize.

**Return Value**

An entitized cloned node.
See Also

(HtmlEntity Class
(HtmlEntity Members
(Entitize Overload
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

(HtmlEntity.Entitize Method (String, Boolean)

(HtmlEntity Class See Also Send Feedback

Replace characters above 127 by entities.

**Namespace**: HtmlAgilityPack

**Assembly**: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public static string Entitize(
    string text,
    bool useNames
)
```

**Visual Basic**

```vbnet
Public Shared Function Entitize ( _
    text As String, _
    useNames As Boolean _
) As String
```

**Visual C++**

```cpp
public:
static String^ Entitize(
    String^ text,
    bool useNames
)
```

### Parameters

**text**
Type: `System.String`
The source text.

**useNames**
Type: `System.Boolean`
If set to false, the function will not use known entities name. Default is true.

### Return Value
The result text.
See Also

HtmlEntity Class
HtmlEntity Members
Entitize Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlEntity.Entitize Method (String, Boolean, Boolean)**

[HtmlEntity Class](#) [See Also](#) [Send Feedback](#)

Replace characters above 127 by entities.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public static string Entitize(` | `Public Shared Function Entitize ( _
| `    string text,` | `    text As String, _` | `public:
| `    bool useNames,` | `    useNames As Boolean, _` | `static String^ Entitize(` |
| `    bool entitizeQuotAmpAndLtGt` | `    entitizeQuotAmpAndLtGt As Boolean _` | `    String^ text,` |
|                  | ) As String                | `    bool useNames,` |
|                  |                            | `    bool entitizeQuotAmpAndLtGt` |

**Parameters**

*text*
Type: `System.String`
The source text.

*useNames*
Type: `System.Boolean`
If set to false, the function will not use known entities name. Default is true.
entitizeQuotAmpAndLtGt
Type: System.Boolean
If set to true, the [quote], [ampersand], [lower than] and [greater than] characters will be entitized.

Return Value
The result text
See Also

HtmlEntity Class
HtmlEntity Members
Entitize Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlEntity` type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EntityName</td>
<td>A collection of entities indexed by name.</td>
</tr>
<tr>
<td>EntityValue</td>
<td>A collection of entities indexed by value.</td>
</tr>
</tbody>
</table>
See Also

(HtmlEntity Class
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A collection of entities indexed by name.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#       | ```
public static Dictionary<int, string> EntityName { get; }
``` |
| Visual Basic | ```
Public Shared ReadOnly Property EntityName As Dictionary
Get
``` |
| Visual C++    | ```
public:
static property Dictionary<int, String>^ EntityName
Dictionary<int, String>^ get ();
``` |
See Also

- HtmlEntity Class
- HtmlEntity Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A collection of entities indexed by value.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public static Dictionary<string, int> EntityValue { get; } | Public Shared ReadOnly Property EntityValue As Dictionary<string, int> ^ get | public:
| Uses Dictionary<String^, int> ^ EntityValue as Dictionary<String^, int> ^ get | | }
See Also

HtmlEntity Class
HtmlEntity Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode Class

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Represents an HTML node.
# Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class HtmlNode : IXPathNavigable</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class HtmlNode _ Implements IXPathNavigable</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class HtmlNode : IXPathNavigable</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlNode
  HtmlAgilityPack.HtmlCommentNode
  HtmlAgilityPack.HtmlTextNode
See Also

HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlNode** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlNode</td>
<td>Initializes HtmlNode, providing type, owner and where it exists in a collection</td>
</tr>
</tbody>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancestors()</td>
<td>Returns a collection of all ancestor nodes of this element.</td>
</tr>
<tr>
<td>Ancestors(String)</td>
<td>Get Ancestors with matching name</td>
</tr>
<tr>
<td>AncestorsAndSelf()</td>
<td>Returns a collection of all ancestor nodes of this element.</td>
</tr>
<tr>
<td>AncestorsAndSelf(String)</td>
<td>Gets all ancestor nodes and the current node</td>
</tr>
<tr>
<td>AppendChild</td>
<td>Adds the specified node to the end of the list of children of this node.</td>
</tr>
<tr>
<td>AppendChildren</td>
<td>Adds the specified node to the end of the list of children of this node.</td>
</tr>
<tr>
<td>CanOverlapElement</td>
<td>Determines if an element node can be kept overlapped.</td>
</tr>
<tr>
<td>ChildAttributes</td>
<td>Gets all Attributes with name</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a duplicate of the node</td>
</tr>
<tr>
<td>CloneNode(Boolean)</td>
<td>Creates a duplicate of the node.</td>
</tr>
<tr>
<td>CloneNode(String)</td>
<td>Creates a duplicate of the node and changes its name at the same time.</td>
</tr>
<tr>
<td>CloneNode(String, Boolean)</td>
<td>Creates a duplicate of the node and changes its name at the same time.</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode)</td>
<td>Creates a duplicate of the node and the subtree under it.</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode, Boolean)</td>
<td>Creates a duplicate of the node.</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML node.</td>
</tr>
<tr>
<td>CreateNode</td>
<td>Creates an HTML node from a string representing literal HTML.</td>
</tr>
<tr>
<td>CreateRootNavigator</td>
<td>Creates an XPathNavigator using the root of this document.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
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<td>--------</td>
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</tr>
<tr>
<td><strong>DescendantNodes</strong></td>
<td>Gets all Descendant nodes for this node and each of child nodes</td>
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<tr>
<td><strong>DescendantNodesAndSelf</strong></td>
<td>Returns a collection of all descendant nodes of this element, in document order</td>
</tr>
<tr>
<td><strong>Descendants()</strong></td>
<td>Gets all Descendant nodes in enumerated list</td>
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<td><strong>Descendants(String)</strong></td>
<td>Get all descendant nodes with matching name</td>
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<td>Returns a collection of all descendant nodes of this element, in document order</td>
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<td><strong>DescendantsAndSelf(String)</strong></td>
<td>Gets all descendant nodes including this node</td>
</tr>
<tr>
<td><strong>Element</strong></td>
<td>Gets first generation child node matching name</td>
</tr>
<tr>
<td><strong>Elements</strong></td>
<td>Gets matching first generation child nodes matching name</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <strong>Object</strong> is equal to the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <strong>Object</strong> to attempt to free resources and perform other cleanup operations before the <strong>Object</strong> is reclaimed by garbage collection. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Boolean)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Int32)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, String)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute...</td>
</tr>
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</table>
is not found, the default value will be returned.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
<th>Inheritance</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.</td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <strong>Type</strong> of the current instance.</td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>InsertAfter</td>
<td>Inserts the specified node immediately after the specified reference node.</td>
<td></td>
</tr>
<tr>
<td>InsertBefore</td>
<td>Inserts the specified node immediately before the specified reference node.</td>
<td></td>
</tr>
<tr>
<td>IsCDATAElement</td>
<td>Determines if an element node is a CDATA element node.</td>
<td></td>
</tr>
<tr>
<td>IsClosedElement</td>
<td>Determines if an element node is closed.</td>
<td></td>
</tr>
<tr>
<td>IsEmptyElement</td>
<td>Determines if an element node is defined as empty.</td>
<td></td>
</tr>
<tr>
<td>IsOverlappedClosingElement</td>
<td>Determines if a text corresponds to the closing tag of an node that can be kept overlapped.</td>
<td></td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>.</td>
<td>(Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>PrependChild</td>
<td>Adds the specified node to the beginning of the list of children of this node.</td>
<td></td>
</tr>
<tr>
<td>PrependChildren</td>
<td>Adds the specified node list to the beginning of the list of children of this node.</td>
<td></td>
</tr>
<tr>
<td>Remove</td>
<td>Removes node from parent collection</td>
<td></td>
</tr>
<tr>
<td>RemoveAll</td>
<td>Removes all the children and/or attributes of the current node.</td>
<td></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td><strong>RemoveAllChildren</strong></td>
<td>Removes all the children of the current node.</td>
<td></td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode)</strong></td>
<td>Removes the specified child node.</td>
<td></td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode, Boolean)</strong></td>
<td>Removes the specified child node.</td>
<td></td>
</tr>
<tr>
<td><strong>ReplaceChild</strong></td>
<td>Replaces the child node oldChild with newChild node.</td>
<td></td>
</tr>
<tr>
<td><strong>SelectNodes</strong></td>
<td>Selects a list of nodes matching the XPath expression.</td>
<td></td>
</tr>
<tr>
<td><strong>SelectSingleNode</strong></td>
<td>Selects the first XmlNode that matches the XPath expression.</td>
<td></td>
</tr>
<tr>
<td><strong>SetAttributeValue</strong></td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.</td>
<td></td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
<td></td>
</tr>
<tr>
<td><strong>WriteContentTo()</strong></td>
<td>Saves all the children of the node to a string.</td>
<td></td>
</tr>
<tr>
<td><strong>WriteContentTo(TextWriter)</strong></td>
<td>Saves all the children of the node to the specified TextWriter.</td>
<td></td>
</tr>
<tr>
<td><strong>WriteTo()</strong></td>
<td>Saves the current node to a string.</td>
<td></td>
</tr>
<tr>
<td><strong>WriteTo(TextWriter)</strong></td>
<td>Saves the current node to the specified TextWriter.</td>
<td></td>
</tr>
<tr>
<td><strong>WriteTo(XmlWriter)</strong></td>
<td>Saves the current node to the specified XmlWriter.</td>
<td></td>
</tr>
</tbody>
</table>
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ElementsFlags</td>
<td>Gets a collection of flags that define specific behaviors for specific element nodes. The table contains a DictionaryEntry list with the lowercase tag name as the Key, and a combination of HtmlElementFlags as the Value.</td>
</tr>
<tr>
<td>HtmlNodeTypeNameComment</td>
<td>Gets the name of a comment node. It is actually defined as '#comment'.</td>
</tr>
<tr>
<td>HtmlNodeTypeNameDocument</td>
<td>Gets the name of the document node. It is actually defined as '#document'.</td>
</tr>
<tr>
<td>HtmlNodeTypeNameText</td>
<td>Gets the name of a text node. It is actually defined as '#text'.</td>
</tr>
</tbody>
</table>
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Gets the collection of HTML attributes for this node. May not be null.</td>
</tr>
<tr>
<td>ChildNodes</td>
<td>Gets all the children of the node.</td>
</tr>
<tr>
<td>Closed</td>
<td>Gets a value indicating if this node has been closed or not.</td>
</tr>
<tr>
<td>ClosingAttributes</td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null.</td>
</tr>
<tr>
<td>FirstChild</td>
<td>Gets the first child of the node.</td>
</tr>
<tr>
<td>HasAttributes</td>
<td>Gets a value indicating whether the current node has any attributes.</td>
</tr>
<tr>
<td>HasChildNodes</td>
<td>Gets a value indicating whether this node has any child nodes.</td>
</tr>
<tr>
<td>HasClosingAttributes</td>
<td>Gets a value indicating whether the current node has any attributes on the closing tag.</td>
</tr>
<tr>
<td>Id</td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true.</td>
</tr>
<tr>
<td>InnerHtml</td>
<td>Gets or Sets the HTML between the start and end tags of the object.</td>
</tr>
<tr>
<td>InnerText</td>
<td>Gets or Sets the text between the start and end tags of the object.</td>
</tr>
<tr>
<td>LastChild</td>
<td>Gets the last child of the node.</td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of this node in the document.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this node in the document.</td>
</tr>
<tr>
<td>Name</td>
<td>Gets or sets this node's name.</td>
</tr>
<tr>
<td>NextSibling</td>
<td>Gets the HTML node immediately following this element.</td>
</tr>
<tr>
<td><strong>NodeTypeName</strong></td>
<td><strong>Description</strong></td>
</tr>
<tr>
<td>------------------</td>
<td>----------------</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of this node.</td>
</tr>
<tr>
<td><strong>OriginalName</strong></td>
<td>The original unaltered name of the tag.</td>
</tr>
<tr>
<td><strong>OuterHtml</strong></td>
<td>Gets or Sets the object and its content in HTML.</td>
</tr>
<tr>
<td><strong>OwnerDocument</strong></td>
<td>Gets the <strong>HtmlDocument</strong> to which this node belongs.</td>
</tr>
<tr>
<td><strong>ParentNode</strong></td>
<td>Gets the parent of this node (for nodes that can have parents).</td>
</tr>
<tr>
<td><strong>PreviousSibling</strong></td>
<td>Gets the node immediately preceding this node.</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the stream position of this node in the document, relative to the start of the document.</td>
</tr>
<tr>
<td><strong>XPath</strong></td>
<td>Gets a valid XPath string that points to this node.</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode Constructor

Initializes HtmlNode, providing type, owner and where it exists in a collection

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public HtmlNode(
    HtmlNodeType type,
    HtmlDocument ownerdocument,
    int index
)
```

Visual Basic

```vbnet
Public Sub New ( _
    type As HtmlNodeType, _
    ownerdocument As HtmlDocument, _
    index As Integer _
)
```

Visual C++

```cpp
public:
HtmlNode(
    HtmlNodeType type,
    HtmlDocument^ ownerdocument,
    int index
)
```

Parameters

`type`
Type: `HtmlAgilityPack.HtmlNodeType`

`ownerdocument`
Type: `HtmlAgilityPack.HtmlDocument`

index
Type: System.Int32

See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlNode` type exposes the following members.
### Fields

<table>
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</tr>
</thead>
<tbody>
<tr>
<td>ElementsFlags</td>
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<tr>
<td>HtmlNodeTypeComment</td>
<td>Gets the name of a comment node. It is actually defined as '#comment'.</td>
</tr>
<tr>
<td>HtmlNodeTypeDocument</td>
<td>Gets the name of the document node. It is actually defined as '#document'.</td>
</tr>
<tr>
<td>HtmlNodeTypeText</td>
<td>Gets the name of a text node. It is actually defined as '#text'.</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.ElementsFlags Field

Gets a collection of flags that define specific behaviors for specific element nodes. The table contains a DictionaryEntry list with the lowercase tag name as the Key, and a combination of HtmlElementFlags as the Value.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public static Dictionary&lt;string, HtmlElementFlag&gt; ElementsFlags</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Public Shared ElementsFlags As Dictionary(Of String,</code></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public:
static Dictionary<String^, HtmlElementFlag>^ ElementsFlags` |
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the name of a comment node. It is actually defined as '#comment'.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public static readonly string HtmlNodeTypeComment</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Shared ReadOnly HtmlNodeTypeComment As String</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: static initonly String* HtmlNodeTypeComment</td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
Gets the name of the document node. It is actually defined as '#document'.

**Namespace:** [HtmlAgilityPack](http://www.albertopinto.it/htmlagilitypack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

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<tbody>
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<td><strong>C#</strong></td>
<td>public static readonly string HtmlNodeType_NameDocument</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Shared ReadOnly HtmlNodeType_NameDocument As String</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: static initonly String^ HtmlNodeType_NameDocument</td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.HtmlNodeTypeNameText Field

Gets the name of a text node. It is actually defined as '#text'.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>
| ```csharp
public static readonly string HtmlNodeType NamenText
``` |
| **Visual Basic** |
| ```vbnet
Public Shared ReadOnly HtmlNodeType NamenText As String
``` |
| **Visual C++** |
| ```cpp
public:
static initonly String^ HtmlNodeType NamenText
``` |
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlNode** type exposes the following members.
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<td>AncestorsAndSelf()</td>
<td>Returns a collection of all ancestor nodes of this element.</td>
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<td>AncestorsAndSelf(String)</td>
<td>Gets all ancestor nodes and the current node</td>
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<tr>
<td>AppendChild</td>
<td>Adds the specified node to the end of the list of children of this node.</td>
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<td>AppendChildren</td>
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<tr>
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<td>CopyFrom(HtmlNode)</td>
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<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML node.</td>
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<td>CreateNode</td>
<td>Creates an HTML node from a string representing literal HTML.</td>
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<td>Method</td>
<td>Description</td>
</tr>
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<td>-----------------------------------------------------------------------------</td>
</tr>
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<td><strong>DescendantNodes</strong></td>
<td>Gets all Descendant nodes for this node and each of child nodes</td>
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<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
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<tr>
<td><strong>GetAttributeValue(String, String)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
</tbody>
</table>
is not found, the default value will be returned.

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>InsertAfter</td>
<td>Inserts the specified node immediately after the specified reference node.</td>
</tr>
<tr>
<td>InsertBefore</td>
<td>Inserts the specified node immediately before the specified reference node.</td>
</tr>
<tr>
<td>IsCDataElement</td>
<td>Determines if an element node is a CDATA element node.</td>
</tr>
<tr>
<td>IsClosedElement</td>
<td>Determines if an element node is closed.</td>
</tr>
<tr>
<td>IsEmptyElement</td>
<td>Determines if an element node is defined as empty.</td>
</tr>
<tr>
<td>IsOverlappedClosingElement</td>
<td>Determines if a text corresponds to the closing tag of an node that can be kept overlapped.</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td>PrependChild</td>
<td>Adds the specified node to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td>PrependChildren</td>
<td>Adds the specified node list to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes node from parent collection</td>
</tr>
<tr>
<td>RemoveAll</td>
<td>Removes all the children and/or attributes of the current node.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>RemoveAllChildren</code></td>
<td>Removes all the children of the current node.</td>
</tr>
<tr>
<td><code>RemoveChild(HtmlNode)</code></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><code>RemoveChild(HtmlNode, Boolean)</code></td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td><code>ReplaceChild</code></td>
<td>Replaces the child node oldChild with newChild node.</td>
</tr>
<tr>
<td><code>SelectNodes</code></td>
<td>Selects a list of nodes matching the XPath expression.</td>
</tr>
<tr>
<td><code>SelectSingleNode</code></td>
<td>Selects the first XmlNode that matches the XPath expression.</td>
</tr>
<tr>
<td><code>setAttributeValue</code></td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.</td>
</tr>
<tr>
<td><code>ToString</code></td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>WriteContentTo()</code></td>
<td>Saves all the children of the node to a string.</td>
</tr>
<tr>
<td><code>WriteContentTo(TextWriter)</code></td>
<td>Saves all the children of the node to the specified TextWriter.</td>
</tr>
<tr>
<td><code>WriteTo()</code></td>
<td>Saves the current node to a string.</td>
</tr>
<tr>
<td><code>WriteTo(TextWriter)</code></td>
<td>Saves the current node to the specified TextWriter.</td>
</tr>
<tr>
<td><code>WriteTo(XmlWriter)</code></td>
<td>Saves the current node to the specified XmlWriter.</td>
</tr>
</tbody>
</table>
See Also

(HtmlNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.Ancestors Method**

[HtmlNode Class](#) [See Also](#) [Send Feedback](#)
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancestors()</td>
<td>Returns a collection of all ancestor nodes of this element.</td>
</tr>
<tr>
<td>Ancestors(String)</td>
<td>Get Ancestors with matching name</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Returns a collection of all ancestor nodes of this element.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable<HtmlNode> Ancestors()
```

**Visual Basic**

```vbnet
Public Function Ancestors As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
IEnumerable<HtmlNode>^ Ancestors()
```

### Return Value
See Also

- HtmlNode Class
- HtmlNode Members
- Ancestors Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get Ancestors with matching name

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable<HtmlNode> Ancestors(
    string name
)
```

**Visual Basic**

```vbnet
Public Function Ancestors (_
    name As String _
) As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
    IEnumerable<HtmlNode>^ Ancestors(
        String^ name
    )
```

### Parameters

*name*

*Type:* `System.String`  


### Return Value
See Also

- HtmlNode Class
- HtmlNode Members
- Ancestors Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlNode.AncestorsAndSelf Method

HtmlNode Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AncestorsAndSelf()</td>
<td>Returns a collection of all ancestor nodes of this element.</td>
</tr>
<tr>
<td>AncestorsAndSelf(String)</td>
<td>Gets all ancestor nodes and the current node.</td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Returns a collection of all ancestor nodes of this element.

**Namespace:** [HtmlAgilityPack](https://github.com/dotNetseeker/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable<HtmlNode> AncestorsAndSelf()
```

**Visual Basic**

```vbnet
Public Function AncestorsAndSelf As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
IEnumerable<HtmlNode^>^ AncestorsAndSelf()
```

### Return Value
--- See Also ---

HtmlNode Class
HtmlNode Members
AncestorsAndSelf Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.AncestorsAndSelf Method (String)

Gets all ancestor nodes and the current node

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable<HtmlNode> AncestorsAndSelf(string name)
```

**Visual Basic**

```vbnet
Public Function AncestorsAndSelf(name As String) As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
IEnumerable<HtmlNode>^ AncestorsAndSelf(String^ name)
```

### Parameters

- **name**
  - Type: `System.String`

### Return Value
See Also

HtmlNode Class
HtmlNode Members
AncestorsAndSelf Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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**HtmlNode.AppendChild Method**

[HtmlNode Class See Also Send Feedback]

Adds the specified node to the end of the list of children of this node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public HtmlNode AppendChild(HtmlNode newChild)</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Function AppendChild (_ newChild As HtmlNode _) As HtmlNode</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: HtmlNode^ AppendChild(HtmlNode^ newChild)</code></td>
</tr>
</tbody>
</table>

## Parameters

- **newChild**
  
  Type: `HtmlAgilityPack.HtmlNode`
  
  The node to add. May not be null.

## Return Value

The node added.
See Also

**HtmlNode Class**
**HtmlNode Members**
**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode.AppendChildren Method

Add the specified node to the end of the list of children of this node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public void AppendChildren(
    HtmlNodeCollection newChildren
)
```

Visual Basic

```vbnet
Public Sub AppendChildren (_,
    newChildren As HtmlNodeCollection _
)
```

Visual C++

```cpp
public:
void AppendChildren(
    HtmlNodeCollection^ newChildren
)
```

Parameters

`newChildren`
Type: `HtmlAgilityPack.HtmlNodeCollection`
The node list to add. May not be null.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Determines if an element node can be kept overlapped.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/) (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static bool CanOverlapElement( string name )</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Shared Function CanOverlapElement ( _ name As String _  )</td>
</tr>
<tr>
<td>As Boolean</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>static bool CanOverlapElement( String^ name )</td>
</tr>
</tbody>
</table>

**Parameters**

- **name**
  Type: System.String
  The name of the element node to check. May not be null.

**Return Value**

true if the name is the name of an element node that can be kept overlapped, false otherwise.
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.ChildAttributes Method**

See Also: [HtmlNode Class](#) [Send Feedback](#)

Gets all Attributes with name

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```
public IEnumerable<HtmlAttribute> ChildAttributes(
    string name
)
```

### Visual Basic

```
Public Function ChildAttributes (_
    name As String _
) As IEnumerable(Of HtmlAttribute)
```

### Visual C++

```
public:
IEnumerable<HtmlAttribute^>^ ChildAttributes(
    String^ name
)
```

## Parameters

**name**

Type: `System.String`


## Return Value
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Clone Method

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Creates a duplicate of the node
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public HtmlNode Clone()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Function Clone As HtmlNode</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: HtmlNode Clone()</td>
</tr>
</tbody>
</table>

### Return Value
See Also

- **HtmlNode Class**
- **HtmlNode Members**
- **HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CloneNode(Boolean)</code></td>
<td>Creates a duplicate of the node.</td>
</tr>
<tr>
<td><code>CloneNode(String)</code></td>
<td>Creates a duplicate of the node and changes its name at the same time.</td>
</tr>
<tr>
<td><code>CloneNode(String, Boolean)</code></td>
<td>Creates a duplicate of the node and changes its name at the same time.</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
(HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Creates a duplicate of the node.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public HtmlNode CloneNode(
    bool deep
)
```

#### Visual Basic

```vbnet
Public Function CloneNode ( _
    deep As Boolean _
) As HtmlNode
```

#### Visual C++

```cpp
public:
HtmlNode^ CloneNode(
    bool deep
)
```

### Parameters

- **deep**
  - Type: `System.Boolean`
  - true to recursively clone the subtree under the specified node; false to clone only the node itself.

### Return Value

The cloned node.
See Also

- HtmlNode Class
- HtmlNode Members
- CloneNode Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A duplicate of the node and changes its name at the same time.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNode CloneNode(
    string newName
)
```

**Visual Basic**

```vbnet
Public Function CloneNode ( _
    newName As String _
) As HtmlNode
```

**Visual C++**

```cpp
public:
    HtmlNode^ CloneNode(
        String^ newName
    )
```

### Parameters

`newName`

Type: `System.String`

The new name of the cloned node. May not be `null`.

### Return Value

The cloned node.
See Also

**HtmlNode Class**
**HtmlNode Members**
**CloneNode Overload**
**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode(CloneNode Method (String, Boolean))

Creates a duplicate of the node and changes its name at the same time.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

public HtmlNode CloneNode(
    string newName,
    bool deep
)

Visual Basic

Public Function CloneNode ( _
    newName As String, _
    deep As Boolean _
) As HtmlNode

Visual C++

public:
HtmlNode^ CloneNode( 
    String^ newName,
    bool deep
)

Parameters

 newName
 Type: System.String
 The new name of the cloned node. May not be null.

depth
 Type: System.Boolean
 true to recursively clone the subtree under the specified node; false to clone only the node itself.
**Return Value**

The cloned node.
See Also

HtmlNode Class
HtmlNode Members
CloneNode Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.CopyFrom Method**

[HtmlNode Class][See Also][Send Feedback]
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CopyFrom(HtmlNode)</td>
<td>Creates a duplicate of the node and the subtree under it.</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode, Boolean)</td>
<td>Creates a duplicate of the node.</td>
</tr>
</tbody>
</table>
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode_CopyFrom Method (HtmlNode)

Creates a duplicate of the node and the subtree under it.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void CopyFrom(
    HtmlNode node
)
```

**Visual Basic**

```vbnet
Public Sub CopyFrom ( _
    node As HtmlNode _
)
```

**Visual C++**

```cpp
public:
void CopyFrom(
    HtmlNode^ node
)
```

### Parameters

*node*

Type: `HtmlAgilityPack.HtmlNode`

The node to duplicate. May not be `null`. 
See Also

-(HtmlNode Class
-(HtmlNode Members
-CopyFrom Overload
-HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Creates a duplicate of the node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Parameters**

*node*
Type: `HtmlAgilityPack.HtmlNode`
The node to duplicate. May not be `null`.

*deep*
Type: `System.Boolean`
true to recursively clone the subtree under the specified node, false to clone only the node itself.
See Also

HtmlNode Class
(HtmlNode Members
CopyFrom Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.CreateNavigator Method

HtmlNode Class  See Also  Send Feedback

Creates a new XPathNavigator object for navigating this HTML node.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public XPathNavigator CreateNavigator()
```

Visual Basic

```vbnet
Public Function CreateNavigator As XPathNavigator
```

Visual C++

```cpp
public:
virtual XPathNavigator^ CreateNavigator() sealed
```

Return Value

An XPathNavigator object. The XPathNavigator is positioned on the node from which the method was called. It is not positioned on the root of the document.

Implements

IXPathNavigable.CreateNavigator()
See Also

XmlNode Class
XmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.CreateNode Method

HtmlNode Class  See Also  Send Feedback

Creates an HTML node from a string representing literal HTML.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public static HtmlNode CreateNode(string html)</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Shared Function CreateNode (_html As String _) As HtmlNode</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: static HtmlNode^ CreateNode(String^ html)</code></td>
</tr>
</tbody>
</table>

### Parameters

- **html**
  - Type: `System.String`
  - The HTML text.

### Return Value

The newly created node instance.
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode.CreateRootNavigator Method

Creates an XPathNavigator using the root of this document.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public XPathNavigator CreateRootNavigator()</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Function CreateRootNavigator As XPathNavigator</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: XPathNavigator^ CreateRootNavigator()</code></td>
</tr>
</tbody>
</table>

### Return Value
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.DescendantNodes Method

Gets all Descendant nodes for this node and each of child nodes

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public <code>IEnumerable&lt;HtmlNode&gt;</code> DescendantNodes()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Function DescendantNodes As <code>IEnumerable(Of HtmlNode)</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: <code>IEnumerable&lt;HtmlNode&gt;</code>^&gt;^ DescendantNodes()</td>
</tr>
</tbody>
</table>

### Return Value
See Also

(HtmlNode Class
(HtmlNode Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Returns a collection of all descendant nodes of this element, in document order

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public IEnumerable&lt;HtmlNode&gt; DescendantNodesAndSelf()</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Function DescendantNodesAndSelf As IEnumerable&lt;HtmlNode&gt;</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: IEnumerable&lt;HtmlNode&gt;^ DescendantNodesAndSelf()</code></td>
</tr>
</tbody>
</table>

**Return Value**
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Descendants()</td>
<td>Gets all Descendant nodes in enumerated list</td>
</tr>
<tr>
<td>Descendants(String)</td>
<td>Get all descendant nodes with matching name</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Descendants Method

Gets all Descendant nodes in enumerated list

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public </code> <strong>IEnumerable</strong>&lt;<strong>HtmlNode</strong>&gt; Descendants()`</td>
<td><code>Public Function Descendants As **IEnumerable**(</code> Of <strong>HtmlNode</strong><code>)</code></td>
<td><code>public: **IEnumerable**&lt;**HtmlNode**^</code> <code>^ Descendants()</code></td>
</tr>
</tbody>
</table>

#### Return Value
See Also

HtmlNode Class
HtmlNode Members
Descendants Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get all descendant nodes with matching name

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public IEnumerable<HtmlNode> Descendants(
    string name
)
```

### Visual Basic

```vbnet
Public Function Descendants ( _
    name As String _
) As IEnumerable(Of HtmlNode)
```

### Visual C++

```cpp
public:
    IEnumerable<HtmlNode>& Descendants(
        String& name
    )
```

## Parameters

- **name**
  
  Type: `System.String`


## Return Value
See Also

HtmlNode Class
HtmlNode Members
Descendants Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.DescendantsAndSelf Method

HtmlNode Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DescendantsAndSelf()</code></td>
<td>Returns a collection of all descendant nodes of this element, in document order</td>
</tr>
<tr>
<td><code>DescendantsAndSelf(String)</code></td>
<td>Gets all descendant nodes including this node</td>
</tr>
</tbody>
</table>
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
A Sandcastle Documented Class Library

**HtmlNode.DescendantsAndSelf Method**

*HtmlNode Class*  *See Also*  *Send Feedback*

Returns a collection of all descendant nodes of this element, in document order

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public</code> <code>IEnumerable&lt;HtmlNode&gt;</code> <code>DescendantsAndSelf()</code></td>
<td><code>Public Function</code> <code>DescendantsAndSelf</code> <code>As</code> <code>IEnumerable(Of</code></td>
<td><code>public:</code> <code>IEnumerable&lt;HtmlNode&gt;</code> <code>^&gt;</code> <code>^</code> <code>DescendantsAndSelf()</code></td>
</tr>
</tbody>
</table>

**Return Value**
See Also

- HtmlNode Class
- HtmlNode Members
- DescendantsAndSelf Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets all descendant nodes including this node

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable< HtmlNode > DescendantsAndSelf( string name )
```

**Visual Basic**

```vbnet
Public Function DescendantsAndSelf( _
    name As String _
) As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
IEnumerable< HtmlNode^ > DescendantsAndSelf( 
    String^ name
)
```

### Parameters

**name**

Type: `System.String`


### Return Value
See Also

HtmlNode Class
HtmlNode Members
DescendantsAndSelf Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets first generation child node matching name

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
</table>
| C#        | ```csharp
public HtmlNode Element(string name)
``` |
| Visual Basic | ```vbnet
Public Function Element(_
    name As String _
) As HtmlNode
``` |
| Visual C++ | ```cpp
public:
HtmlNode^ Element(
    String^ name
)
``` |

### Parameters

name  
Type: System.String


### Return Value
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Elements Method

Gets matching first generation child nodes matching name

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public IEnumerable<HtmlNode> Elements(
    string name
)
```

### Visual Basic

```vbnet
Public Function Elements ( _
    name As String _
) As IEnumerable(Of HtmlNode)
```

### Visual C++

```cpp
public:
IEnumerable<HtmlNode>^ Elements(
    String^ name
)
```

## Parameters

**name**

Type: `System.String`


## Return Value
See Also

HtmlNode Class

HtmlNode Members

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.GetAttributeValue Method**

[HtmlNode Class] [See Also] [Send Feedback]
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>GetAttributeValue(String, Boolean)</code></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><code>GetAttributeValue(String, Int32)</code></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><code>GetAttributeValue(String, String)</code></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
</tbody>
</table>
See Also

- HTMLElement Class
- HTMLElement Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public bool GetAttributeValue(
    string name,
    bool def
)
```

### Visual Basic

```vbnet
Public Function GetAttributeValue ( _
    name As String, _
    def As Boolean _
) As Boolean
```

### Visual C++

```cpp
public:
bool GetAttributeValue(
    String^ name,
    bool def
)
```

## Parameters

**name**
Type: `System.String`
The name of the attribute to get. May not be `null`.

**def**
Type: `System.Boolean`
The default value to return if not found.

## Return Value
The value of the attribute if found, the default value if not found.
See Also

- **HtmlNode Class**
- **HtmlNode Members**
- **GetAttributeValue Overload**
- **HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode.GetAttributeValue Method (String, Int32)

Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public int GetAttributeValue(
    string name,
    int def
)
```

Visual Basic

```vbnet
Public Function GetAttributeValue ( _
    name As String, _
    def As Integer _
) As Integer
```

Visual C++

```cpp
public:
int GetAttributeValue(
    String^ name,
    int def
)
```

Parameters

- **name**
  Type: System.String
  The name of the attribute to get. May not be null.

- **def**
  Type: System.Int32
  The default value to return if not found.

Return Value
The value of the attribute if found, the default value if not found.
See Also

- HtmlNode Class
- HtmlNode Members
- GetAttributeValue Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public string GetAttributeValue(
    string name,
    string def
)
```

### Visual Basic

```vbnet
Public Function GetAttributeValue ( _
    name As String, _
    def As String _
) As String
```

### Visual C++

```cpp
public:
    String^ GetAttributeValue(
        String^ name,
        String^ def
    )
```

## Parameters

### name

Type: `System.String`

The name of the attribute to get. May not be `null`.

### def

Type: `System.String`

The default value to return if not found.

## Return Value
The value of the attribute if found, the default value if not found.
See Also

- [HtmlNode Class](#)
- [HtmlNode Members](#)
- [GetAttribute Value Overload](#)
- [HtmlAgilityPack Namespace](#)

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode.InsertAfter Method

Inserts the specified node immediately after the specified reference node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public HtmlNode InsertAfter(
    HtmlNode newChild,
    HtmlNode refChild
)
```

Visual Basic

```vbnet
Public Function InsertAfter ( _
    newChild As HtmlNode, _
    refChild As HtmlNode _
) As HtmlNode
```

Visual C++

```cpp
public: 
HtmlNode^ InsertAfter(
    HtmlNode^ newChild,
    HtmlNode^ refChild
)
```

Parameters

newChild
Type: HtmlAgilityPack.HtmlNode
The node to insert. May not be null.

refChild
Type: HtmlAgilityPack.HtmlNode
The node that is the reference node. The newNode is placed after the refNode.
Return Value

The node being inserted.
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

---

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNode.InsertBefore Method

Inserts the specified node immediately before the specified reference node.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNode InsertBefore(
    HtmlNode newChild,
    HtmlNode refChild
)
```

**Visual Basic**

```vbnet
Public Function InsertBefore ( _
    newChild As HtmlNode, _
    refChild As HtmlNode _
) As HtmlNode
```

**Visual C++**

```cpp
public:
HtmlNode^ InsertBefore(
    HtmlNode^ newChild,
    HtmlNode^ refChild
)
```

### Parameters

**newChild**
Type: `HtmlAgilityPack.HtmlNode`
The node to insert. May not be `null`.

**refChild**
Type: `HtmlAgilityPack.HtmlNode`
The node that is the reference node. The newChild is placed before this node.

### Return Value
The node being inserted.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.IsCDataElement Method

Determines if an element node is a CDATA element node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
# Syntax

## C#

```csharp
public static bool IsCDataElement(
    string name
)
```

## Visual Basic

```vbnet
Public Shared Function IsCDataElement ( _
    name As String _
) As Boolean
```

## Visual C++

```cpp
public:
static bool IsCDataElement(
    String^ name
)
```

## Parameters

- **name**
  - Type: `System.String`
  - The name of the element node to check. May not be null.

## Return Value

- true if the name is the name of a CDATA element node, false otherwise.
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Determines if an element node is closed.

**Namespace**: HtmlAgilityPack  
**Assembly**: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public static bool IsClosedElement(
    string name
)
```

### Visual Basic

```vbnet
Public Shared Function IsClosedElement (
    name As String
) As Boolean
```

### Visual C++

```cpp
public:
static bool IsClosedElement(
    String^ name
)
```

## Parameters

**name**

Type: `System.String`

The name of the element node to check. May not be null.

## Return Value

true if the name is the name of a closed element node, false otherwise.
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
Determines if an element node is defined as empty.

**Namespace**: [HtmlAgilityPack](https://htmlagilitypack.org)

**Assembly**: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public static bool IsEmptyElement(
    string name
)
```

Visual Basic

```vbnet
Public Shared Function IsEmptyElement ( _
    name As String _
) As Boolean
```

Visual C++

```cpp
public:
static bool IsEmptyElement(
    String^ name
)
```

Parameters

`name`
Type: `System.String`
The name of the element node to check. May not be null.

Return Value

ture if the name is the name of an empty element node, false otherwise.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.IsOverlappedClosingElement Method

Determines if a text corresponds to the closing tag of an node that can be kept overlapped.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public static bool IsOverlappedClosingElement(
    string text
)
```

Visual Basic

```vbnet
Public Shared Function IsOverlappedClosingElement (
    text As String _
) As Boolean
```

Visual C++

```cpp
public:
static bool IsOverlappedClosingElement(
    String^ text
)
```

Parameters

text
Type: `System.String`
The text to check. May not be null.

Return Value
true or false.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode. PrependChild Method

Adds the specified node to the beginning of the list of children of this node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public <code>HtmlNode</code> PrependChild(<code>HtmlNode</code> <code>newChild</code>)</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public Function PrependChild ( <code>_ </code> <code>newChild</code> As <code>HtmlNode</code> _)</td>
<td></td>
</tr>
<tr>
<td>As <code>HtmlNode</code></td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public:`</td>
<td></td>
</tr>
<tr>
<td><code>HtmlNode</code>^ PrependChild(<code>HtmlNode</code>^ <code>newChild</code>)</td>
<td></td>
</tr>
</tbody>
</table>

### Parameters

`newChild`
Type: `HtmlAgilityPack.HtmlNode`
The node to add. May not be `null`.

### Return Value

The node added.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode PrependChildren Method**

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

---

Adds the specified node list to the beginning of the list of children of this node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void PrependChildren(
    HtmlNodeCollection newChildren
)
```

**Visual Basic**

```visualbasic
Public Sub PrependChildren (_
    newChildren As HtmlNodeCollection _
)
```

**Visual C++**

```cpp
public:
void PrependChildren(
    HtmlNodeCollection^ newChildren
)
```

### Parameters

`newChildren`

Type: `HtmlAgilityPack.HtmlNodeCollection`

The node list to add. May not be `null`. 
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Remove Method

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public void Remove()` | `Public Sub Remove`               | `public:
void Remove()`                  |
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.RemoveAll Method

HtmlNode Class  See Also  Send Feedback

 Removes all the children and/or attributes of the current node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>public void RemoveAll()</td>
<td>Public Sub RemoveAll</td>
<td>public: void RemoveAll()</td>
</tr>
</tbody>
</table>

---

**C#**

```csharp
public void RemoveAll()
```

**Visual Basic**

```vbnet
Public Sub RemoveAll
```

**Visual C++**

```cpp
public:
void RemoveAll()
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.RemoveAllChildren Method

Removes all the children of the current node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public void RemoveAllChildren()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Sub RemoveAllChildren</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: void RemoveAllChildren()</td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.RemoveChild Method**

[HtmlNode Class] [See Also] [Send Feedback]
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RemoveChild(HtmlNode)</td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td>RemoveChild(HtmlNode, Boolean)</td>
<td>Removes the specified child node.</td>
</tr>
</tbody>
</table>
See Also

(HtmlNode Class
(HtmlNode Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Removes the specified child node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public HtmlNode RemoveChild(
    HtmlNode oldChild
)
```

#### Visual Basic

```vbnet
Public Function RemoveChild ( _
    oldChild As HtmlNode _
) As HtmlNode
```

#### Visual C++

```cpp
public:
    HtmlNode^ RemoveChild(
        HtmlNode^ oldChild
    )
```

### Parameters

*oldChild*

Type: `HtmlAgilityPack.HtmlNode`

The node being removed. May not be `null`.

### Return Value

The node removed.
See Also

HtmlNode Class
HtmlNode Members
RemoveChild Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.RemoveChild Method (HtmlNode, Boolean)**

 See Also: [HtmlNode Class](#) [See Also](#) [Send Feedback](#)

Removes the specified child node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```
public HtmlNode RemoveChild(
    HtmlNode oldChild,
    bool keepGrandChildren
)
```

**Visual Basic**

```
Public Function RemoveChild ( _
    oldChild As HtmlNode, _
    keepGrandChildren As Boolean _
) As HtmlNode
```

**Visual C++**

```
public:
HtmlNode^ RemoveChild(
    HtmlNode^ oldChild,
    bool keepGrandChildren
)
```

**Parameters**

*oldChild*

Type: `HtmlAgilityPack.HtmlNode`

The node being removed. May not be `null`.

*keepGrandChildren*

Type: `System.Boolean`

true to keep grand children of the node, false otherwise.

**Return Value**
The node removed.
See Also

- HtmlNode Class
- HtmlNode Members
- RemoveChild Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Replaces the child node oldChild with newChild node.

**Namespace:** [HtmlAgilityPack](https://html-agility-pack.net/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

public HtmlNode ReplaceChild(
    HtmlNode newChild,
    HtmlNode oldChild
)

**Visual Basic**

Public Function ReplaceChild (_
    newChild As HtmlNode, _
    oldChild As HtmlNode _
) As HtmlNode

**Visual C++**

public:
HtmlNode^ ReplaceChild(
    HtmlNode^ newChild,
    HtmlNode^ oldChild
)

**Parameters**

*newChild*
Type: HtmlAgilityPack.HtmlNode
The new node to put in the child list.

*oldChild*
Type: HtmlAgilityPack.HtmlNode
The node being replaced in the list.

**Return Value**
The node replaced.
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.SelectNodes Method

Selects a list of nodes matching the XPath expression.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

**C#**

```csharp
public HtmlNodeCollection SelectNodes(string xpath)
```

**Visual Basic**

```vbnet
Public Function SelectNodes (_
    xpath As String _
) As HtmlNodeCollection
```

**Visual C++**

```cpp
public:
HtmlNodeCollection^ SelectNodes(
    String^ xpath
)
```

---

### Parameters

**xpath**

Type: `System.String`

The XPath expression.

### Return Value

An `HtmlNodeCollection` containing a collection of nodes matching the XPath query, or `null` if no node matched the XPath expression.
See Also

(HtmlNode Class
(HtmlNode Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNode.SelectSingleNode Method**

(HtmlNode Class  See Also  Send Feedback)

Selects the first XmlNode that matches the XPath expression.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNode SelectSingleNode(
    string xpath
)
```

### Visual Basic

```vbnet
Public Function SelectSingleNode (  _
    xpath As String _
) As HtmlNode
```

### Visual C++

```cpp
public:
HtmlNode SelectSingleNode(  
    String^ xpath
)
```

## Parameters

**xpath**

Type: `System.String`

The XPath expression. May not be null.

## Return Value

The first `HtmlNode` that matches the XPath query or a null reference if no matching node was found.
See Also

(HtmlNode Class)
(HtmlNode Members)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.SetAttributeValue Method

Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#  

```csharp
public HtmlAttribute SetAttributeValue(
    string name,
    string value
)
```

Visual Basic  

```vbnet
Public Function SetAttributeValue ( _
    name As String, _
    value As String _
) As HtmlAttribute
```

Visual C++  

```cpp
public:
HuHtmlAttribute^ SetAttributeValue(
    String^ name,
    String^ value
)
```

Parameters  

=name  
Type: System.String  
The name of the attribute to set. May not be null.

=value  
Type: System.String  
The value for the attribute.

Return Value
The corresponding attribute instance.
See Also

- **HtmlNode Class**
- **HtmlNode Members**
- **HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
A Sandcastle Documented Class Library

(HtmlNode.WriteContentTo Method)

(HtmlNode Class  See Also  Send Feedback)
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>WriteContentTo()</td>
<td>Saves all the children of the node to a string.</td>
</tr>
<tr>
<td>WriteContentTo(TextWriter)</td>
<td>Saves all the children of the node to the specified TextWriter.</td>
</tr>
</tbody>
</table>
See Also

- **HtmlNode Class**
- **HtmlNode Members**
- **HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
Saves all the children of the node to a string.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public string WriteContentTo()
```

### Visual Basic

```vbnet
Public Function WriteContentTo As String
```

### Visual C++

```cpp
public:
String^ WriteContentTo()
```

## Return Value

The saved string.
See Also

HtmlNode Class
HtmlNode Members
WriteContentTo Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves all the children of the node to the specified TextWriter.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.net)
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#       | `public void WriteContentTo(`
|          |    `TextWriter outText` |
|          | `)` |
| Visual Basic | `Public Sub WriteContentTo (_
|          |    `outText As TextWriter _` |
|          | `)` |
| Visual C++ | `public:
|          |    void WriteContentTo(`
|          |    `TextWriter^ outText` |
|          | `)` |

#### Parameters

- **outText**
  - Type: `System.IO.TextWriter`
  - The TextWriter to which you want to save.
See Also

- HtmlNode Class
- HtmlNode Members
- WriteContentTo Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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**HtmlNode.WriteTo Method**

[HtmlNode Class](#) [See Also](#) [Send Feedback](#)
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>WriteTo()</code></td>
<td>Saves the current node to a string.</td>
</tr>
<tr>
<td><code>WriteTo(TextWriter)</code></td>
<td>Saves the current node to the specified TextWriter.</td>
</tr>
<tr>
<td><code>WriteTo(XmlWriter)</code></td>
<td>Saves the current node to the specified XmlWriter.</td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the current node to a string.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public string WriteTo()</code></td>
<td><code>Public Function WriteTo As String</code></td>
<td><code>public: String^ WriteTo()</code></td>
</tr>
</tbody>
</table>

## Return Value

The saved string.
See Also

HtmlNode Class
HtmlNode Members
WriteTo Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the current node to the specified TextWriter.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void WriteTo(
    TextWriter outText
)
```

### Visual Basic

```vbnet
Public Sub WriteTo ( _
    outText As TextWriter _
)
```

### Visual C++

```cpp
public:
    void WriteTo(
        TextWriter^ outText
    )
```

## Parameters

- **`outText`**
  - Type: `System.IO.TextWriter`
  - The TextWriter to which you want to save.
See Also

- HtmlNode Class
- HtmlNode Members
- WriteTo Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the current node to the specified XmlWriter.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>`public void WriteTo(</td>
</tr>
<tr>
<td></td>
<td>XmlWriter writer</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>`Public Sub WriteTo ( _</td>
</tr>
<tr>
<td></td>
<td>writer As XmlWriter _</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>`public:</td>
</tr>
<tr>
<td></td>
<td>void WriteTo(</td>
</tr>
<tr>
<td></td>
<td>XmlWriter^ writer</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
</tbody>
</table>

### Parameters

**writer**

Type: [System.Xml.XmlWriter](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xmlwriter)

The XmlWriter to which you want to save.
See Also

-(HtmlNode Class
-(HtmlNode Members
-WriteTo Overload
-HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlNode** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Gets the collection of HTML attributes for this node. May not be null.</td>
</tr>
<tr>
<td>ChildNodes</td>
<td>Gets all the children of the node.</td>
</tr>
<tr>
<td>Closed</td>
<td>Gets a value indicating if this node has been closed or not.</td>
</tr>
<tr>
<td>ClosingAttributes</td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null.</td>
</tr>
<tr>
<td>FirstChild</td>
<td>Gets the first child of the node.</td>
</tr>
<tr>
<td>HasAttributes</td>
<td>Gets a value indicating whether the current node has any attributes.</td>
</tr>
<tr>
<td>HasChildNodes</td>
<td>Gets a value indicating whether this node has any child nodes.</td>
</tr>
<tr>
<td>HasClosingAttributes</td>
<td>Gets a value indicating whether the current node has any attributes on the closing tag.</td>
</tr>
<tr>
<td>Id</td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true.</td>
</tr>
<tr>
<td>InnerHtml</td>
<td>Gets or Sets the HTML between the start and end tags of the object.</td>
</tr>
<tr>
<td>InnerText</td>
<td>Gets or Sets the text between the start and end tags of the object.</td>
</tr>
<tr>
<td>LastChild</td>
<td>Gets the last child of the node.</td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of this node in the document.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this node in the document.</td>
</tr>
<tr>
<td>Name</td>
<td>Gets or sets this node's name.</td>
</tr>
<tr>
<td>NextSibling</td>
<td>Gets the HTML node immediately following this element.</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of this node.</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td><strong>OriginalName</strong></td>
<td>The original unaltered name of the tag</td>
</tr>
<tr>
<td><strong>OuterHtml</strong></td>
<td>Gets or Sets the object and its content in HTML.</td>
</tr>
<tr>
<td><strong>OwnerDocument</strong></td>
<td>Gets the <a href="#">HtmlDocument</a> to which this node belongs.</td>
</tr>
<tr>
<td><strong>ParentNode</strong></td>
<td>Gets the parent of this node (for nodes that can have parents).</td>
</tr>
<tr>
<td><strong>PreviousSibling</strong></td>
<td>Gets the node immediately preceding this node.</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the stream position of this node in the document, relative to the start of the document.</td>
</tr>
<tr>
<td><strong>XPath</strong></td>
<td>Gets a valid XPath string that points to this node</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Attributes Property

Gets the collection of HTML attributes for this node. May not be null.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlAttributeCollection Attributes { get; internal };
```

### Visual Basic

```vbnet
Public Property Attributes As HtmlAttributeCollection
  Get
    Friend Set
  End Get
End Property
```

### Visual C++

```cpp
public:
  property HtmlAttributeCollection^ Attributes { 
    HtmlAttributeCollection^ get ();
    internal: void set (HtmlAttributeCollection^);
  }
```
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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**HtmlNode.ChildNodes Property**

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets all the children of the node.
## Syntax

### C#

```csharp
public HtmlNodeCollection ChildNodes { get; internal
```

### Visual Basic

```vbnet
Public Property ChildNodes As HtmlNodeCollection
    Get
    Friend Set
```

### Visual C++

```cpp
public:
    property HtmlNodeCollection^ ChildNodes {
        HtmlNodeCollection^ get ();
        internal: void set (HtmlNodeCollection^ value);
    }
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Closed Property

Gets a value indicating if this node has been closed or not.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public bool Closed { get; }
```

### Visual Basic

```vbnet
Public ReadOnly Property Closed As Boolean
    Get
```

### Visual C++

```cpp
public:
    property bool Closed {
        bool get ();
    }
```
See Also

**HtmlNode Class**

**HtmlNode Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
Gets the collection of HTML attributes for the closing tag. May not be null.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public HtmlAttributeCollection ClosingAttributes { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property ClosingAttributes As HtmlAttributeCollection Get</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: property HtmlAttributeCollection^ ClosingAttributes . </code></td>
</tr>
<tr>
<td></td>
<td><code>HtmlAttributeCollection^ get ();</code></td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.FirstChild Property

Gets the first child of the node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

| C# |  
|---|---
| public `HtmlNode` FirstChild { get; } |  

| Visual Basic |  
|---|---
| Public ReadOnly Property FirstChild As `HtmlNode` Get |  

| Visual C++ |  
|---|---
| public: property `HtmlNode`^ FirstChild {  
  `HtmlNode`^ get ();  
} |  

See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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**HtmlNode.HasAttributes Property**

*HtmlNode Class*  *See Also*  *Send Feedback*

Gets a value indicating whether the current node has any attributes.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| **C#**     | `public bool HasAttributes { get; }`    | **Public ReadOnly Property** HasAttributes As **Boolean** Get | **public:** **property** `bool` HasAttributes {
|            |                                        |                                                  | `bool` get ();
|            |                                        |                                                  | `}
| **Visual Basic** |                                        |                                                  | **Visual C++** |
| **Visual C++** |                                        |                                                  | **public:** **property** `bool` HasAttributes {
|            |                                        |                                                  | `bool` get ();
|            |                                        |                                                  | `}

See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets a value indicating whether this node has any child nodes.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public bool HasChildNodes { get; }`   | `Public ReadOnly Property HasChildNodes As Boolean Get` | `public: property bool HasChildNodes {`  
`    bool get ();`  
`}` |
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets a value indicating whether the current node has any attributes on the closing tag.

**Namespace:** [Html Agility Pack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public <code>bool</code> HasClosingAttributes { get; }</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public ReadOnly Property HasClosingAttributes As <code>Boolean</code> Get</td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
</tbody>
</table>
| public:
property `bool` HasClosingAttributes {
    `bool` get();
} |   |
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public string Id { get; set; }
```

#### Visual Basic

```vbnet
Public Property Id As String
    Get
        Get
    End Get
    Set
        Set
    End Set
End Property
```

#### Visual C++

```cpp
public:
    property String^ Id {
        String^ get ();
        void set (String^ value);
    }
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.InnerHtml Property

Gets or Sets the HTML between the start and end tags of the object.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.d11) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**   | ```
public virtual string InnerHtml { get; set; }
``` |
| **Visual Basic** | ```
Public Overridable Property InnerHtml As String
Get
Set
``` |
| **Visual C++**  | ```
public:
virtual property String^ InnerHtml {
    String^ get ();
    void set (String^ value);
} ``` |
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.InnerText Property

Gets or Sets the text between the start and end tags of the object.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public virtual string InnerText { get; }</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public Overridable ReadOnly Property InnerText As String Get</td>
</tr>
</tbody>
</table>
| Visual C++ | public:
  virtual property String^ InnerText {
    String^ get ();
  } |
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.LastChild Property

Gets the last child of the node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public <strong>HtmlNode</strong> LastChild { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public ReadOnly Property LastChild As <strong>HtmlNode</strong></td>
</tr>
<tr>
<td>Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public: property <strong>HtmlNode</strong>^ LastChild {</td>
</tr>
<tr>
<td><strong>HtmlNode</strong>^ get ();</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

-(HtmlNode Class
-(HtmlNode Members
-(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Line Property

Gets the line number of this node in the document.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public int Line { get; internal set; }
```

#### Visual Basic

```vbnet
Public Property Line As Integer
    Get
        Friend Set
    End Get
End Property
```

#### Visual C++

```cpp
public:
    property int Line {
        int get (){
        internal: void set (int value);
    }
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the column number of this node in the document.


**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public int LinePosition { get; internal set; }</code></td>
</tr>
</tbody>
</table>
| Visual Basic | `Public Property LinePosition As Integer
Get
Friend Set` |
| Visual C++ | `public:
    property int LinePosition {
        int get ();
        internal: void set (int value);
    }` |
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.Name Property

Gets or sets this node's name.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public string Name { get; set; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Property Name As String Get Set</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property String^ Name { String^ get (); void set (String^ value); }</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.NextSibling Property

Gets the HTML node immediately following this element.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNode NextSibling { get; internal set; }
```

### Visual Basic

```vbnet
Public Property NextSibling As HtmlNode
    Get
        Friend Set
    End Property
```

### Visual C++

```cpp
public:
    property HtmlNode^ NextSibling {
        HtmlNode^ get ();
        internal: void set (HtmlNode^ value);
    }
```
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**(HtmlNode.NodeType Property**

**HtmlNode Class**  **See Also**  **Send Feedback**

Gets the type of this node.

**Namespace:**  **HtmlAgilityPack**  
**Assembly:**  **HtmlAgilityPack (in HtmlAgilityPack.dll)**  **Version:** 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public <strong>HtmlNodeType</strong> NodeType { get; internal set; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Property NodeType As <strong>HtmlNodeType</strong> Get Friend Set</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: property <strong>HtmlNodeType</strong> NodeType {</td>
</tr>
<tr>
<td><strong>HtmlNodeType</strong> get ();</td>
</tr>
<tr>
<td>internal: void set (<strong>HtmlNodeType</strong> value);</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The original unaltered name of the tag

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string OriginalName { get; }
```

**Visual Basic**

```vbnet
Public Readonly Property OriginalName As String
    Get
```

**Visual C++**

```cpp
public:
    property String^ OriginalName { 
        String^ get(); 
    }
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.OuterHtml Property

Gets or Sets the object and its content in HTML.

**Namespace:** [HtmlAgilityPack](https://www.htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public virtual string OuterHtml { get; }</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public Overridable ReadOnly Property OuterHtml As String Get</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: virtual property String^ OuterHtml { String^ get (); }</code></td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.OwnerDocument Property

Gets the `HtmlDocument` to which this node belongs.

**Namespace:** [HtmlAgilityPack](http://www.html-agility-pack.net)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Get</td>
<td><code>HtmlDocument^ get ();</code></td>
</tr>
<tr>
<td></td>
<td>Friend Set</td>
<td><code>internal: void set (HtmlDocument^ value);</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>}</code></td>
</tr>
</tbody>
</table>
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.ParenNode Property

Gets the parent of this node (for nodes that can have parents).

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNode ParentNode { get; internal set; }
```

**Visual Basic**

```vbnet
Public Property ParentNode As HtmlNode
    Get
        Friend Set
    End Get
End Property
```

**Visual C++**

```cpp
public:
    property HtmlNode^ ParentNode { HtmlNode^ get ();
        internal: void set (HtmlNode^ value);
    }
```
See Also

- HtmlNode Class
- HtmlNode Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
**HtmlNode.PreviousSibling Property**

Gets the node immediately preceding this node.

**Namespace:** [HtmlAgilityPack](https://docs.microsoft.com/en-us/dotnet/api/system.htmlagilitypack.htmlnode.previoussibling)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public HtmlNode PreviousSibling { get; internal set; }
```

Visual Basic

```vbnet
Public Property PreviousSibling As HtmlNode
    Get
        Friend Set
    End Get
End Property
```

Visual C++

```cpp
public:
    property HtmlNode^ PreviousSibling {
        HtmlNode^ get ();
        internal: void set (HtmlNode^ value);
    }
```
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.StreamPosition Property

Gets the stream position of this node in the document, relative to the start of the document.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public `int` StreamPosition { get; } | Public ReadOnly Property StreamPosition As `Integer` Get | public: property `int` StreamPosition {
|                   |                                       |   `int` get (); }             |
|                   |                                       | }                              |
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNode.XPath Property

Gets a valid XPath string that points to this node

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public string XPath { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property XPath As String Get</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: property String^ XPath { String^ get (); }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlNode Class
HtmlNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection Class

Represents a combined list and collection of HTML nodes.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.net)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
|   | public class HtmlNodeCollection : IList&lt;HtmlNode&gt;, ICollection&lt;HtmlNode&gt;, IEnumerable&lt;HtmlNode&gt; | Public Class HtmlNodeCollection _
|   |                           | Implements IList(Of HtmlNode), ICollection(Of HtmlNode), IEnumerable(Of HtmlNode), IEnumerable    | public ref class HtmlNodeCollection : IList&lt;HtmlNode&gt;
|   |                           |                                           | ICollection&lt;HtmlNode&gt;, IEnumerable&lt;HtmlNode&gt; |
Inheritance Hierarchy

System.Object

HtmlAgilityPack.HtmlNodeCollection
See Also

(HtmlNodeCollection Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlNodeCollection` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlNodeCollection</td>
<td>Initialize the HtmlNodeCollection with the base parent node</td>
</tr>
</tbody>
</table>
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Add</strong></td>
<td>Add node to the collection</td>
</tr>
<tr>
<td><strong>Append</strong></td>
<td>Add node to the end of the collection</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Clears out the collection of HtmlNodes. Removes each nodes reference to parentnode, nextnode and prevnode</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Gets existence of node in collection</td>
</tr>
<tr>
<td><strong>CopyTo</strong></td>
<td>Copy collection to array</td>
</tr>
<tr>
<td><strong>Descendants()</strong></td>
<td>Get all node descended from this collection</td>
</tr>
<tr>
<td><strong>Descendants(String)</strong></td>
<td>Get all node descended from this collection with matching name</td>
</tr>
<tr>
<td><strong>Elements()</strong></td>
<td>Gets all first generation elements in collection</td>
</tr>
<tr>
<td><strong>Elements(String)</strong></td>
<td>Gets all first generation elements matching name</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td><strong>FindFirst(String)</strong></td>
<td>Get first instance of node with name</td>
</tr>
<tr>
<td><strong>FindFirst(HtmlNodeCollection, String)</strong></td>
<td>Get first instance of node in supplied collection</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>XmlNodeIndex</td>
<td>Get index of node</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Get index of node</td>
</tr>
<tr>
<td>Insert</td>
<td>Insert node at index</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td>Nodes</td>
<td>All first generation nodes in collection</td>
</tr>
<tr>
<td>Prepend</td>
<td>Add node to the beginning of the collection</td>
</tr>
<tr>
<td>Remove(Int32)</td>
<td>Remove node at index</td>
</tr>
<tr>
<td>Remove(HtmlNode)</td>
<td>Remove node</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Remove <code>HtmlNode</code> at index</td>
</tr>
<tr>
<td>Replace</td>
<td>Replace node at index</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Gets the number of elements actually contained in the list.</td>
</tr>
<tr>
<td>IsReadOnly</td>
<td>Is collection read only</td>
</tr>
<tr>
<td>Item(Int32)</td>
<td>Gets the node at the specified index.</td>
</tr>
<tr>
<td>Item(String)</td>
<td>Get node with tag name</td>
</tr>
<tr>
<td>Item(HtmlNode)</td>
<td>Gets a given node from the list.</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeCollection Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Initialize the HtmlNodeCollection with the base parent node

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNodeCollection(
    HtmlNode parentnode
)
```

### Visual Basic

```vbnet
Public Sub New (_
    parentnode As HtmlNode _
)
```

### Visual C++

```cpp
public:
HtmlNodeCollection(
    HtmlNode^ parentnode
)
```

## Parameters

* **parentnode**
  
  Type: [HtmlAgilityPack.HtmlNode](https://htmlagilitypack.org)
  
  The base node of the collection
See Also

HtmlNodeCollection Class
(HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlNodeCollection` type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Add</strong></td>
<td>Add node to the collection</td>
</tr>
<tr>
<td><strong>Append</strong></td>
<td>Add node to the end of the collection</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Clears out the collection of HtmlNodes. Removes each nodes reference to parentnode, nextnode and prevnode</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Gets existence of node in collection</td>
</tr>
<tr>
<td><strong>CopyTo</strong></td>
<td>Copy collection to array</td>
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<tr>
<td><strong>Descendants()</strong></td>
<td>Get all node descended from this collection</td>
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<tr>
<td><strong>Descendants(String)</strong></td>
<td>Get all node descended from this collection with matching name</td>
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<tr>
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</tr>
<tr>
<td>---------------------</td>
<td>----------------------------------------------------------------------------------------------</td>
</tr>
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</tr>
<tr>
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<td>Get index of node</td>
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<td>GetType</td>
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<tr>
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<tr>
<td>Insert</td>
<td>Insert node at index</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <strong>Object</strong>.</td>
</tr>
<tr>
<td>Nodes</td>
<td>All first generation nodes in collection</td>
</tr>
<tr>
<td>Prepend</td>
<td>Add node to the beginning of the collection</td>
</tr>
<tr>
<td>Remove(Int32)</td>
<td>Remove node at index</td>
</tr>
<tr>
<td>Remove(HtmlNode)</td>
<td>Remove <strong>HtmlNode</strong> at index</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Remove <strong>HtmlNode</strong> at index</td>
</tr>
<tr>
<td>Replace</td>
<td>Replace node at index</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>.</td>
</tr>
</tbody>
</table>
See Also

(HtmlNodeCollection Class
(Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Add node to the collection

**Namespace:** [HtmlAgilityPack](/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Add(
    HtmlNode node
)
```

**Visual Basic**

```vbnet
Public Sub Add ( _
    node As HtmlNode _
)
```

**Visual C++**

```cpp
public:
    virtual void Add(
        HtmlNode^ node
    ) sealed
```

### Parameters

- **node**
  
  Type: `HtmlAgilityPack.HtmlNode`


### Implements

- `ICollection<T>.Add(T)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Add node to the end of the collection

**Namespace:** [HtmlAgilityPack](https://docs.microsoft.com/en-us/dotnet/api/system.htmlagilitypack.hmlnodecollection.append?view=netframework-4.8)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th><strong>C#</strong></th>
</tr>
</thead>
</table>
| `public void Append(  
  HtmlNode node  
)  ` |

<table>
<thead>
<tr>
<th><strong>Visual Basic</strong></th>
</tr>
</thead>
</table>
| `Public Sub Append ( _  
  node As HtmlNode _  
)  ` |

<table>
<thead>
<tr>
<th><strong>Visual C++</strong></th>
</tr>
</thead>
</table>
| `public:  
  void Append(  
    HtmlNode^ node  
)  ` |

### Parameters

- **node**
  
  Type: `HtmlAgilityPack.HtmlNode`
  
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Clear Method

HtmlNodeCollection Class  See Also  Send Feedback

Clears out the collection of HtmlNodes. Removes each nodes reference to parentnode, nextnode and prevnode

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public void Clear()
```

**Visual Basic**

```vbnet
Public Sub Clear
```

**Visual C++**

```cpp
public:
virtual void Clear() sealed
```

**Implements**

`ICollection<T>.Clear()`
See Also

(HtmlNodeCollection Class
(HtmlNodeCollection Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Contains Method

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public bool Contains(
    HtmlNode item
)
```

### Visual Basic

```vbnet
Public Function Contains (_
    item As HtmlNode _
) As Boolean
```

### Visual C++

```cpp
public: virtual bool Contains(
    HtmlNode^ item
) sealed
```

## Parameters

**item**  
Type: `HtmlAgilityPack.HtmlNode`  

## Return Value

**Implements**  
`ICollection<T>.Contains(T)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Copy collection to array

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/html-agility-pack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void CopyTo(HtmlNode[] array, int arrayIndex)
```

### Visual Basic

```vbnet
Public Sub CopyTo( _
    array As HtmlNode(), _
    arrayIndex As Integer _
)
```

### Visual C++

```cpp
public:
    virtual void CopyTo(
    array<HtmlNode^>^ array, 
    int arrayIndex
)
```

## Parameters

**array**

Type: `HtmlAgilityPack.HtmlNode[]`  

**arrayIndex**

Type: `System.Int32`  
**Implements**

`ICollection<T>.CopyTo(T[], Int32)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlNodeCollection.Descendants Method

HtmlNodeCollection Class See Also Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Descendants()</code></td>
<td>Get all node descended from this collection</td>
</tr>
<tr>
<td><code>Descendants(String)</code></td>
<td>Get all node descended from this collection with matching name</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get all node descended from this collection

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public <strong>IEnumerable&lt;HtmlNode&gt;</strong> Descendants()</td>
<td>Public Function Descendants As <strong>IEnumerable(Of HtmlNode)</strong></td>
<td>public: <strong>IEnumerable&lt;HtmlNode&gt;&gt;</strong> Descendants()</td>
</tr>
</tbody>
</table>

**Return Value**
See Also

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- Descendants Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get all node descended from this collection with matching name

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public <strong>IEnumerable</strong>&lt;<strong>HtmlNode</strong>&gt; Descendants( string name )</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Function Descendants ( _name As String _) As <strong>IEnumerable</strong>(Of <strong>HtmlNode</strong>)</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: <strong>IEnumerable</strong>&lt;<strong>HtmlNode</strong>^&gt;^ Descendants( String^ name )</td>
</tr>
</tbody>
</table>

### Parameters

- **name**
  - Type: `System.String`

### Return Value
See Also

(HtmlNodeCollection Class

(HtmlNodeCollection Members

Descendants Overload

(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNodeCollection.Elements Method**

[HtmlNodeCollection Class](#) [See Also](#) [Send Feedback](#)
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Elements()</td>
<td>Gets all first generation elements in collection</td>
</tr>
<tr>
<td>Elements(String)</td>
<td>Gets all first generation elements matching name</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Elements Method

Gets all first generation elements in collection

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public IEnumerable<HtmlNode> Elements()
```

**Visual Basic**

```vbnet
Public Function Elements As IEnumerable(Of HtmlNode)
```

**Visual C++**

```cpp
public:
IEnumerable<HtmlNode>^ Elements()
```

### Return Value
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
Elements Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Elements Method (String)

Gets all first generation elements matching name

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**      | public `IEnumerable<HtmlNode>` Elements(
|             |   
|             |   `string` name
|             | )                                        |
| **Visual Basic** | Public Function Elements ( _
|               |   `name As String _`
|               | ) As `IEnumerable(Of HtmlNode)`       |
| **Visual C++** | public:
|             | `IEnumerable<HtmlNode>` Elements(
|             |   `String` name
|             | )                                      |

### Parameters

**name**
Type: `System.String`


### Return Value
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
Elements Overload
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNodeCollection.FindFirst Method**

*HtmlNodeCollection Class  See Also  Send Feedback*
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>FindFirst(String)</code></td>
<td>Get first instance of node with name</td>
</tr>
<tr>
<td><code>FindFirst(HtmlNodeCollection, String)</code></td>
<td>Get first instance of node in supplied collection</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get first instance of node with name

**Namespace:** [HtmlAgilityPack](https://www.htmlagilitypack.net)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public HtmlNode FindFirst(
    string name
)
```

#### Visual Basic

```vbnet
Public Function FindFirst (_
    name As String _
) As HtmlNode
```

#### Visual C++

```cpp
public:
HtmlNode^ FindFirst(
    String^ name
)
```

### Parameters

- **name**
  - Type: System.String
  - [Missing <param name="name"/> documentation for "M:HtmlAgilityPack.HtmlNodeCollection.FindFirst(System.String)"]

### Return Value
See Also

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- FindFirst Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.FindFirst Method (HtmlNodeCollection, String)

Get first instance of node in supplied collection

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public static HtmlNode FindFirst(
    HtmlNodeCollection items,
    string name
)
```

**Visual Basic**

```vbnet
Public Shared Function FindFirst ( _
    items As HtmlNodeCollection, _
    name As String _
) As HtmlNode
```

**Visual C++**

```cpp
public:
    static HtmlNode^ FindFirst( 
        HtmlNodeCollection^ items,
        String^ name
    )
```

### Parameters

- **items**
  Type: `HtmlAgilityPack.HtmlNodeCollection`

- **name**
  Type: `System.String`
Return Value
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
FindFirst Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get index of node

**Namespace:** [HtmlAgilityPack](https://github.com/Dessyn/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int GetNodeIndex(
    HtmlNode node
)
```

**Visual Basic**

```vbnet
Public Function GetNodeIndex ( _
    node As HtmlNode _
) As Integer
```

**Visual C++**

```cpp
public:
    int GetNodeIndex(
        HtmlNode^ node
    )
```

### Parameters

`node`

Type: `HtmlAgilityPack.HtmlNode`


### Return Value
See Also

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get index of node

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int IndexOf(
    HtmlNode item
)
```

**Visual Basic**

```vbnet
Public Function IndexOf (_
    item As HtmlNode _
) As Integer
```

**Visual C++**

```cpp
public:
virtual int IndexOf(
    HtmlNode^ item
) sealed
```

### Parameters

*item*

Type: `HtmlAgilityPack.HtmlNode`


### Return Value

**Implements**

`IList<T>.IndexOf(T)`
See Also

(HtmlNodeCollection Class
(HtmlNodeCollection Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Insert node at index

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Insert(
    int index,
    HtmlNode node
)
```

### Visual Basic

```vbnet
Public Sub Insert (_
    index As Integer, _
    node As HtmlNode _
)
```

### Visual C++

```cpp
public:
virtual void Insert(
    int index,
    HtmlNode^ node
) sealed
```

## Parameters

**index**
Type: `System.Int32`


**node**
Type: `HtmlAgilityPack.HtmlNode`

Implements

`IList<T>.Insert(Int32, T)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
All first generation nodes in collection

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public IEnumerable&lt;HtmlNode&gt; Nodes()</code></td>
<td><code>Public Function Nodes As IEnumerable(Of HtmlNode)</code></td>
<td><code>public: IEnumerable&lt;HtmlNode&gt;^&gt;^ Nodes()</code></td>
</tr>
</tbody>
</table>

### Return Value
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Add node to the beginning of the collection

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#** | ```
public void Prepend(
    HtmlNode node
)
``` |
| **Visual Basic** | ```
Public Sub Prepend (_
    node As HtmlNode _
)
``` |
| **Visual C++** | ```
public:
void Prepend(
    HtmlNode^ node
)
``` |

### Parameters

* **node**
  
  Type: `HtmlAgilityPack.HtmlNode`

See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlNodeCollection.Remove Method

HtmlNodeCollection Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove(Int32)</td>
<td>Remove node at index</td>
</tr>
<tr>
<td>Remove(HtmlNode)</td>
<td>Remove node</td>
</tr>
</tbody>
</table>
See Also

(HtmlNodeCollection Class)
(HtmlNodeCollection Members)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove node at index

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public bool Remove(int index)
```

### Visual Basic

```vbnet
Public Function Remove(index As Integer) As Boolean
```

### Visual C++

```cpp
public:
bool Remove(int index)
```

## Parameters

- **index**
  - Type: `System.Int32`


## Return Value
See Also

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- Remove Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove node

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public bool Remove(
    HtmlNode item
)
```

**Visual Basic**

```vbnet
Public Function Remove (_
    item As HtmlNode _
) As Boolean
```

**Visual C++**

```cpp
public:
virtual bool Remove(
    HtmlNode^ item
) sealed
```

### Parameters

- **item**
  Type: `HtmlAgilityPack.HtmlNode`

### Return Value

**Implements**

`ICollection<T>.Remove(T)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
Remove Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove `HtmlNode` at index

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>public</strong> void <strong>RemoveAt</strong> (</td>
</tr>
<tr>
<td><strong>int</strong> <strong>index</strong></td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Public</strong> <strong>Sub</strong> <strong>RemoveAt</strong> ( _</td>
</tr>
<tr>
<td><strong>index</strong> <strong>As</strong> <strong>Integer</strong> _</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
</table>
| **public:**
| **virtual** void **RemoveAt** (        |
|    **int** **index**                   |
| ) **sealed**                           |

## Parameters

[index]
Type: **System.Int32**


## Implements

**IList(T).RemoveAt(Int32)**
See Also

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Replace node at index

**Namespace:** [Html Agility Pack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Replace(
    int index,
    HtmlNode node
)
```

**Visual Basic**

```vbnet
Public Sub Replace (_
    index As Integer, _
    node As HtmlNode _
)
```

**Visual C++**

```cpp
public:
void Replace(
    int index, 
    HtmlNode^ node
)
```

**Parameters**

*index*
Type: `System.Int32`

*node*
Type: `HtmlAgilityPack.HtmlNode`


See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlNodeCollection` type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Gets the number of elements actually contained in the list.</td>
</tr>
<tr>
<td>IsReadOnly</td>
<td>Is collection read only</td>
</tr>
<tr>
<td>Item(Int32)</td>
<td>Gets the node at the specified index.</td>
</tr>
<tr>
<td>Item(String)</td>
<td>Get node with tag name</td>
</tr>
<tr>
<td>Item(HtmlNode)</td>
<td>Gets a given node from the list.</td>
</tr>
</tbody>
</table>
### See Also

- [HtmlNodeCollection Class](#)
- [HtmlAgilityPack Namespace](#)

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNodeCollection.Count Property

Gets the number of elements actually contained in the list.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public int Count { get; }</td>
</tr>
</tbody>
</table>
| **Visual Basic** | Public ReadOnly Property Count As Integer  
|             | Get                                                                  |
| **Visual C++** | public:  
|             | virtual property int Count {  
|             |     int get () sealed;  
|             | }                                                                    |

**Implements**

ICollection(T).Count
**See Also**

- HtmlNodeCollection Class
- HtmlNodeCollection Members
- HtmlAgilityPack Namespace

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
HtmlNodeCollection.IsReadOnly Property

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public bool IsReadOnly { get; }</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public Readonly Property IsReadOnly As Boolean Get</td>
</tr>
<tr>
<td>Visual C++</td>
<td>public: virtual property bool IsReadOnly { bool get () sealed; }</td>
</tr>
</tbody>
</table>

**Implements**

ICollection(T).IsReadOnly
See Also

(HtmlNodeCollection Class
(HtmlNodeCollection Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Item(Int32)</td>
<td>Gets the node at the specified index.</td>
</tr>
<tr>
<td>Item(String)</td>
<td>Get node with tag name</td>
</tr>
<tr>
<td>Item(HtmlNode)</td>
<td>Gets a given node from the list.</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Item Property (Int32)

Gets the node at the specified index.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#** | ```
public HtmlNode this[
    int index
] { get; set; }
``` |
| **Visual Basic** | ```
Public Default Property Item (_
    index As Integer _
) As HtmlNode
    Get
    Set
``` |
| **Visual C++** | ```
public:
    virtual property HtmlNode^ default[int index] { 
        HtmlNode^ get (int index) sealed;
        void set (int index, HtmlNode^ value) sealed;
    }
``` |

### Parameters

- **index**
  Type: `System.Int32`

### Implements

- `IList<T>.Item(Int32)`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
Item Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Get node with tag name

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNode this[string nodeName] {
    get;
}
```

**Visual Basic**

```vbnet
Public ReadOnly Default Property Item (nodeName As String) As HtmlNode
Get
```

**Visual C++**

```cpp
public:
property HtmlNode^ default[String^ nodeName] {
    HtmlNode^ get (String^ nodeName);
}
```

### Parameters

`nodeName`
Type: `System.String`

### Return Value
See Also

(HtmlNodeCollection Class
(HtmlNodeCollection Members
(Item Overload
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeCollection.Item Property (HtmlNode)

Gets a given node from the list.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int this[
    HtmlNode node
] { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Default Property Item ( _
    node As HtmlNode _
) As Integer
    Get
```

**Visual C++**

```cpp
public:
property int default[HtmlNode^ node] {
    int get (HtmlNode^ node);
}
```

### Parameters

- **node**
  - Type: `HtmlAgilityPack.HtmlNode`
See Also

HtmlNodeCollection Class
HtmlNodeCollection Members
Item Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Class

 Represents an HTML navigator on an HTML document seen as a data store.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>public class HtmlNodeNavigator : XPathNavigator</strong></td>
<td><strong>Public Class HtmlNodeNavigator __ Inherits XPathNavigator</strong></td>
<td><strong>public ref class HtmlNodeNavigator : public XPathNavig</strong></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

```
System.Object
System.Xml.XPath.XPathItem
System.Xml.XPath.XPathNavigator
HtmlAgilityPack.HtmlNodeNavigator
```
See Also

**HtmlNodeNavigator Members**

**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
The `HtmlNodeNavigator` type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlNodeNavigator(Stream)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(TextReader)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a TextReader.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(String)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Encoding)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(String, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(String, Encoding)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Encoding, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(String, Encoding, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Encoding, Boolean, Int32)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
</tbody>
</table>
HTML document from a file.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AppendChild()</td>
<td>Returns an <strong>XmlWriter</strong> object used to create one or more new child nodes at the end of the list of child nodes of the current node. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>AppendChild(String)</td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the XML data string specified. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>AppendChild(XmlReader)</td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the XML contents of the specified. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>AppendChild(XPathNavigator)</td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the nodes in the specified. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>AppendChildElement</td>
<td>Creates a new child element node at the end of the list of child nodes of the current node using the namespace prefix, local name and namespace URI specified with the value specified. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>CheckValidity</td>
<td>Verifies that the XML data in the XML Schema definition language meets the constraints in the XML Java Library. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
</tbody>
</table>
| Clone                         | Creates a new HtmlNavigator positioned at the same node as this HtmlNavigator. (Overrides **XPathNavigator**)

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ComparePosition</td>
<td>Compares the position of the XPathNavigator. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>Compile</td>
<td>Compiles a string representation of an XPath expression into an <strong>XPathExpression</strong> object. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>CreateAttribute</td>
<td>Creates an attribute node at the end of the list of child nodes of the current node using the namespace prefix, local name and namespace URI specified. (Inherited from <strong>XPathNavigator</strong>)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CreateAttributes</td>
<td>Returns an <code>XmlWriter</code> object used to create new attributes on the current element. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Returns a copy of the <code>XPathNavigator</code>. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a range of sibling nodes from the current node to the node specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>DeleteSelf</td>
<td>Deletes the current node and its child nodes. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>XPathNavigator</code>. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>Evaluate(String)</td>
<td>Evaluates the specified XPath expression and returns the typed result. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(XPathExpression)</td>
<td>Evaluates the <code>XPathExpression</code> and returns the typed result. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(String, IXmlNamespaceResolver)</td>
<td>Evaluates the specified XPath expression and returns the typed result, using the <code>IXmlNamespaceResolver</code> to resolve namespace prefixes. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(XPathExpression, XPathNodeIterator)</td>
<td>Uses the supplied context to evaluate the XPath expression and returns the typed result. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>XPathNavigator</code> collection. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>GetAttribute</td>
<td>Gets the value of the HTML attribute with the specified LocalName and NamespaceURI. (Overrides <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>GetNamespace</td>
<td>Returns the value of the namespace node corresponding to the specified local name. Always returns <code>string.Empty</code> for the XPathResult. (Inherited from <code>XPathNavigable</code>)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>GetNamespacesInScope</code></td>
<td>Returns the in-scope namespaces of the current node. (Overrides <code>XPathNavigator.GetNamespacesInScope</code>)</td>
</tr>
<tr>
<td><code>GetType</code></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>InsertAfter()</code></td>
<td>Returns an <code>XmlWriter</code> used to create a new sibling node after the currently selected node. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertAfter(String)</code></td>
<td>Creates a new sibling node after the currently selected node using the XML string specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertAfter(XmlReader)</code></td>
<td>Creates a new sibling node after the currently selected node using the XML contents of the XMLReader. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertAfter(XPathNavigator)</code></td>
<td>Creates a new sibling node after the currently selected node using the nodes in the XPathNavigator. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertBefore()</code></td>
<td>Returns an <code>XmlWriter</code> used to create a new sibling node before the currently selected node. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertBefore(String)</code></td>
<td>Creates a new sibling node before the currently selected node using the XML string specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertBefore(XmlReader)</code></td>
<td>Creates a new sibling node before the currently selected node using the XML contents of the XMLReader. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertBefore(XPathNavigator)</code></td>
<td>Creates a new sibling node before the currently selected node using the nodes in the XPathNavigator. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertElementAfter</code></td>
<td>Creates a new sibling element after the current node using the namespace prefix, local name, and namespace URI specified, with the value specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><code>InsertElementBefore</code></td>
<td>Creates a new sibling element before the current node using the namespace prefix, local name, and namespace URI specified, with the value specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>IsDescendant()</code></td>
<td>Determines whether the specified node is a descendant of the current node.</td>
</tr>
<tr>
<td><code>IsSamePosition()</code></td>
<td>Determines whether the current position is the same as the specified position.</td>
</tr>
<tr>
<td><code>LookupNamespace()</code></td>
<td>Gets the namespace URI for the specified prefix.</td>
</tr>
<tr>
<td><code>LookupPrefix()</code></td>
<td>Gets the prefix declared for the specified namespace URI.</td>
</tr>
<tr>
<td><code>Matches(XPathExpression)</code></td>
<td>Determines whether the current node matches the specified XPathExpression.</td>
</tr>
<tr>
<td><code>Matches(String)</code></td>
<td>Determines whether the current node matches the specified XPath expression.</td>
</tr>
<tr>
<td><code>MemberwiseClone()</code></td>
<td>Creates a shallow copy of the current object.</td>
</tr>
<tr>
<td><code>MoveTo()</code></td>
<td>Moves to the same position as the specified HtmlNavigator.</td>
</tr>
<tr>
<td><code>MoveToAttribute()</code></td>
<td>Moves to the first HTML attribute.</td>
</tr>
<tr>
<td><code>MoveToChild(XPathNodeType)</code></td>
<td>Moves the XPathNavigator specified.</td>
</tr>
<tr>
<td><code>MoveToChild(String, String)</code></td>
<td>Moves the XPathNavigator and namespace URI specified.</td>
</tr>
<tr>
<td><code>MoveToFirstChild()</code></td>
<td>Moves to the first child of the current node.</td>
</tr>
<tr>
<td><code>MoveToFirst()</code></td>
<td>Moves to the first sibling of the current node.</td>
</tr>
<tr>
<td><code>MoveToFirstAttribute()</code></td>
<td>Moves to the first HTML attribute.</td>
</tr>
<tr>
<td><code>MoveToFirstChild()</code></td>
<td>Moves to the first child.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>MoveToFirstNamespace()</strong></td>
<td>Moves the XPathNavigator node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFirstNamespace(XPathNamespaceScope)</strong></td>
<td>Moves the XPathNavigator current element. Always returns false for the HtmlNavigator implementation. (Overides XPathNavigator.MoveToFirstNamespace())</td>
</tr>
<tr>
<td><strong>MoveToFollowing(XPathNodeType)</strong></td>
<td>Moves the XPathNavigator XPathNodeType specified in document order. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFollowing(String, String)</strong></td>
<td>Moves the XPathNavigator namespace URI specified in document order. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFollowing(XPathNodeType, XPathNavigator)</strong></td>
<td>Moves the XPathNavigator XPathNodeType specified, to the boundary specified, in document order. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFollowing(String, String, XPathNavigator)</strong></td>
<td>Moves the XPathNavigator namespace URI specified, to the boundary specified, in document order. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToId</strong></td>
<td>Moves to the node that matches the specified string. (Overrides XPathNavigator.MoveToId())</td>
</tr>
<tr>
<td><strong>MoveToNamespace</strong></td>
<td>Moves the XPathNavigator specified local name. Always returns false for the HtmlNavigator implementation. (Overides XPathNavigator.MoveToNamespace())</td>
</tr>
<tr>
<td><strong>MoveToNext()</strong></td>
<td>Moves to the next sibling. (Overides XPathNavigator.MoveToNext())</td>
</tr>
<tr>
<td><strong>MoveToNext(XPathNodeType)</strong></td>
<td>Moves the XPathNavigator node that matches the XPathNodeType. (Inherited from XPathNavigator)</td>
</tr>
</tbody>
</table>
| **MoveToNext(String, String)** | Moves the XPathNavigator.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MoveToNextAttribute</strong></td>
<td>Moves to the next HTML attribute. (Overrides XPathNavigator.MoveToNextAttribute)</td>
</tr>
<tr>
<td><strong>MoveToNextNamespace()</strong></td>
<td>Moves the XPathNavigator to the next namespace node. (Inherited from XPathNavigator.MoveToNextNamespace)</td>
</tr>
<tr>
<td><strong>MoveToNextNamespace(XPathNamespaceScope)</strong></td>
<td>Moves the XPathNavigator to the next namespace node. (Overrides XPathNavigator.MoveToNextNamespace)</td>
</tr>
<tr>
<td><strong>MoveToParent</strong></td>
<td>Moves to the parent of the current node. (Overrides XPathNavigator.MoveToParent)</td>
</tr>
<tr>
<td><strong>MoveToPrevious</strong></td>
<td>Moves to the previous sibling of the current node. (Overrides XPathNavigator.MoveToPrevious)</td>
</tr>
<tr>
<td><strong>MoveToRoot</strong></td>
<td>Moves to the root node to which the current node belongs. (Overrides XPathNavigator.MoveToRoot)</td>
</tr>
<tr>
<td><strong>PrependChild()</strong></td>
<td>Returns an XmlWriter at the beginning of the list of child nodes. (Inherited from XPathNavigator.PrependChild)</td>
</tr>
<tr>
<td><strong>PrependChild(String)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the XML string specified. (Inherited from XPathNavigator.PrependChild)</td>
</tr>
<tr>
<td><strong>PrependChild(XmlReader)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the XML contents of the object specified. (Inherited from XPathNavigator.PrependChild)</td>
</tr>
<tr>
<td><strong>PrependChild(XPathNavigator)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the nodes in the specified XPathNavigator. (Inherited from XPathNavigator.PrependChild)</td>
</tr>
<tr>
<td><strong>PrependChildElement</strong></td>
<td>Creates a new child element at the beginning of the list of child nodes of the current node using the namespace prefix, local name, and namespace URI specified. (Inherited from XPathNavigator.PrependChild)</td>
</tr>
<tr>
<td><strong>ReadSubtree</strong></td>
<td>Returns an XmlReader of the subtree child nodes.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ReplaceRange</td>
<td>Replaces a range of sibling nodes from the current node to the node specified.</td>
</tr>
<tr>
<td>ReplaceSelf(String)</td>
<td>Replaces the current node with the content of the string specified.</td>
</tr>
<tr>
<td>ReplaceSelf(XmlReader)</td>
<td>Replaces the current node with the contents of the object specified.</td>
</tr>
<tr>
<td>ReplaceSelf(XPathNavigator)</td>
<td>Replaces the current node with the contents of the object specified.</td>
</tr>
<tr>
<td>Select(String)</td>
<td>Selects a node set, using the specified XPath expression.</td>
</tr>
<tr>
<td>Select(XPathExpression)</td>
<td>Selects a node set using the specified XPath expression.</td>
</tr>
<tr>
<td>Select(String, IXmlNamespaceResolver)</td>
<td>Selects a node set using the specified XPath expression with the specified IXmlNamespaceResolver prefixes.</td>
</tr>
<tr>
<td>SelectAncestors(XPathNodeType, Boolean)</td>
<td>Selects all the ancestor nodes of the current node that have a matching XPathNodeType.</td>
</tr>
<tr>
<td>SelectAncestors(String, String, Boolean)</td>
<td>Selects all the ancestor nodes of the current node that have the specified local name and namespace URI.</td>
</tr>
<tr>
<td>SelectChildren(XPathNodeType)</td>
<td>Selects all the child nodes of the current node that have a matching XPathNodeType.</td>
</tr>
<tr>
<td>SelectChildren(String, String)</td>
<td>Selects all the child nodes of the current node that have the specified local name and namespace URI.</td>
</tr>
<tr>
<td>SelectDescendants(XPathNodeType, Boolean)</td>
<td>Selects all the descendant nodes of the current node that have a matching XPathNodeType.</td>
</tr>
<tr>
<td>SelectDescendants(String, String, Boolean)</td>
<td>Selects all the descendant nodes of the current node with the specified local name and namespace URI.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SelectSingleNode(String)</td>
<td>Selects a single node in the XPath query. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectSingleNode.XPathExpression)</td>
<td>Selects a single node in the XPathExpression object. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectSingleNode(String, IXmlNamespaceResolver)</td>
<td>Selects a single node in the specified XPath query using the specified namespace resolver. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SetTypedValue</td>
<td>Sets the typed value of the current node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SetValue</td>
<td>Sets the value of the current node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ToString</td>
<td>Gets the text value of the current node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ValueAs(Type)</td>
<td>Returns the item's value as the specified type. (Inherited from XPathItem)</td>
</tr>
<tr>
<td>ValueAs(Type, IXmlNamespaceResolver)</td>
<td>Gets the current node's value as the specified type using the namespace resolver. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>WriteSubtree</td>
<td>Streams the current node and its child nodes to the specified destination. (Inherited from XPathNavigator)</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BaseURI</strong></td>
<td>Gets the base URI for the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides XPathNavigator.BaseURI.)</td>
</tr>
<tr>
<td><strong>CanEdit</strong></td>
<td>Gets a value indicating whether the XPathNavigator can edit the underlying XML data. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>CurrentDocument</strong></td>
<td>Gets the current HTML document.</td>
</tr>
<tr>
<td><strong>CurrentNode</strong></td>
<td>Gets the current HTML node.</td>
</tr>
<tr>
<td><strong>HasAttributes</strong></td>
<td>Gets a value indicating whether the current node has child nodes. (Overrides XPathNavigator.HasAttributes.)</td>
</tr>
<tr>
<td><strong>HasChildren</strong></td>
<td>Gets a value indicating whether the current node has child nodes. (Overrides XPathNavigator.HasChildren.)</td>
</tr>
<tr>
<td><strong>InnerXml</strong></td>
<td>Gets or sets the markup representing the child nodes of the current node. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>IsEmptyElement</strong></td>
<td>Gets a value indicating whether the current node is an empty element. (Overrides XPathNavigator.IsEmptyElement.)</td>
</tr>
<tr>
<td><strong>IsNode</strong></td>
<td>Gets a value indicating if the current node represents an XPath node. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>LocalName</strong></td>
<td>Gets the name of the current HTML node without the namespace prefix. (Overrides XPathNavigator.LocalName.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Gets the qualified name of the current node. (Overrides XPathNavigator.Name.)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>NamespaceURI</strong></td>
<td>Gets the namespace URI (as defined in the W3C Namespace Specification) of the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides XPathNavigator.NamespaceURI.)</td>
</tr>
<tr>
<td><strong>NameTable</strong></td>
<td>Gets the XmlNameTable associated with this implementation. (Overrides XPathNavigator.NameTable.)</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of the current node. (Overrides XPathNavigator.NodeType.)</td>
</tr>
<tr>
<td><strong>OuterXml</strong></td>
<td>Gets or sets the markup representing the opening and closing tags of the current node and its child nodes. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>Prefix</strong></td>
<td>Gets the prefix associated with the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides XPathNavigator.Prefix.)</td>
</tr>
<tr>
<td><strong>SchemaInfo</strong></td>
<td>Gets the schema information that has been assigned to the current node as a result of schema validation. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>TypedValue</strong></td>
<td>Gets the current node as a boxed object of the most appropriate .NET Framework type. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>UnderlyingObject</strong></td>
<td>Used by XPathNavigator implementations which provide a &quot;virtualized&quot; XML view over a store, to provide access to underlying objects. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets the text value of the current node. (Overrides XPathItem.Value.)</td>
</tr>
<tr>
<td><strong>ValueAsBoolean</strong></td>
<td>Gets the current node's value as a Nullable&lt;Bool&gt;.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ValueAsDateTime</strong></td>
<td>Gets the current node's value as a <strong>DateTime</strong>.</td>
</tr>
<tr>
<td><strong>ValueAsDouble</strong></td>
<td>Gets the current node's value as a <strong>Double</strong>.</td>
</tr>
<tr>
<td><strong>ValueAsInt</strong></td>
<td>Gets the current node's value as an <strong>Int32</strong>.</td>
</tr>
<tr>
<td><strong>ValueAsLong</strong></td>
<td>Gets the current node's value as an <strong>Int64</strong>.</td>
</tr>
<tr>
<td><strong>ValueType</strong></td>
<td>Gets the .NET Framework <strong>Type</strong> of the current node.</td>
</tr>
<tr>
<td><strong>XmlLang</strong></td>
<td>Gets the xml:lang scope for the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides <strong>XPathNavigator.XmlLang</strong>.)</td>
</tr>
<tr>
<td><strong>XmlType</strong></td>
<td>Gets the <strong>XmlSchemaType</strong> information for the current node.</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlAgilityPack Namespace

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A Sandcastle Documented Class Library

HtmlNodeNavigator Constructor

HtmlNodeNavigator Class See Also Send Feedback
## Overload List

<table>
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<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
<tr>
<td>HtmlNodeNavigator(Stream)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(TextReader)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a TextReader.</td>
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<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.</td>
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<td>HtmlNodeNavigator(Stream, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Encoding)</td>
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</tr>
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<td>HtmlNodeNavigator(Stream, Encoding, Boolean)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
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<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
<tr>
<td>HtmlNodeNavigator(Stream, Encoding, Boolean, Int32)</td>
<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
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<td>Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Constructor (Stream)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public HtmlNodeNavigator( Stream stream)</code></td>
<td><code>Public Sub New ( _ stream As Stream _ )</code></td>
<td><code>public: HtmlNodeNavigator( Stream^ stream )</code></td>
</tr>
</tbody>
</table>

### Parameters

*stream*

Type: System.IO.Stream

The input stream.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlNodeNavigator Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Constructor (TextReader)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a TextReader.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNodeNavigator(
    TextReader reader
)
```

### Visual Basic

```vbnet
Public Sub New (_
    reader As TextReader _
)
```

### Visual C++

```cpp
public:
HtmlNodeNavigator(
    TextReader^ reader
)
```

## Parameters

- **reader**
  - Type: `System.IO.TextReader`
  - The TextReader used to feed the HTML data into the document.
See Also

HtmlNodeNavigator Class  
HtmlNodeNavigator Members  
HtmlNodeNavigator Overload  
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    string path
)
```

**Visual Basic**

```vbnet
Public Sub New (_
    path As String _
)
```

**Visual C++**

```cpp
public:
HtmlNodeNavigator(
    String^ path
)
```

### Parameters

*path*

Type: `System.String`

The complete file path to be read.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlNodeNavigator Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    Stream stream,
    bool detectEncodingFromByteOrderMarks
)
```

**Visual Basic**

```vbnet
Public Sub New (  _
    stream As Stream, _
    detectEncodingFromByteOrderMarks As Boolean
  )
```

**Visual C++**

```cpp
public:
HtmlNodeNavigator(
    Stream^ stream,
    bool detectEncodingFromByteOrderMarks
)
```

### Parameters

- **stream**
  - Type: `System.IO.Stream`
  - The input stream.

- **detectEncodingFromByteOrderMarks**
  - Type: `System.Boolean`
  - Indicates whether to look for byte order marks at the beginning of the stream.
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlNodeNavigator Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Constructor (Stream, Encoding)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    Stream stream,
    Encoding encoding
)
```

**Visual Basic**

```vbnet
Public Sub New ( _
    stream As Stream, _
    encoding As Encoding _
)
```

**Visual C++**

```cpp
public:
HtmlNodeNavigator(
    Stream^ stream,
    Encoding^ encoding
)
```

### Parameters

**stream**

Type: `System.IO.Stream`

The input stream.

**encoding**

Type: `System.Text.Encoding`

The character encoding to use.
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlNodeNavigator Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Constructor (String, Boolean)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| `public HtmlNodeNavigator(string path, bool detectEncodingFromByteOrderMarks)` | `Public Sub New (_ path As String, _ detectEncodingFromByteOrderMarks As Boolean)` | `public: HtmlNodeNavigator(
    String^ path,
    bool detectEncodingFromByteOrderMarks
)` |

### Parameters

**path**
Type: `System.String`
The complete file path to be read.

**detectEncodingFromByteOrderMarks**
Type: `System.Boolean`
Indicates whether to look for byte order marks at the beginning of the file.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlNodeNavigator Overload
HtmlAgilityPack Namespace

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**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    string path,
    Encoding encoding
)
```

**Visual Basic**

```vbnet
Public Sub New ( _
    path As String, _
    encoding As Encoding _
)
```

**Visual C++**

```cpp
public: HtmlNodeNavigator(
    String^ path,
    Encoding^ encoding
)
```

### Parameters

**path**
Type: `System.String`
The complete file path to be read.

**encoding**
Type: `System.Text.Encoding`
The character encoding to use.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlNodeNavigator Overload
HtmlAgilityPack Namespace

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HtmlNodeNavigator Constructor (Stream, Encoding, Boolean)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

public HtmlNodeNavigator(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)

Visual Basic

Public Sub New ( _
    stream As Stream, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean .
)

Visual C++

public:
HtmlNodeNavigator(
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
)

Parameters

stream
Type: System.IO.Stream
The input stream.

encoding
Type: System.Text.Encoding
The character encoding to use.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the stream.
See Also

(HtmlNodeNavigator Class
(HtmlNodeNavigator Members
(HtmlNodeNavigator Overload
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Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator Constructor (String, Encoding, Boolean)

Initializes a new instance of the HtmlNavigator and loads an HTML document from a file.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public HtmlNodeNavigator(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)
```

Visual Basic

```vbnet
Public Sub New ( _
    path As String, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean _
)
```

Visual C++

```cpp
public:
HtmlNodeNavigator(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
)
```

Parameters

*path*
Type: `System.String`
The complete file path to be read.

*encoding*
Type: `System.Text.Encoding`
The character encoding to use.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlNodeNavigator Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Initializes a new instance of the HtmlNavigator and loads an HTML document from a stream.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

**Visual Basic**

```vbnet
Public Sub New ( _
    stream As Stream, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean, _
    buffersize As Integer _
)
```

**Visual C++**

```cpp
public:
HtmlNodeNavigator(  
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

### Parameters

**stream**

Type: `System.IO.Stream`

The input stream.
encoding
Type: System.Text.Encoding
The character encoding to use.

detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the stream.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlNodeNavigator Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Iniializes a new instance of the HtmlNavigator and loads an HTML document from a file.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

**C#**

```csharp
public HtmlNodeNavigator(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

**Visual Basic**

```vbnet
Public Sub New (_
    path As String, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean, _
    buffersize As Integer _
)
```

**Visual C++**

```cpp
public:
HtmlNodeNavigator(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

### Parameters

**path**
Type: `System.String`
The complete file path to be read.
encoding
Type: System.Text.Encoding
The character encoding to use.

detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

[HtmlNodeNavigator Class]
[HtmlNodeNavigator Members]
[HtmlNodeNavigator Overload]
[HtmlAgilityPack Namespace]

Send comments on this topic to [http://htmlagilitypack.codeplex.com]
The `HtmlNodeNavigator` type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>AppendChild()</strong></td>
<td>Returns an <code>XmlWriter</code> object used to create one or more new child nodes at the end of the list of child nodes of the current node. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>AppendChild(String)</strong></td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the XML data string specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>AppendChild(XmlReader)</strong></td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the XML contents of the specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>AppendChild(XPathNavigator)</strong></td>
<td>Creates a new child node at the end of the list of child nodes of the current node using the nodes in the specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>AppendChildElement</strong></td>
<td>Creates a new child element node at the end of the list of child nodes of the current node using the namespace prefix, local name, and namespace URI specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>CheckValidity</strong></td>
<td>Verifies that the XML data in the XML Schema definition language (<code>XSD</code>) provided. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a new HtmlNavigator positioned at the same node as this HtmlNavigator. (Overrrides <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>ComparePosition</strong></td>
<td>Compares the position of the current position of the <code>XPathNavigator</code> with the specified position. (Inherited from <code> XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>Compile</strong></td>
<td>Compiles a string representing an XPath expression and returns an <code>XPathExpression</code> object. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>CreateAttribute</strong></td>
<td>Creates an attribute node at the current position of the <code>XPathNavigator</code> using the namespace prefix, local name, and value specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CreateAttributes</td>
<td>Returns an <code>XmlWriter</code> object used to create new attributes on the current element. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Returns a copy of the <code>XPathNavigator</code>. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a range of sibling nodes from the current node to the node specified. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>DeleteSelf</td>
<td>Deletes the current node and its child nodes. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>XPathNavigator</code>. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>Evaluate(String)</td>
<td>Evaluates the specified XPath expression and returns the typed result. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(XPathExpression)</td>
<td>Evaluates the <code>XPathExpression</code> (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(String, IXmlNamespaceResolver)</td>
<td>Evaluates the specified XPath expression and returns the typed result, using the <code>IXmlNamespaceResolver</code> to resolve namespace prefixes. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Evaluate(XPathExpression, XPathNodeIterator)</td>
<td>Uses the supplied context to evaluate the <code>XPathExpression</code> and returns the typed result. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <code>Object</code> to attempt cleanup operations before the collection is finalized. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>GetAttribute</td>
<td>Gets the value of the HTML attribute with the specified LocalName and NamespaceURI. (Overrides <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>GetNamespace</td>
<td>Returns the value of the namespace node corresponding to the specified local name. Always returns <code>string.Empty</code> for the specified local name. (Inherited from <code>Object</code>)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetNamespacesInScope</td>
<td>Returns the in-scope namespaces of the current node. (Overrides XPathNavigator.GetNamespacesInScope)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object)</td>
</tr>
<tr>
<td>InsertAfter()</td>
<td>Returns an XmlWriter object used to create a new sibling node after the currently selected node. (Inherited from XPathNavigator.InsertAfter)</td>
</tr>
<tr>
<td>InsertAfter(String)</td>
<td>Creates a new sibling node after the currently selected node using the XML string specified. (Inherited from XPathNavigator.InsertAfter)</td>
</tr>
<tr>
<td>InsertAfter(XmlReader)</td>
<td>Creates a new sibling node after the currently selected node using the XML contents of the XmlReader specified. (Inherited from XPathNavigator.InsertAfter)</td>
</tr>
<tr>
<td>InsertAfter(XPathNavigator)</td>
<td>Creates a new sibling node after the currently selected node using the nodes in the XPathNavigator specified. (Inherited from XPathNavigator.InsertAfter)</td>
</tr>
<tr>
<td>InsertBefore()</td>
<td>Returns an XmlWriter object used to create a new sibling node before the currently selected node. (Inherited from XPathNavigator.InsertBefore)</td>
</tr>
<tr>
<td>InsertBefore(String)</td>
<td>Creates a new sibling node before the currently selected node using the XML string specified. (Inherited from XPathNavigator.InsertBefore)</td>
</tr>
<tr>
<td>InsertBefore(XmlReader)</td>
<td>Creates a new sibling node before the currently selected node using the XML contents of the XmlReader specified. (Inherited from XPathNavigator.InsertBefore)</td>
</tr>
<tr>
<td>InsertBefore(XPathNavigator)</td>
<td>Creates a new sibling node before the currently selected node using the nodes in the XPathNavigator specified. (Inherited from XPathNavigator.InsertBefore)</td>
</tr>
<tr>
<td>InsertElementAfter</td>
<td>Creates a new sibling element node after the current node using the namespace prefix, local name, namespace URI, and value specified. (Inherited from XPathNavigator.InsertElementAfter)</td>
</tr>
<tr>
<td>InsertElementBefore</td>
<td>Creates a new sibling element node before the current node using the namespace prefix, local name, namespace URI, and value specified. (Inherited from XPathNavigator.InsertElementBefore)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td><strong>IsDescendant</strong></td>
<td>Determines whether the specified descendant of the current XPathNavigator is at the same position as the specified position. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>IsSamePosition</strong></td>
<td>Determines whether the current position is at the same position as the specified HtmlNavigator. (Overrides XPathNavigator)</td>
</tr>
<tr>
<td><strong>LookupNamespace</strong></td>
<td>Gets the namespace URI for the specified prefix. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>LookupPrefix</strong></td>
<td>Gets the prefix declared for the specified namespace URI. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>Matches(XPathExpression)</strong></td>
<td>Determines whether the current node matches the specified XPathExpression. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>Matches(String)</strong></td>
<td>Determines whether the current node matches the specified XPath expression. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy. (Inherited from Object)</td>
</tr>
<tr>
<td><strong>MoveTo</strong></td>
<td>Moves to the same position as the specified HtmlNavigator. (Overrides XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToAttribute</strong></td>
<td>Moves to the HTML attribute with matching LocalName and NamespaceURI. (Overrides XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToChild(XPathNodeType)</strong></td>
<td>Moves the XPathNavigator specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToChild(String, String)</strong></td>
<td>Moves the XPathNavigator and namespace URI specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFirst</strong></td>
<td>Moves to the first sibling. (Overrides XPathNavigator)</td>
</tr>
<tr>
<td><strong>MoveToFirstChildAttribute</strong></td>
<td>Moves to the first HTML attribute. (Overrides XPathNavigator)</td>
</tr>
</tbody>
</table>
| **MoveToFirstChild** | Moves to the first child.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MoveToFirstNamespace()</code></td>
<td>Moves the XPathNavigator node.</td>
</tr>
<tr>
<td><code>MoveToFirstNamespace(XPathNamespaceScope)</code></td>
<td>Moves the XPathNavigator current element. Always returns false for the HtmlNavigator implementation.</td>
</tr>
<tr>
<td><code>MoveToFollowing(XPathNodeType)</code></td>
<td>Moves the XPathNavigator XPathNodeType specified in document order.</td>
</tr>
<tr>
<td><code>MoveToFollowing(String, String)</code></td>
<td>Moves the XPathNavigator namespace URI specified in document order.</td>
</tr>
<tr>
<td><code>MoveToFollowing(XPathNodeType, XPathNavigator)</code></td>
<td>Moves the XPathNavigator XPathNodeType specified, to the boundary specified, in document order.</td>
</tr>
<tr>
<td><code>MoveToFollowing(String, String, XPathNavigator)</code></td>
<td>Moves the XPathNavigator namespace URI specified, to the boundary specified, in document order.</td>
</tr>
<tr>
<td><code>MoveToId</code></td>
<td>Moves to the node that matches the specified string.</td>
</tr>
<tr>
<td><code>MoveToNamespace</code></td>
<td>Moves the XPathNavigator specified local name. Always returns false for the HtmlNavigator implementation.</td>
</tr>
<tr>
<td><code>MoveToNext()</code></td>
<td>Moves to the next sibling.</td>
</tr>
<tr>
<td><code>MoveToNext(XPathNodeType)</code></td>
<td>Moves the XPathNavigator node that matches the specified XPathNodeType.</td>
</tr>
</tbody>
</table>
| `MoveToNext(String, String)` | Moves the XPathNavigator.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MoveToNextAttribute</strong></td>
<td>Moves to the next HTML attribute. (Overrides <code>XPathNavigator.MoveToNextAttribute</code>)</td>
</tr>
<tr>
<td><strong>MoveToNextNamespace()</strong></td>
<td>Moves the <code>XPathNavigator</code>. (Inherited from <code>XPathNavigator</code>)</td>
</tr>
<tr>
<td><strong>MoveToNextNamespace(XPathNamespaceScope)</strong></td>
<td>Moves the <code>XPathNavigator</code> to the next namespace node. (Overrides <code>XPathNavigator.MoveToNextNamespace</code> returns false for the Htmln implementation.)</td>
</tr>
<tr>
<td><strong>MoveToParent</strong></td>
<td>Moves to the parent of the current node. (Overrides <code>XPathNavigator.MoveToParent</code>.)</td>
</tr>
<tr>
<td><strong>MoveToPrevious</strong></td>
<td>Moves to the previous sibling of the current node. (Overrides <code>XPathNavigator.MoveToPrevious</code>.)</td>
</tr>
<tr>
<td><strong>MoveToRoot</strong></td>
<td>Moves to the root node to which the current node belongs. (Overrides <code>XPathNavigator.MoveToRoot</code>.)</td>
</tr>
<tr>
<td><strong>PrependChild()</strong></td>
<td>Returns an <code>XmlWriter</code> at the beginning of the list of child nodes. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>PrependChild(String)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the XML string specified. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>PrependChild(XmlReader)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the XML contents of the object specified. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>PrependChild(XPathNavigator)</strong></td>
<td>Creates a new child node at the beginning of the list of child nodes of the current node using the nodes in the specified. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>PrependChildElement</strong></td>
<td>Creates a new child element node at the beginning of the list of child nodes of the current node using the namespace prefix and namespace URI specified. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>ReadSubtree</strong></td>
<td>Returns an <code>XmlReader</code> of child nodes.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>ReplaceRange</td>
<td>Replaces a range of sibling nodes from the current node to the node specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ReplaceSelf(String)</td>
<td>Replaces the current node with the content of the string specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ReplaceSelf(XmlReader)</td>
<td>Replaces the current node with the contents of the object specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ReplaceSelf(XPathNavigator)</td>
<td>Replaces the current node with the contents of the object specified. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>Select(String)</td>
<td>Selects a node set, using the specified XPath expression. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>Select(XPathExpression)</td>
<td>Selects a node set using the specified XPathExpression. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>Select(String, IXmlNamespaceResolver)</td>
<td>Selects a node set using the specified XPath expression with the IXmlNamespaceResolver prefixes. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectAncestors(XPathNodeType, Boolean)</td>
<td>Selects all the ancestor nodes of the current node that have a matching XPathNodeType. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectAncestors(String, String, Boolean)</td>
<td>Selects all the ancestor nodes of the current node that have the specified local name and namespace URI. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectChildren(XPathNodeType)</td>
<td>Selects all the child nodes of the current node that have the matching XPathNodeType. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectChildren(String, String)</td>
<td>Selects all the child nodes of the current node that have the specified local name and namespace URI. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectDescendants(XPathNodeType, Boolean)</td>
<td>Selects all the descendant nodes of the current node that have a matching XPathNodeType. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectDescendants(String, String, Boolean)</td>
<td>Selects all the descendant nodes of the current node with the specified local name and namespace URI. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>SelectSingleNode(String)</td>
<td>Selects a single node in the XPath query. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectSingleNode(XPathExpression)</td>
<td>Selects a single node in the XPathExpression object. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SelectSingleNode(String, IXmlNamespaceResolver)</td>
<td>Selects a single node in the specified XPath query with the specified to resolve namespace prefixes. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SetTypedValue</td>
<td>Sets the typed value of the current node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>SetValue</td>
<td>Sets the value of the current node. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>ToString</td>
<td>Gets the text value of the current node. (Inherited from XPathItem)</td>
</tr>
<tr>
<td>ValueAs(Type)</td>
<td>Returns the item's value as the specified type. (Inherited from XPathItem)</td>
</tr>
<tr>
<td>ValueAs(Type, IXmlNamespaceResolver)</td>
<td>Gets the current node's value as the specified type with the IXmNamespaceResolver prefixes. (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td>WriteSubtree</td>
<td>Streams the current node and its child nodes to the specified. (Inherited from XPathNavigator)</td>
</tr>
</tbody>
</table>
See Also

(HtmlNodeNavigator Class) (HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNodeNavigator.Clone Method**

**See Also** Send Feedback

Creates a new HtmlNavigator positioned at the same node as this HtmlNavigator.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public override <code>XPathNavigator</code> Clone()</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public Overrides Function Clone As <code>XPathNavigator</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td>public: virtual <code>XPathNavigator</code>^ Clone() override</td>
</tr>
</tbody>
</table>

**Return Value**

A new HtmlNavigator object positioned at the same node as the original HtmlNavigator.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.GetAttribute Method

Gets the value of the HTML attribute with the specified LocalName and NamespaceURI.

Namespace: HtmlAgilityPack

Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public override string GetAttribute(
    string localName,
    string namespaceURI
)
```

**Visual Basic**

```vbnet
Public Overrides Function GetAttribute (
    _
    localName As String, _
    namespaceURI As String _
) As String
```

**Visual C++**

```cpp
public:
    virtual String^ GetAttribute(
        String^ localName, 
        String^ namespaceURI
    ) override
```

### Parameters

**localName**
Type: `System.String`
The local name of the HTML attribute.

**namespaceURI**
Type: `System.String`
The namespace URI of the attribute. Unsupported with the HtmlNavigator implementation.
**Return Value**
The value of the specified HTML attribute. String.Empty or null if a matching attribute is not found or if the navigator is not positioned on an element node.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.GetNamespace Method

HtmlNodeNavigator Class  See Also  Send Feedback

Returns the value of the namespace node corresponding to the specified local name. Always returns string.Empty for the HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public override string GetNamespace(
    string name
)
```

**Visual Basic**

```vbnet
Public Overrides Function GetNamespace ( _
    name As String _
) As String
```

**Visual C++**

```cpp
public:
virtual String^ GetNamespace(
    String^ name
) override
```

### Parameters

**name**

Type: `System.String`  
The local name of the namespace node.

### Return Value

Always returns `string.Empty` for the HtmlNavigator implementation.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.IsSamePosition Method

Determines whether the current HtmlNavigator is at the same position as the specified HtmlNavigator.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Method Definition</th>
</tr>
</thead>
</table>
| **C#**         | ```
public override bool IsSamePosition(
    XPathNavigator other
)``` |
| **Visual Basic** | ```
Public Overrides Function IsSamePosition ( _
    other As XPathNavigator _
) As Boolean``` |
| **Visual C++**  | ```
public:
virtual bool IsSamePosition(
    XPathNavigator^ other
) override``` |

### Parameters

- **other**
  - Type: `System.Xml.XPath.XPathNavigator`
  - The HtmlNavigator that you want to compare against.

### Return Value

- true if the two navigators have the same position, otherwise, false.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the same position as the specified HtmlNavigator.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.org/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public override bool MoveTo(XPathNavigator other)
```

Visual Basic

```vbnet
Public Overrides Function MoveTo(_
other As XPathNavigator _) As Boolean
```

Visual C++

```cpp
public:
virtual bool MoveTo(_
XPathNavigator^ other)
```

override

Parameters

other
Type: System.Xml.XPath.XPathNavigator
The HtmlNavigator positioned on the node that you want to move to.

Return Value
true if successful, otherwise false. If false, the position of the navigator is unchanged.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the HTML attribute with matching LocalName and NamespaceURI.

**Namespace:** [HtmlAgilityPack](https://github.com/mast3rplan/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public override bool MoveToAttribute(
    string localName,
    string namespaceURI
)
```

#### Visual Basic

```vbnet
Public Overrides Function MoveToAttribute ( _
    localName As String, _
    namespaceURI As String _
) As Boolean
```

#### Visual C++

```cpp
public:
    virtual bool MoveToAttribute(
        String^ localName,
        String^ namespaceURI
    ) override
```

### Parameters

- **localName**
  - Type: `System.String`
  - The local name of the HTML attribute.

- **namespaceURI**
  - Type: `System.String`
  - The namespace URI of the attribute. Unsupported with the HtmlNavigator implementation.
Return Value

true if the HTML attribute is found, otherwise, false. If false, the position of the navigator does not change.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToFirst Method

Moves to the first sibling of the current node.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public override bool MoveToFirst()
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToFirst As Boolean
```

**Visual C++**

```cpp
public:
virtual bool MoveToFirst() override
```

**Return Value**

true if the navigator is successful moving to the first sibling node, false if there is no first sibling or if the navigator is currently positioned on an attribute node.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the first HTML attribute.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Signature</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td>public override bool MoveToFirstAttribute()</td>
</tr>
<tr>
<td>Visual Basic</td>
<td>Public Overrides Function MoveToFirstAttribute As Boolean</td>
</tr>
<tr>
<td>Visual C++</td>
<td>public: virtual bool MoveToFirstAttribute() override</td>
</tr>
</tbody>
</table>

**Return Value**

true if the navigator is successful moving to the first HTML attribute, otherwise, false.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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**HtmlNodeNavigator.MoveToFirstChild Method**

**HtmlNodeNavigator Class**  **See Also**  **Send Feedback**

Moves to the first child of the current node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public override bool MoveToFirstChild()
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToFirstChild As Boolean
```

**Visual C++**

```cpp
public:
virtual bool MoveToFirstChild() override
```

**Return Value**

true if there is a first child node, otherwise false.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToFirstNamespace Method
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MoveToFirstNamespace()</td>
<td>Moves the XPathNavigator node.</td>
</tr>
<tr>
<td>(Inherited from XPathNavigator.MoveToFirstNamespace(XPathNamespaceScope))</td>
<td>Moves the XPathNavigator to the first namespace node of the current element. Always returns false for the HtmlNavigator implementation. (Overrides XPathNavigator.MoveToFirstNamespace(XPathNamespaceScope))</td>
</tr>
</tbody>
</table>

[//]: # (Inherited from XPathNavigator.MoveToFirstNamespace(XPathNamespaceScope))
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToFirstNamespace Method (XPathNamespaceScope)

HtmlNodeNavigator Class  See Also  Send Feedback

Moves the XPathNavigator to the first namespace node of the current element. Always returns false for the HtmlNavigator implementation.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public override bool MoveToFirstNamespace(
    XPathNamespaceScope scope
)
```

Visual Basic

```vbnet
Public Overrides Function MoveToFirstNamespace ( _
    scope As XPathNamespaceScope _
) As Boolean
```

Visual C++

```cpp
public:
virtual bool MoveToFirstNamespace(
    XPathNamespaceScope scope
) override
```

Parameters

`scope`
Type: `System.Xml.XPath.XPathNamespaceScope`
An XPathNamespaceScope value describing the namespace scope.

Return Value

Always returns false for the HtmlNavigator implementation.
See Also

HtmlNodeNavigator Class  
HtmlNodeNavigator Members  
MoveToFirstNamespace Overload  
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the node that has an attribute of type ID whose value matches the specified string.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public override bool MoveToId(
    string id
)
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToId ( _
    id As String _
) As Boolean
```

**Visual C++**

```cpp
public:
    virtual bool MoveToId(
        String^ id
    ) override
```

### Parameters

*id*

Type: `System.String`

A string representing the ID value of the node to which you want to move. This argument does not need to be atomized.

### Return Value

true if the move was successful, otherwise false. If false, the position of the navigator is unchanged.
See Also

(HtmlNodeNavigator Class
(HtmlNodeNavigator Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToNamespace Method

HtmlNodeNavigator Class  See Also  Send Feedback

Moves the XPathNavigator to the namespace node with the specified local name. Always returns false for the HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public override bool MoveToNamespace(string name)</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Overrides Function MoveToNamespace(name As String) As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: virtual bool MoveToNamespace(String^ name) override</code></td>
</tr>
</tbody>
</table>

### Parameters

- **name**
  - Type: `System.String`
  - The local name of the namespace node.

### Return Value

Always returns false for the HtmlNavigator implementation.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MoveToNext()</strong></td>
<td>Moves to the next sibling of the current node. (Overrides XPathNavigator.MoveToNext().)</td>
</tr>
<tr>
<td><strong>MoveToNext(XPathNodeType)</strong></td>
<td>Moves the XPathNavigator to the next sibling node of the current node that matches the XPathNodeType specified. (Inherited from XPathNavigator.)</td>
</tr>
<tr>
<td><strong>MoveToNext(String, String)</strong></td>
<td>Moves the XPathNavigator to the next sibling node with the local name and namespace URI specified. (Inherited from XPathNavigator.)</td>
</tr>
</tbody>
</table>
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToNext Method

Moves to the next sibling of the current node.

**Namespace:** [HtmlAgilityPack](https://HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public override bool MoveToNext()
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToNext As Boolean
```

**Visual C++**

```cpp
public:
    virtual bool MoveToNext() override
```

**Return Value**

true if the navigator is successful moving to the next sibling node, false if there are no more siblings or if the navigator is currently positioned on an attribute node. If false, the position of the navigator is unchanged.
See Also

HtmlNodeNavigator Class

HtmlNodeNavigator Members

MoveToNext Overload

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToNextAttribute Method

Moves to the next HTML attribute.

**Namespace:** [HtmlAgilityPack](https://github.com/dwz/html-agility-pack-dotnet)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public override bool MoveToNextAttribute()
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToNextAttribute As Boolean
```

**Visual C++**

```cpp
public:
virtual bool MoveToNextAttribute() override
```

### Return Value
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlNodeNavigator.MoveToNextNamespace Method

HtmlNodeNavigator Class See Also Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="#">MoveToNextNamespace()</a></td>
<td>Moves theXPathNavigator (Inherited from XPathNavigator)</td>
</tr>
<tr>
<td><a href="#">MoveToNextNamespace(XPathNamespaceScope)</a></td>
<td>Moves the XPathNavigator returns false for the Htn (Overrides XPathNavigator.Move)</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToNextNamespace Method (XPathNamespaceScope)

Moves the XPathNavigator to the next namespace node. Always returns false for the HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public override bool MoveToNextNamespace(
    XPathNamespaceScope scope
)
```

### Visual Basic

```vbnet
Public Overrides Function MoveToNextNamespace ( _
    scope As XPathNamespaceScope _
) As Boolean
```

### Visual C++

```cpp
public:
virtual bool MoveToNextNamespace(
    XPathNamespaceScope scope
) override
```

## Parameters

`scope`
Type: `System.Xml.XPath.XPathNamespaceScope`
An `XPathNamespaceScope` value describing the namespace scope.

## Return Value

Always returns false for the HtmlNavigator implementation.
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- MoveToNextNamespace Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.MoveToParent Method

Moves to the parent of the current node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

**C#**

```csharp
public override bool MoveToParent()
```

**Visual Basic**

```vbnet
Public Overrides Function MoveToParent As Boolean
```

**Visual C++**

```cpp
public:
    virtual bool MoveToParent() override
```

**Return Value**

true if there is a parent node, otherwise false.
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the previous sibling of the current node.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public override bool MoveToPrevious()
```

Visual Basic

```vbnet
Public Overrides Function MoveToPrevious As Boolean
```

Visual C++

```cpp
public:
    virtual bool MoveToPrevious() override
```

**Return Value**

ture if the navigator is successful moving to the previous sibling node, false if there is no previous sibling or if the navigator is currently positioned on an attribute node.
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Moves to the root node to which the current node belongs.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public override void MoveToRoot()
```

### Visual Basic

```vbnet
Public Overrides Sub MoveToRoot
```

### Visual C++

```cpp
public:
virtual void MoveToRoot() override
```
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlNodeNavigator Properties**

[HtmlNodeNavigator Class] See Also [Send Feedback]

The [HtmlNodeNavigator] type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BaseURI</strong></td>
<td>Gets the base URI for the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides <strong>XPathNavigator.BaseURI</strong>.)</td>
</tr>
<tr>
<td><strong>CanEdit</strong></td>
<td>Gets a value indicating whether the XPathNavigator can edit the underlying XML data. (Inherited from <strong>XPathNavigator</strong>.)</td>
</tr>
<tr>
<td><strong>CurrentDocument</strong></td>
<td>Gets the current HTML document.</td>
</tr>
<tr>
<td><strong>CurrentNode</strong></td>
<td>Gets the current HTML node.</td>
</tr>
<tr>
<td><strong>HasAttributes</strong></td>
<td>Gets a value indicating whether the current node has child nodes. (Overrides <strong>XPathNavigator.HasAttributes</strong>.)</td>
</tr>
<tr>
<td><strong>HasChildren</strong></td>
<td>Gets a value indicating whether the current node has child nodes. (Overrides <strong>XPathNavigator.HasChildren</strong>.)</td>
</tr>
<tr>
<td><strong>InnerXml</strong></td>
<td>Gets or sets the markup representing the child nodes of the current node. (Inherited from <strong>XPathNavigator</strong>.)</td>
</tr>
<tr>
<td><strong>IsEmptyElement</strong></td>
<td>Gets a value indicating whether the current node is an empty element. (Overrides <strong>XPathNavigator.IsEmptyElement</strong>.)</td>
</tr>
<tr>
<td><strong>IsNode</strong></td>
<td>Gets a value indicating if the current node represents an XPath node. (Inherited from <strong>XPathNavigator</strong>.)</td>
</tr>
<tr>
<td><strong>LocalName</strong></td>
<td>Gets the name of the current HTML node without the namespace prefix. (Overrides <strong>XPathNavigator.LocalName</strong>.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Gets the qualified name of the current node. (Overrides <strong>XPathNavigator.Name</strong>.)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>NamespaceURI</strong></td>
<td>Gets the namespace URI (as defined in the W3C Namespace Specification) of the current node. Always returns <code>string.Empty</code> in the case of HtmlNavigator implementation. (Overrides <code>XPathNavigator.NamespaceURI</code>.)</td>
</tr>
<tr>
<td><strong>NameTable</strong></td>
<td>Gets the <code>XmlNameTable</code> associated with this implementation. (Overrides <code>XPathNavigator.NameTable</code>.)</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of the current node. (Overrides <code>XPathNavigator.NodeType</code>.)</td>
</tr>
<tr>
<td><strong>OuterXml</strong></td>
<td>Gets or sets the markup representing the opening and closing tags of the current node and its child nodes. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>Prefix</strong></td>
<td>Gets the prefix associated with the current node. Always returns <code>string.Empty</code> in the case of HtmlNavigator implementation. (Overrids <code>XPathNavigator.Prefix</code>.)</td>
</tr>
<tr>
<td><strong>SchemaInfo</strong></td>
<td>Gets the schema information that has been assigned to the current node as a result of schema validation. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>TypedValue</strong></td>
<td>Gets the current node as a boxed object of the most appropriate .NET Framework type. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>UnderlyingObject</strong></td>
<td>Used by <code>XPathNavigator</code> implementations which provide a &quot;virtualized&quot; XML view over a store, to provide access to underlying objects. (Inherited from <code>XPathNavigator</code>.)</td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets the text value of the current node. (Overrides <code>XPathItem.Value</code>.)</td>
</tr>
</tbody>
</table>
| **ValueAsBoolean**| Gets the current node's value as a `Boolean`.
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ValueAsDateTime</strong></td>
<td>Gets the current node's value as a <code>DateTime</code>.</td>
</tr>
<tr>
<td><strong>ValueAsDouble</strong></td>
<td>Gets the current node's value as a <code>Double</code>.</td>
</tr>
<tr>
<td><strong>ValueAsInt</strong></td>
<td>Gets the current node's value as an <code>Int32</code>.</td>
</tr>
<tr>
<td><strong>ValueAsLong</strong></td>
<td>Gets the current node's value as an <code>Int64</code>.</td>
</tr>
<tr>
<td><strong>ValueType</strong></td>
<td>Gets the .NET Framework <code>Type</code> of the current node.</td>
</tr>
<tr>
<td><strong>XmlLang</strong></td>
<td>Gets the xml:lang scope for the current node. Always returns string.Empty in the case of HtmlNavigator implementation. (Overrides XPathNavigator.XmlLang.)</td>
</tr>
<tr>
<td><strong>XmlType</strong></td>
<td>Gets the <code>XmlSchemaType</code> information for the current node.</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.BaseURI Property

Gets the base URI for the current node. Always returns string.Empty in the case of HtmlNavigator implementation.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override string BaseURI { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Overrides ReadOnly Property BaseURI As String Get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: virtual property String^ BaseURI { String^ get () override; }</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the current HTML document.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public HtmlDocument CurrentDocument { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public ReadOnly Property CurrentDocument As HtmlDocument Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
</tbody>
</table>
| public: property HtmlDocument^ CurrentDocument { 
HtmlDocument^ get (); 
} |
See Also

- HtmlNodeNavigator Class
- HtmlNodeNavigator Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.CurrentNode Property

Gets the current HTML node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlNode CurrentNode { get; }
```

### Visual Basic

```vbnet
Public ReadOnly Property CurrentNode As HtmlNode
    Get
```

### Visual C++

```cpp
public:
    property HtmlNode^ CurrentNode { HtmlNode^ get (); }
```
See Also

(HtmlNodeNavigator Class
(HtmlNodeNavigator Members
(Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.HasAttributes Property

Gets a value indicating whether the current node has child nodes.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public override bool HasAttributes { get; }
```

Visual Basic

```vbnet
Public Overrides ReadOnly Property HasAttributes As Boolean
    Get
```

Visual C++

```cpp
public:
    virtual property bool HasAttributes {
        bool get () override;
    }
```
See Also

(HtmlNodeNavigator Class
(HtmlNodeNavigator Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.HasChildren Property

Gets a value indicating whether the current node has child nodes.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override bool HasChildren { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Overrides ReadOnly Property HasChildren As Boolean Get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public: virtual property bool HasChildren {  
  bool get () override;  
} |
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.IsEmptyElement Property

Gets a value indicating whether the current node is an empty element.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
# Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override bool IsEmptyElement { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Overrides ReadOnly Property IsEmptyElement As Get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: virtual property bool IsEmptyElement {</td>
</tr>
<tr>
<td>bool get () override;</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.LocalName Property

Gets the name of the current HTML node without the namespace prefix.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public override string LocalName { get; }
```

### Visual Basic

```vbnet
Public Overrides ReadOnly Property LocalName As String
    Get
    End Get
```

### Visual C++

```cpp
public:
    virtual property String^ LocalName {
        String^ get () override;
    }
```
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.Name Property

Gets the qualified name of the current node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public override string Name { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public Overrides ReadOnly Property Name As String Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public: virtual property String^ Name { String^ get () override; }</td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.NamespaceURI Property

Gets the namespace URI (as defined in the W3C Namespace Specification) of the current node. Always returns string.Empty in the case of HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override string NamespaceURI { get; }</code></td>
<td><code>Public Overrides ReadOnly Property NamespaceURI As String Get</code></td>
<td><code>public: virtual property String^ NamespaceURI { String^ get () override; }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.NameTable Property

This property gets the **XmlNameTable** associated with this implementation.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**   | ```
public override XmlNameTable NameTable { get; }
``` |
| **Visual Basic** | ```
Public Overrides ReadOnly Property NameTable As XmlNameTable
Get
``` |
| **Visual C++** | ```
public:
virtual property XmlNameTable^ NameTable {
XmlNameTable^ get () override;
}
``` |
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.NodeType Property

Gets the type of the current node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public override XPathNodeType NodeType { get; }</code></td>
<td><code>Public Overrides ReadOnly Property NodeType As XPathNodeType Get</code></td>
<td><code>public: virtual property XPathNodeType NodeType { </code> <code>XPathNodeType get () override; }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.Prefix Property

HtmlNodeNavigator Class  See Also  Send Feedback

Gets the prefix associated with the current node. Always returns string.Empty in the case of HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override string Prefix { get; }</td>
<td>Public Overrides ReadOnly Property Prefix As String Get</td>
<td>public: virtual property String^ Prefix { String^ get () override; }</td>
</tr>
</tbody>
</table>

**C#**

```csharp
public override string Prefix { get; }
```

**Visual Basic**

```vbnet
Public Overrides ReadOnly Property Prefix As String Get
```

**Visual C++**

```cpp
public:
virtual property String^ Prefix { String^ get () override; }
```
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.Value Property

Gets the text value of the current node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public override <code>string</code> Value { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Overrides ReadOnly Property Value As <code>String</code> Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: virtual property <code>String</code>^ Value { <code>String</code>^ get () override; }</td>
</tr>
</tbody>
</table>
See Also

(HtmlNodeNavigator Class
(HtmlNodeNavigator Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeNavigator.XmlLang Property

Gets the xml:lang scope for the current node. Always returns string.Empty in the case of HtmlNavigator implementation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public override string XmlLang { get; }</code></td>
</tr>
</tbody>
</table>
| **Visual Basic** | `Public Overrides ReadOnly Property XmlLang As String
Get`             |
| **Visual C++** | `public:
virtual property String^ XmlLang { String^ get () override; }` |
See Also

HtmlNodeNavigator Class
HtmlNodeNavigator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlNodeType Enumeration

Represents the type of a node.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code Example</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public enum HtmlNodeType</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Enumeration HtmlNodeType</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public enum class HtmlNodeType</code></td>
</tr>
</tbody>
</table>
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Document</td>
<td>0</td>
<td>The root of a document.</td>
</tr>
<tr>
<td>Element</td>
<td>1</td>
<td>An HTML element.</td>
</tr>
<tr>
<td>Comment</td>
<td>2</td>
<td>An HTML comment.</td>
</tr>
<tr>
<td>Text</td>
<td>3</td>
<td>A text node is always the child of an element or a document node.</td>
</tr>
</tbody>
</table>
See Also

(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError Class

Represents a parsing error found during document parsing.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public class HtmlParseError</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public Class HtmlParseError</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public ref class HtmlParseError</td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
(HtmlAgilityPack.HtmlParseException)
See Also

HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlParseError Members

See Also  Send Feedback

The `HtmlParseError` type exposes the following members.
# Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>.</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the <code>Object</code> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <code>Object</code>.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <code>String</code> that represents the current <code>Object</code>.</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code</td>
<td>Gets the type of error.</td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of this error in the document.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this error in the document.</td>
</tr>
<tr>
<td>Reason</td>
<td>Gets a description for the error.</td>
</tr>
<tr>
<td>SourceText</td>
<td>Gets the full text of the line containing the error.</td>
</tr>
<tr>
<td>StreamPosition</td>
<td>Gets the absolute stream position of this error in the document, relative to the start of the document.</td>
</tr>
</tbody>
</table>
See Also

HtmlParseError Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlParseError** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is equal to the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is reclaimed by garbage collection. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.type">Type</a> of the current instance. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="https://docs.microsoft.com/en-us/dotnet/api/system.string">String</a> that represents the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
</tbody>
</table>
See Also

HtmlParseError Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlParseError** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Code</strong></td>
<td>Gets the type of error.</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of this error in the document.</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the column number of this error in the document.</td>
</tr>
<tr>
<td><strong>Reason</strong></td>
<td>Gets a description for the error.</td>
</tr>
<tr>
<td><strong>SourceText</strong></td>
<td>Gets the full text of the line containing the error.</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the absolute stream position of this error in the document, relative to the start of the document.</td>
</tr>
</tbody>
</table>
See Also

- HtmlParseError Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError.Code Property

Gets the type of error.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**   | ```
public HtmlParseErrorCode Code { get; }
``` |
| **Visual Basic** | ```
Public ReadOnly Property Code As HtmlParseErrorCode
Get
``` |
| **Visual C++** | ```
public:
property HtmlParseErrorCode Code {
    HtmlParseErrorCode get ();
}
``` |
See Also

HtmlParseError Class
HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError.Line Property

Gets the line number of this error in the document.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public int Line { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public ReadOnly Property Line As Integer</td>
</tr>
<tr>
<td>Get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>property int Line {</td>
</tr>
<tr>
<td>int get ();</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

HtmlParseError Class
HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError.LinePosition Property

Gets the column number of this error in the document.

Namespace: HtmlAgilityPack

Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public int LinePosition { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property LinePosition As Integer Get</code></td>
</tr>
</tbody>
</table>
| **Visual C++** | `public:
property int LinePosition {
    int get();
}`         |
See Also

HtmlParseError Class
HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError.Reason Property

Gets a description for the error.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public <code>string</code> Reason { get; }</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public ReadOnly Property Reason As <code>String</code> Get</td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public: property <code>String^</code> Reason { <code>String^</code> get (); }</td>
<td></td>
</tr>
</tbody>
</table>
See Also

(HtmlParseError Class
(HtmlParseError Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the the full text of the line containing the error.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string SourceText { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property SourceText As String
    Get
```

**Visual C++**

```cpp
public:
    property String^ SourceText {
        String^ get ();
    }
```
See Also

HtmlParseError Class
HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseError.StreamPosition Property

Gets the absolute stream position of this error in the document, relative to the start of the document.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public int StreamPosition { get; }</code></td>
<td><code>Public ReadOnly Property StreamPosition As Integer Get</code></td>
<td><code>public: property int StreamPosition { int get (); }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlParseError Class
HtmlParseError Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlParseErrorCode Enumeration

Represents the type of parsing error.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public enum HtmlParseErrorCode</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Enumeration HtmlParseErrorCode</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public enum class HtmlParseErrorCode</code></td>
</tr>
</tbody>
</table>
Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TagNotClosed</td>
<td>0</td>
<td>A tag was not closed.</td>
</tr>
<tr>
<td>TagNotOpened</td>
<td>1</td>
<td>A tag was not opened.</td>
</tr>
<tr>
<td>CharSetMismatch</td>
<td>2</td>
<td>There is a charset mismatch between stream and declared (META) encoding.</td>
</tr>
<tr>
<td>EndTagNotRequired</td>
<td>3</td>
<td>An end tag was not required.</td>
</tr>
<tr>
<td>EndTagInvalidHere</td>
<td>4</td>
<td>An end tag is invalid at this position.</td>
</tr>
</tbody>
</table>
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlTextNode Class

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Represents an HTML text node.
### Syntax

**C#**

```csharp
public class HtmlTextNode : HtmlNode
```

**Visual Basic**

```vbnet
Public Class HtmlTextNode
    Inherits HtmlNode
```

**Visual C++**

```cpp
public ref class HtmlTextNode : public HtmlNode
```
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlNode
HtmlAgilityPack.HtmlTextNode
See Also

(HtmlTextNode Members)
(HtmlAgilityPack Namespace)

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlTextNode` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ancestors()</td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>Ancestors(String)</td>
<td>Get Ancestors with matching name (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>AncestorsAndSelf()</td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>AncestorsAndSelf(String)</td>
<td>Gets all ancestor nodes and the current node (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>AppendChild</td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>AppendChildren</td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>ChildAttributes</td>
<td>Gets all Attributes with name (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a duplicate of the node (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>CloneNode(Boolean)</td>
<td>Creates a duplicate of the node. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>CloneNode(String)</td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>CloneNode(String, Boolean)</td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode)</td>
<td>Creates a duplicate of the node and the subtree under it. (Inherited from <strong>HtmlNode</strong>.)</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>CopyFrom(HtmlNode, Boolean)</td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>CreateNavigator</td>
<td>Creates a new XPathNavigator object for navigating this HTML node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>CreateRootNavigator</td>
<td>Creates an XPathNavigator using the root of this document. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantNodes</td>
<td>Gets all Descendant nodes for this node and each of child nodes (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantNodesAndSelf</td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Descendants()</td>
<td>Gets all Descendant nodes in enumerated list (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Descendants(String)</td>
<td>Get all descendant nodes with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantsAndSelf()</td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>DescendantsAndSelf(String)</td>
<td>Gets all descendant nodes including this node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Element</td>
<td>Gets first generation child node matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Elements</td>
<td>Gets matching first generation child nodes matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td></td>
<td>Method</td>
</tr>
<tr>
<td>---</td>
<td>--------------------------------</td>
</tr>
<tr>
<td></td>
<td><strong>Finalize</strong></td>
</tr>
<tr>
<td></td>
<td><strong>GetAttributeValue(String, Boolean)</strong></td>
</tr>
<tr>
<td></td>
<td><strong>GetAttributeValue(String, Int32)</strong></td>
</tr>
<tr>
<td></td>
<td><strong>GetAttributeValue(String, String)</strong></td>
</tr>
<tr>
<td></td>
<td><strong>GetHashCode</strong></td>
</tr>
<tr>
<td></td>
<td><strong>GetType</strong></td>
</tr>
<tr>
<td></td>
<td><strong>InsertAfter</strong></td>
</tr>
<tr>
<td></td>
<td><strong>InsertBefore</strong></td>
</tr>
<tr>
<td></td>
<td><strong>MemberwiseClone</strong></td>
</tr>
<tr>
<td>Method Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>PrependChild</td>
<td>Adds the specified node to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td>PrependChildren</td>
<td>Adds the specified node list to the beginning of the list of children of this node.</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes node from parent collection</td>
</tr>
<tr>
<td>RemoveAll</td>
<td>Removes all the children and/or attributes of the current node.</td>
</tr>
<tr>
<td>RemoveAllChildren</td>
<td>Removes all the children of the current node.</td>
</tr>
<tr>
<td>RemoveChild(HtmlNode)</td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td>RemoveChild(HtmlNode, Boolean)</td>
<td>Removes the specified child node.</td>
</tr>
<tr>
<td>ReplaceChild</td>
<td>Replaces the child node oldChild with newChild node.</td>
</tr>
<tr>
<td>SelectNodes</td>
<td>Selects a list of nodes matching the XPath expression.</td>
</tr>
<tr>
<td>SelectSingleNode</td>
<td>Selects the first XmlNode that matches the XPath expression.</td>
</tr>
<tr>
<td>SetAttributeValue</td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>WriteContentTo()</code></td>
<td>Saves all the children of the node to a string. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>WriteContentTo(TextWriter)</code></td>
<td>Saves all the children of the node to the specified TextWriter. (Inherited from <code>TextNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo()</code></td>
<td>Saves the current node to a string. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo(TextWriter)</code></td>
<td>Saves the current node to the specified TextWriter. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
<tr>
<td><code>WriteTo(XmlWriter)</code></td>
<td>Saves the current node to the specified XmlWriter. (Inherited from <code>HtmlNode</code>.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Attributes</strong></td>
<td>Gets the collection of HTML attributes for this node. May not be null. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>ChildNodes</strong></td>
<td>Gets all the children of the node. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>Closed</strong></td>
<td>Gets a value indicating if this node has been closed or not. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>ClosingAttributes</strong></td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>FirstChild</strong></td>
<td>Gets the first child of the node. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>HasAttributes</strong></td>
<td>Gets a value indicating whether the current node has any attributes. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>HasChildNodes</strong></td>
<td>Gets a value indicating whether this node has any child nodes. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>HasClosingAttributes</strong></td>
<td>Gets a value indicating whether the current node has any attributes on the closing tag. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>Id</strong></td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true. (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
<tr>
<td><strong>InnerHTML</strong></td>
<td>Gets or Sets the HTML between the start and end tags of the object. In the case of a text node, it is equals to OuterHtml. (overrides <a href="#">HtmlNode, InnerHtml</a>).</td>
</tr>
<tr>
<td><strong>InnerText</strong></td>
<td>Gets or Sets the text between the start and</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>end tags of the object.</td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>LastChild</td>
<td>Gets the last child of the node.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of this node in the document.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the column number of this node in the document.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>Name</td>
<td>Gets or sets this node's name.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>NextSibling</td>
<td>Gets the HTML node immediately following this element.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>NodeType</td>
<td>Gets the type of this node.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>OriginalName</td>
<td>The original unaltered name of the tag</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>OuterHtml</td>
<td>Gets or Sets the object and its content in HTML.</td>
</tr>
<tr>
<td></td>
<td><em>(Overrides HtmlNode OUTERHtml.)</em></td>
</tr>
<tr>
<td>OwnerDocument</td>
<td>Gets the HtmlDocument to which this node belongs.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>ParentNode</td>
<td>Gets the parent of this node (for nodes that can have parents).</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>PreviousSibling</td>
<td>Gets the node immediately preceding this node.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>StreamPosition</td>
<td>Gets the stream position of this node in the document, relative to the start of the document.</td>
</tr>
<tr>
<td></td>
<td><em>(Inherited from HtmlNode.)</em></td>
</tr>
<tr>
<td>Text</td>
<td>Gets or Sets the text of the node.</td>
</tr>
</tbody>
</table>
| **XPath** | Gets a valid XPath string that points to this node  
(Inherited from **HtmlNode**.) |
See Also

- **HtmlTextNode Class**
- **HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
The `HtmlTextNode` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ancestors()</strong></td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Ancestors(String)</strong></td>
<td>Get Ancestors with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AncestorsAndSelf()</strong></td>
<td>Returns a collection of all ancestor nodes of this element. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AncestorsAndSelf(String)</strong></td>
<td>Gets all ancestor nodes and the current node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AppendChild</strong></td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>AppendChildren</strong></td>
<td>Adds the specified node to the end of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>ChildAttributes</strong></td>
<td>Gets all Attributes with name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Clone</strong></td>
<td>Creates a duplicate of the node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(Boolean)</strong></td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(String)</strong></td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CloneNode(String, Boolean)</strong></td>
<td>Creates a duplicate of the node and changes its name at the same time. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CopyFrom(HtmlNode)</strong></td>
<td>Creates a duplicate of the node and the subtree under it. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CopyFrom(HtmlNode, Boolean)</strong></td>
<td>Creates a duplicate of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>----------------------------------------------------------</td>
</tr>
<tr>
<td><strong>CreateNavigator</strong></td>
<td>Creates a new XPathNavigator object for navigating this HTML node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>CreateRootNavigator</strong></td>
<td>Creates an XPathNavigator using the root of this document. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantNodes</strong></td>
<td>Gets all Descendant nodes for this node and each of child nodes (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantNodesAndSelf</strong></td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Descendants()</strong></td>
<td>Gets all Descendant nodes in enumerated list (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Descendants(String)</strong></td>
<td>Get all descendant nodes with matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantsAndSelf()</strong></td>
<td>Returns a collection of all descendant nodes of this element, in document order (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>DescendantsAndSelf(String)</strong></td>
<td>Gets all descendant nodes including this node (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Element</strong></td>
<td>Gets first generation child node matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Elements</strong></td>
<td>Gets matching first generation child nodes matching name (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection.</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Boolean)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, Int32)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><strong>GetAttributeValue(String, String)</strong></td>
<td>Helper method to get the value of an attribute of this node. If the attribute is not found, the default value will be returned.</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type.</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance.</td>
</tr>
<tr>
<td><strong>InsertAfter</strong></td>
<td>Inserts the specified node immediately after the specified reference node.</td>
</tr>
<tr>
<td><strong>InsertBefore</strong></td>
<td>Inserts the specified node immediately before the specified reference node.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>PrependChild</strong></td>
<td>Adds the specified node to the beginning of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>PrependChildren</strong></td>
<td>Adds the specified node list to the beginning of the list of children of this node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes node from parent collection (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>RemoveAll</strong></td>
<td>Removes all the children and/or attributes of the current node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>RemoveAllChildren</strong></td>
<td>Removes all the children of the current node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode)</strong></td>
<td>Removes the specified child node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>RemoveChild(HtmlNode, Boolean)</strong></td>
<td>Removes the specified child node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>ReplaceChild</strong></td>
<td>Replaces the child node oldChild with newChild node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>SelectNodes</strong></td>
<td>Selects a list of nodes matching the XPath expression. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>SelectSingleNode</strong></td>
<td>Selects the first XmlNode that matches the XPath expression. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>SetAttributeValue</strong></td>
<td>Helper method to set the value of an attribute of this node. If the attribute is not found, it will be created automatically. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td>Method Name</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>WriteContentTo()</td>
<td>Saves all the children of the node to a string.</td>
</tr>
<tr>
<td>WriteContentTo(TextWriter)</td>
<td>Saves all the children of the node to the specified TextWriter.</td>
</tr>
<tr>
<td>WriteTo()</td>
<td>Saves the current node to a string.</td>
</tr>
<tr>
<td>WriteTo(TextWriter)</td>
<td>Saves the current node to the specified TextWriter.</td>
</tr>
<tr>
<td>WriteTo(XmlWriter)</td>
<td>Saves the current node to the specified XmlWriter.</td>
</tr>
</tbody>
</table>
See Also

HtmlTextNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlTextNode` type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Gets the collection of HTML attributes for this node. May not be null. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>ChildNodes</td>
<td>Gets all the children of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Closed</td>
<td>Gets a value indicating if this node has been closed or not. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>ClosingAttributes</td>
<td>Gets the collection of HTML attributes for the closing tag. May not be null. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>FirstChild</td>
<td>Gets the first child of the node. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasAttributes</td>
<td>Gets a value indicating whether the current node has any attributes. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasChildNodes</td>
<td>Gets a value indicating whether this node has any child nodes. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>HasClosingAttributes</td>
<td>Gets a value indicating whether the current node has any attributes on the closing tag. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>Id</td>
<td>Gets or sets the value of the 'id' HTML attribute. The document must have been parsed using the OptionUseIdAttribute set to true. (Inherited from HtmlNode.)</td>
</tr>
<tr>
<td>InnerHtml</td>
<td>Gets or Sets the HTML between the start and end tags of the object. In the case of a text node, it is equals to OuterHtml. (Overrides HtmlNode.InnerHtml.)</td>
</tr>
<tr>
<td>InnerText</td>
<td>Gets or Sets the text between the start and</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>FirstChild</strong></td>
<td>Gets the last child of the node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of this node in the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the column number of this node in the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Gets or sets this node's name. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>NextSibling</strong></td>
<td>Gets the HTML node immediately following this element. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>NodeType</strong></td>
<td>Gets the type of this node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>OriginalName</strong></td>
<td>The original unaltered name of the tag (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>OuterHtml</strong></td>
<td>Gets or Sets the object and its content in HTML. (Overides <a href="#">HtmlNode.OuterHtml</a>.)</td>
</tr>
<tr>
<td><strong>OwnerDocument</strong></td>
<td>Gets the <a href="#">HtmlDocument</a> to which this node belongs. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>ParentNode</strong></td>
<td>Gets the parent of this node (for nodes that can have parents). (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>PreviousSibling</strong></td>
<td>Gets the node immediately preceding this node. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the stream position of this node in the document, relative to the start of the document. (Inherited from <a href="#">HtmlNode</a>.)</td>
</tr>
<tr>
<td><strong>Text</strong></td>
<td>Gets or Sets the text of the node.</td>
</tr>
<tr>
<td><strong>XPath</strong></td>
<td>Gets a valid XPath string that points to this node (Inherited from <a href="#">HtmlNode</a>).</td>
</tr>
</tbody>
</table>
See Also

HtmlTextNode Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlTextNode.InnerHtml Property

Gets or Sets the HTML between the start and end tags of the object. In the case of a text node, it is equals toOuterHtml.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public override string InnerHtml { get; set; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Overrides Property InnerHtml As String</td>
</tr>
<tr>
<td>Get</td>
</tr>
<tr>
<td>Set</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>virtual property String^ InnerHtml {</td>
</tr>
<tr>
<td>String^ get () override;</td>
</tr>
<tr>
<td>void set (String^ value) override;</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

(HtmlTextNode Class
(HtmlTextNode Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlTextNode. OuterHtml Property

Gets or Sets the object and its content in HTML.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public override <code>string</code> OuterHtml { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Overrides ReadOnly Property OuterHtml As String</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: virtual property String^ OuterHtml { get () override; }</td>
</tr>
</tbody>
</table>
See Also

HtmlTextNode Class
HtmlTextNode Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlTextNode.Text Property

Gets or Sets the text of the node.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
</tbody>
</table>
| ```csharp
public string Text { get; set; }
``` |
| **Visual Basic** |
| ```vbnet
Public Property Text As String
    Get
    Set
``` |
| **Visual C++** |
| ```cpp
public:
    property String^ Text { 
        String^ get ();
        void set (String^ value);
    }
``` |
See Also

- HtmlTextNode Class
- HtmlTextNode Members
- Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A utility class to get HTML document from HTTP.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th></th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public class HtmlWeb</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Class HtmlWeb</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public ref class HtmlWeb</td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
HtmlAgilityPack.HtmlWeb
See Also

HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlWeb** type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlWeb</td>
<td>Initializes a new instance of the HtmlWeb class</td>
</tr>
</tbody>
</table>
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateInstance(String, Type)</strong></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><strong>CreateInstance(String, String, XsltArgumentList, Type)</strong></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><strong>CreateInstance(String, String, XsltArgumentList, Type, String)</strong></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Get(String, String)</strong></td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file.</td>
</tr>
<tr>
<td><strong>Get(String, String, String)</strong></td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file.</td>
</tr>
<tr>
<td><strong>Get(String, String, WebProxy, NetworkCredential)</strong></td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file. - Proxy aware</td>
</tr>
<tr>
<td><strong>Get(String, String, WebProxy, NetworkCredential, String)</strong></td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file. Understands Proxies</td>
</tr>
<tr>
<td><strong>GetCachePath</strong></td>
<td>Gets the cache file path for a specified url.</td>
</tr>
</tbody>
</table>
| **GetContentTypeForExtension** | Gets the MIME content type for a
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetExtensionForContentType</strong></td>
<td>Gets the path extension for a given MIME content type.</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <strong>Type</strong> of the current instance. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>Load(String)</strong></td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><strong>Load(String, String)</strong></td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><strong>Load(String, String, WebProxy, NetworkCredential)</strong></td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><strong>Load(String, String, Int32, String, String)</strong></td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><strong>LoadHtmlAsXml(String, XmlTextWriter)</strong></td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter.</td>
</tr>
<tr>
<td><strong>LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter)</strong></td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
<tr>
<td><strong>LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter, String)</strong></td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <strong>String</strong> that represents the current <strong>Object</strong>. (Inherited from <strong>Object</strong>.)</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PostResponse</td>
<td>Occurs after an HTTP request has been executed.</td>
</tr>
<tr>
<td>PreHandleDocument</td>
<td>Occurs before an HTML document is handled.</td>
</tr>
<tr>
<td>PreRequest</td>
<td>Occurs before an HTTP request is executed.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoDetectEncoding</td>
<td>Gets or Sets a value indicating if document encoding must be automatically detected.</td>
</tr>
<tr>
<td>CacheOnly</td>
<td>Gets or Sets a value indicating whether to get document only from the cache. If this is set to true and document is not found in the cache, nothing will be loaded.</td>
</tr>
<tr>
<td>CachePath</td>
<td>Gets or Sets the cache path. If null, no caching mechanism will be used.</td>
</tr>
<tr>
<td>FromCache</td>
<td>Gets a value indicating if the last document was retrieved from the cache.</td>
</tr>
<tr>
<td>OverrideEncoding</td>
<td>Gets or sets the Encoding used to override the response stream from any web request.</td>
</tr>
<tr>
<td>RequestDuration</td>
<td>Gets the last request duration in milliseconds.</td>
</tr>
<tr>
<td>ResponseUri</td>
<td>Gets the URI of the Internet resource that actually responded to the request.</td>
</tr>
<tr>
<td>StatusCode</td>
<td>Gets the last request status.</td>
</tr>
<tr>
<td>StreamBufferSize</td>
<td>Gets or Sets the size of the buffer used for memory operations.</td>
</tr>
<tr>
<td>UseCookies</td>
<td>Gets or Sets a value indicating if cookies will be stored.</td>
</tr>
<tr>
<td>UserAgent</td>
<td>Gets or Sets the User Agent HTTP 1.1 header sent on any webrequest.</td>
</tr>
<tr>
<td>UsingCache</td>
<td>Gets or Sets a value indicating whether the caching mechanisms should be used or not.</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb Constructor

Initializes a new instance of the HtmlWeb class

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th><strong>C#</strong></th>
<th><strong>Visual Basic</strong></th>
<th><strong>Visual C++</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public HtmlWeb()</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>VB</strong></td>
<td><code>Public Sub New</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>C++</strong></td>
<td><code>public: HtmlWeb()</code></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlWeb** type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PostResponse</td>
<td>Occurs after an HTTP request has been executed.</td>
</tr>
<tr>
<td>PreHandleDocument</td>
<td>Occurs before an HTML document is handled.</td>
</tr>
<tr>
<td>PreRequest</td>
<td>Occurs before an HTTP request is executed.</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.PostResponse Field

Occurs after an HTTP request has been executed.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlWeb.PostResponseHandler PostResponse
```

### Visual Basic

```vbnet
Public PostResponse As HtmlWeb.PostResponseHandler
```

### Visual C++

```cpp
public:
HtmlWeb::PostResponseHandler^ PostResponse
```
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.PrehandleDocument Field

Occurs before an HTML document is handled.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public HtmlWeb.PreHandleDocumentHandler PreHandleDocument</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public PreHandleDocument As HtmlWeb.PreHandleDocument</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: HtmlWeb::PreHandleDocumentHandler^ PreHandleDocument</code></td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.PreRequest Field

Occurs before an HTTP request is executed.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public HtmlWeb.PreRequestHandler PreRequest</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public PreRequest As HtmlWeb.PreRequestHandler</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: HtmlWeb::PreRequestHandler PreRequest</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlWeb` type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CreateInstance(String, Type)</code></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><code>CreateInstance(String, String, XsltArgumentList, Type)</code></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><code>CreateInstance(String, String, XsltArgumentList, Type, String)</code></td>
<td>Creates an instance of the given type from the specified Internet resource.</td>
</tr>
<tr>
<td><code>Equals</code></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Finalize</code></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup</td>
</tr>
<tr>
<td></td>
<td>operations before the <code>Object</code> is reclaimed by garbage collection.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><code>Get(String, String)</code></td>
<td>Gets an HTML document from an Internet resource and saves it to the</td>
</tr>
<tr>
<td></td>
<td>specified file.</td>
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<tr>
<td><code>Get(String, String, String)</code></td>
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<tr>
<td></td>
<td>specified file.</td>
</tr>
<tr>
<td><code>Get(String, String, WebProxy, NetworkCredential)</code></td>
<td>Gets an HTML document from an Internet resource and saves it to the</td>
</tr>
<tr>
<td></td>
<td>specified file. - Proxy aware</td>
</tr>
<tr>
<td><code>Get(String, String, WebProxy, NetworkCredential, String)</code></td>
<td>Gets an HTML document from an Internet resource and saves it to the</td>
</tr>
<tr>
<td></td>
<td>specified file. Understands Proxies</td>
</tr>
<tr>
<td><code>GetCachePath</code></td>
<td>Gets the cache file path for a specified url.</td>
</tr>
<tr>
<td><code>GetContentTypeForExtension</code></td>
<td>Gets the MIME content type for a specified URL.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>GetExtensionForContentType</td>
<td>Gets the path extension for a given MIME content type.</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>Load(String)</td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
<tr>
<td>Load(String, String)</td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td>Load(String, String, WebProxy, NetworkCredential)</td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td>Load(String, String, Int32, String, String)</td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
<tr>
<td>LoadHtmlAsXml(String, XmlTextWriter)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter.</td>
</tr>
<tr>
<td>LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
<tr>
<td>LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter, String)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlWeb.CreateInstance Method

HtmlWeb Class See Also Send Feedback
### Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
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<tbody>
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</tr>
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</tr>
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</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.CreateInstance Method (String, Type)

Creates an instance of the given type from the specified Internet resource.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

**C#**

```csharp
public Object CreateInstance(
    string url,
    Type type
)
```

**Visual Basic**

```vbnet
Public Function CreateInstance (_
    url As String, _
    type As Type _
) As Object
```

**Visual C++**

```cpp
public:
    Object^ CreateInstance(
        String^ url, 
        Type^ type
    )
```

**Parameters**

- **url**
  Type: `System.String`
  The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

- **type**
  Type: `System.Type`
  The requested type.

**Return Value**
An newly created instance.
See Also

HtmlWeb Class
HtmlWeb Members
CreateInstance Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.CreateInstance Method (String, String, XsltArgumentList, Type)

HtmlWeb Class See Also Send Feedback

Creates an instance of the given type from the specified Internet resource.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public Object CreateInstance(
    string htmlUrl,
    string xsltUrl,
    XsltArgumentList xsltArgs,
    Type type
)
```

Visual Basic

```vbnet
Public Function CreateInstance (_
    htmlUrl As String, _
    xsltUrl As String, _
    xsltArgs As XsltArgumentList, _
    type As Type _
) As Object
```

Visual C++

```cpp
public:
    Object^ CreateInstance(
        String^ htmlUrl,
        String^ xsltUrl,
        XsltArgumentList^ xsltArgs,
        Type^ type
    )
```

Parameters

`htmlUrl`
Type: `System.String`
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".
**xs1tUrl**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
The URL that specifies the XSLT stylesheet to load.

**xs1tArgs**
Type: [System.Xml.Xsl.XsltArgumentList](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xsl.xsltargumentlist)
An [XsltArgumentList](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xsl.xsltargumentlist) containing the namespace-qualified arguments used as input to the transform.

**type**
Type: [System.Type](https://docs.microsoft.com/en-us/dotnet/api/system.type)
The requested type.

**Return Value**
An newly created instance.
See Also

HtmlWeb Class
HtmlWeb Members
CreateInstance Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.CreateInstance Method (String, String, XsltArgumentList, Type, String)

HtmlWeb Class  See Also  Send Feedback

Creates an instance of the given type from the specified Internet resource.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public Object CreateInstance(
    string htmlUrl,
    string xsltUrl,
    XsltArgumentList xsltArgs,
    Type type,
    string xmlPath
)
```

#### Visual Basic

```vbnet
Public Function CreateInstance ( _
    htmlUrl As String, _
    xsltUrl As String, _
    xsltArgs As XsltArgumentList, _
    type As Type, _
    xmlPath As String _
) As Object
```

#### Visual C++

```cpp
public:
Object^ CreateInstance(
    String^ htmlUrl,
    String^ xsltUrl,
    XsltArgumentList^ xsltArgs,
    Type^ type,
    String^ xmlPath
)
```

### Parameters
**htmlUrl**
Type: System.String
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

**xsltUrl**
Type: System.String
The URL that specifies the XSLT stylesheet to load.

**xsltArgs**
Type: System.Xml.Xsl.XsltArgumentList
An XsltArgumentList containing the namespace-qualified arguments used as input to the transform.

**type**
Type: System.Type
The requested type.

**xmlPath**
Type: System.String
A file path where the temporary XML before transformation will be saved. Mostly used for debugging purposes.

**Return Value**
An newly created instance.
See Also

HtmlWeb Class
HtmlWeb Members
CreateInstance Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlWeb.Get Method**

[HtmlWeb Class](#)  [See Also](#)  [Send Feedback](#)
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Get(String, String)</td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file.</td>
</tr>
<tr>
<td>Get(String, String, String)</td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file.</td>
</tr>
<tr>
<td>Get(String, String, WebProxy, NetworkCredential)</td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file. Proxy aware</td>
</tr>
<tr>
<td>Get(String, String, WebProxy, NetworkCredential, String)</td>
<td>Gets an HTML document from an Internet resource and saves it to the specified file. Understands Proxies</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets an HTML document from an Internet resource and saves it to the specified file.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Get(
    string url,
    string path
)
```

**Visual Basic**

```vbnet
Public Sub Get (_
    url As String, _
    path As String _
)
```

**Visual C++**

```cpp
public:
void Get(
    String^ url,
    String^ path
)
```

#### Parameters

**url**

Type: `System.String`  
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

**path**

Type: `System.String`  
The location of the file where you want to save the document.
See Also

HtmlWeb Class
HtmlWeb Members
Get Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Get Method (String, String, String)

HtmlWeb Class  See Also  Send Feedback

Gets an HTML document from an Internet resource and saves it to the specified file.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void Get(
    string url,
    string path,
    string method
)
```

#### Visual Basic

```vbnet
Public Sub Get (_
    url As String, _
    path As String, _
    method As String _
)
```

#### Visual C++

```cpp
public:
void Get(
    String^ url,
    String^ path,
    String^ method
)
```

### Parameters

**url**
Type: `System.String`
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

**path**
Type: `System.String`
The location of the file where you want to save the document.
method
Type: System.String
The HTTP method used to open the connection, such as GET, POST, PUT, or PROPFIND.
See Also

- HtmlWeb Class
- HtmlWeb Members
- Get Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Get Method (String, String, WebProxy, NetworkCredential)

Gets an HTML document from an Internet resource and saves it to the specified file. - Proxy aware

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Get(
    string url,
    string path,
    WebProxy proxy,
    NetworkCredential credentials
)
```

### Visual Basic

```vbnet
Public Sub Get (
    url As String, _
    path As String, _
    proxy As WebProxy, _
    credentials As NetworkCredential _
)
```

### Visual C++

```cpp
public:
void Get(
    String^ url,
    String^ path,
    WebProxy^ proxy,
    NetworkCredential^ credentials
)
```

## Parameters

**url**
Type: `System.String`
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".
**path**
Type: `System.String`
The location of the file where you want to save the document.

**proxy**
Type: `System.Net.WebProxy`

**credentials**
Type: `System.Net.NetworkCredential`
See Also

HtmlWeb Class
HtmlWeb Members
Get Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Get Method (String, String, WebProxy, NetworkCredential, String)

HtmlWeb Class See Also Send Feedback

Gets an HTML document from an Internet resource and saves it to the specified file. Understands Proxies

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#       | ```
public void Get(
    string url,
    string path,
    WebProxy proxy,
    NetworkCredential credentials,
    string method
)
``` |
| Visual Basic | ```
Public Sub Get ( _
    url As String, _
    path As String, _
    proxy As WebProxy, _
    credentials As NetworkCredential, _
    method As String _
)
``` |
| Visual C++ | ```
public:
void Get(
    String^ url,
    String^ path,
    WebProxy^ proxy,
    NetworkCredential^ credentials,
    String^ method
)
``` |

### Parameters
url
Type: System.String
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

path
Type: System.String
The location of the file where you want to save the document.

proxy
Type: System.Net.WebProxy
[Missing <param name="proxy"/> documentation for

credentials
Type: System.Net.NetworkCredential
[Missing <param name="credentials"/> documentation for

method
Type: System.String
The HTTP method used to open the connection, such as GET, POST, PUT, or PROPFIND.
See Also

HtmlWeb Class
HtmlWeb Members
Get Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlWeb.GetCachePath Method**

*HtmlWeb Class See Also Send Feedback*

Gets the cache file path for a specified url.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string GetCachePath(
    Uri uri
)
```

**Visual Basic**

```vbnet
Public Function GetCachePath ( _
    uri As Uri _
) As String
```

**Visual C++**

```cpp
public:
String^ GetCachePath(
    Uri^ uri
)
```

### Parameters

**uri**
Type: `System.Uri`
The url fo which to retrieve the cache path. May not be null.

### Return Value
The cache file path.
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the MIME content type for a given path extension.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public static string GetContentTypeForExtension(
    string extension,
    string def
)
```

### Visual Basic

```vbnet
Public Shared Function GetContentTypeForExtension ( _
    extension As String, _
    def As String _
) As String
```

### Visual C++

```cpp
public:
static String^ GetContentTypeForExtension(
    String^ extension,
    String^ def
)
```

## Parameters

**extension**
Type: `System.String`
The input path extension.

**def**
Type: `System.String`
The default content type to return if any error occurs.

## Return Value
The path extension's MIME content type.
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.GetExtensionForContentType Method

Gets the path extension for a given MIME content type.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
**Syntax**

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public static string GetExtensionForContentType(</td>
</tr>
<tr>
<td>string contentType,</td>
</tr>
<tr>
<td>string def)</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Shared Function GetExtensionForContentType (</td>
</tr>
<tr>
<td>contentType As String,</td>
</tr>
<tr>
<td>def As String)</td>
</tr>
<tr>
<td>) As String</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>static String^ GetExtensionForContentType(</td>
</tr>
<tr>
<td>String^ contentType,</td>
</tr>
<tr>
<td>String^ def)</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

**Parameters**

contentType
Type: System.String
The input MIME content type.

def
Type: System.String
The default path extension to return if any error occurs.

**Return Value**
The MIME content type's path extension.
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlWeb.Load Method

HtmlWeb Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Load(String)</code></td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><code>Load(String, String)</code></td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><code>Load(String, String, WebProxy, NetworkCredential)</code></td>
<td>Loads an HTML document from an Internet resource.</td>
</tr>
<tr>
<td><code>Load(String, String, Int32, String, String)</code></td>
<td>Gets an HTML document from an Internet resource.</td>
</tr>
</tbody>
</table>
See Also

- HtmlWeb Class
- HtmlWeb Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Load Method (String)

HtmlWeb Class  See Also  Send Feedback

Gets an HTML document from an Internet resource.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#** | ```
public HtmlDocument Load(
    string url
)
``` |
| **Visual Basic** | ```
Public Function Load (_
    url As String _
) As HtmlDocument
``` |
| **Visual C++** | ```
public:
HtmlDocument^ Load(
    String^ url
)
``` |

### Parameters

* url
  
  Type: `System.String`
  
  The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

### Return Value

A new HTML document.
See Also

HtmlWeb Class
HtmlWeb Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Load Method (String, String)

HtmlWeb Class See Also Send Feedback

Loads an HTML document from an Internet resource.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public HtmlDocument Load(
    string url,
    string method
)
```

Visual Basic

```vbnet
Public Function Load (_
    url As String, _
    method As String _
) As HtmlDocument
```

Visual C++

```cpp
public:
HtmlDocument^ Load(
    String^ url,
    String^ method
)
```

Parameters

- **url**
  Type: `System.String`
  The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

- **method**
  Type: `System.String`
  The HTTP method used to open the connection, such as GET, POST, PUT, or PROPFIND.
Return Value
A new HTML document.
See Also

HtmlWeb Class
HtmlWeb Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Load Method (String, String, WebProxy, NetworkCredential)

HtmlWeb Class  See Also  Send Feedback

Loads an HTML document from an Internet resource.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public HtmlDocument Load(
    string url,
    string method,
    WebProxy proxy,
    NetworkCredential credentials
)
```

**Visual Basic**

```vbnet
Public Function Load ( _
    url As String, _
    method As String, _
    proxy As WebProxy, _
    credentials As NetworkCredential _
) As HtmlDocument
```

**Visual C++**

```cpp
public:
HtmlDocument^ Load(
    String^ url,
    String^ method,
    WebProxy^ proxy,
    NetworkCredential^ credentials
)
```

### Parameters

**url**
Type: `System.String`
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".
method
Type: System.String
The HTTP method used to open the connection, such as GET, POST, PUT, or PROPFIND.

proxy
Type: System.Net.WebProxy
Proxy to use with this request

credentials
Type: System.Net.NetworkCredential
Credentials to use when authenticating

**Return Value**
A new HTML document.
See Also

HtmlWeb Class
HtmlWeb Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.Load Method (String, String, Int32, String, String)

HtmlWeb Class  See Also  Send Feedback

Gets an HTML document from an Internet resource.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlDocument Load(
    string url,
    string proxyHost,
    int proxyPort,
    string userId,
    string password
)
```

### Visual Basic

```vbnet
Public Function Load ( _
    url As String, _
    proxyHost As String, _
    proxyPort As Integer, _
    userId As String, _
    password As String _
) As HtmlDocument
```

### Visual C++

```cpp
public:
    HtmlDocument^ Load(
        String^ url,
        String^ proxyHost,
        int proxyPort,
        String^ userId,
        String^ password
    )
```

## Parameters
**url**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

**proxyHost**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
Host to use for Proxy

**proxyPort**
Type: [System.Int32](https://docs.microsoft.com/en-us/dotnet/api/system.int32)
Port the Proxy is on

**userId**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
User Id for Authentication

**password**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
Password for Authentication

**Return Value**
A new HTML document.
See Also

HtmlWeb Class
HtmlWeb Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlWeb.LoadHtmlAsXml Method

HtmlWeb Class See Also Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![LoadHtmlAsXml(String, XmlTextWriter)](String, XmlTextWriter)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter.</td>
</tr>
<tr>
<td>![LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter)](String, String, XsltArgumentList, XmlTextWriter)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
<tr>
<td>![LoadHtmlAsXml(String, String, XsltArgumentList, XmlTextWriter, String)](String, String, XsltArgumentList, XmlTextWriter, String)</td>
<td>Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.LoadHtmlAsXml Method (String, XmlTextWriter)

Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void LoadHtmlAsXml(
    string htmlUrl,
    XmlTextWriter writer
)
```

**Visual Basic**

```vbnet
Public Sub LoadHtmlAsXml ( _
    htmlUrl As String, _
    writer As XmlTextWriter _
)
```

**Visual C++**

```cpp
public:
void LoadHtmlAsXml(
    String^ htmlUrl,
    XmlTextWriter^ writer
)
```

### Parameters

**htmlUrl**
- Type: `System.String`
- The requested URL, such as "http://Myserver/Mypath/Myfile.asp".

**writer**
- Type: `System.Xml.XmlTextWriter`
- The XmlTextWriter to which you want to save to.
See Also

HtmlWeb Class
HtmlWeb Members
LoadHtmlAsXml Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.LoadHtmlAsXml Method (String, String, XsltArgumentList, XmlTextWriter)

HtmlWeb Class See Also Send Feedback

Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.

Namespace:(HtmlAgilityPack)
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#** | ```
public void LoadHtmlAsXml(
    string htmlUrl,
    string xsltUrl,
    XsltArgumentList xsltArgs,
    XmlTextWriter writer
)
``` |
| **Visual Basic** | ```
Public Sub LoadHtmlAsXml ( _
    htmlUrl As String, _
    xsltUrl As String, _
    xsltArgs As XsltArgumentList, _
    writer As XmlTextWriter _
)
``` |
| **Visual C++** | ```
public:
void LoadHtmlAsXml(
    String^ htmlUrl,
    String^ xsltUrl,
    XsltArgumentList^ xsltArgs,
    XmlTextWriter^ writer
)
``` |

### Parameters

**htmlUrl**

Type: **System.String**

The requested URL, such as "http://Myserver/Mypath/Myfile.asp".
**xsltUrl**
Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
The URL that specifies the XSLT stylesheet to load.

**xsltArgs**
Type: [System.Xml.Xsl.XsltArgumentList](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xsl.xsltargumentlist)
An XsltArgumentList containing the namespace-qualified arguments used as input to the transform.

**writer**
Type: [System.Xml.XmlTextWriter](https://docs.microsoft.com/en-us/dotnet/api/system.xml.xmltextwriter)
The XmlTextWriter to which you want to save.
See Also

HtmlWeb Class
HtmlWeb Members
LoadHtmlAsXml Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.LoadHtmlAsXml Method (String, String, XsltArgumentList, XmlTextWriter, String)

HtmlWeb Class  See Also  Send Feedback

Loads an HTML document from an Internet resource and saves it to the specified XmlTextWriter, after an XSLT transformation.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>public void LoadHtmlAsXml(</code></td>
<td><code>Public Sub LoadHtmlAsXml ( _</code></td>
<td><code>public:</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>void LoadHtmlAsXml(</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>string</code> <code>^</code> <code>xsltUrl,</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>XsltArgumentList</code> <code>xsltArgs,</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>XmlTextWriter</code> <code>writer,</code></td>
</tr>
<tr>
<td></td>
<td></td>
<td><code>string</code> <code>^</code> <code>xmlPath</code></td>
</tr>
<tr>
<td>)</td>
<td>)</td>
<td>)</td>
</tr>
</tbody>
</table>

### Parameters
*htmlUrl*
Type: System.String
The requested URL, such as "http://Myserver/Mypath/Myfile.asp". May not be null.

*xsltUrl*
Type: System.String
The URL that specifies the XSLT stylesheet to load.

*xsltArgs*
Type: System.Xml.Xsl.XsltArgumentList
An XsltArgumentList containing the namespace-qualified arguments used as input to the transform.

*writer*
Type: System.Xml.XmlTextWriter
The XmlTextWriter to which you want to save.

*xmlPath*
Type: System.String
A file path where the temporary XML before transformation will be saved.
Mostly used for debugging purposes.
See Also

HtmlWeb Class
HtmlWeb Members
LoadHtmlAsXml Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlWeb Properties

HtmlWeb Class See Also Send Feedback

The **HtmlWeb** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoDetectEncoding</td>
<td>Gets or Sets a value indicating if document encoding must be automatically detected.</td>
</tr>
<tr>
<td>CacheOnly</td>
<td>Gets or Sets a value indicating whether to get document only from the cache. If this is set to true and document is not found in the cache, nothing will be loaded.</td>
</tr>
<tr>
<td>CachePath</td>
<td>Gets or Sets the cache path. If null, no caching mechanism will be used.</td>
</tr>
<tr>
<td>FromCache</td>
<td>Gets a value indicating if the last document was retrieved from the cache.</td>
</tr>
<tr>
<td>OverrideEncoding</td>
<td>Gets or sets the Encoding used to override the response stream from any web request</td>
</tr>
<tr>
<td>RequestDuration</td>
<td>Gets the last request duration in milliseconds.</td>
</tr>
<tr>
<td>ResponseUri</td>
<td>Gets the URI of the Internet resource that actually responded to the request.</td>
</tr>
<tr>
<td>StatusCode</td>
<td>Gets the last request status.</td>
</tr>
<tr>
<td>StreamBufferSize</td>
<td>Gets or Sets the size of the buffer used for memory operations.</td>
</tr>
<tr>
<td>UseCookies</td>
<td>Gets or Sets a value indicating if cookies will be stored.</td>
</tr>
<tr>
<td>UserAgent</td>
<td>Gets or Sets the User Agent HTTP 1.1 header sent on any web request</td>
</tr>
<tr>
<td>UsingCache</td>
<td>Gets or Sets a value indicating whether the caching mechanisms should be used or not.</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.AutoDetectEncoding Property

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public bool AutoDetectEncoding { get; set; }</td>
<td>Public Property AutoDetectEncoding As Boolean Get Set</td>
<td>public: bool AutoDetectEncoding { bool get (); void set (bool value); }</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.CacheOnly Property

Gets or Sets a value indicating whether to get document only from the cache. If this is set to true and document is not found in the cache, nothing will be loaded.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public bool CacheOnly { get; set; }
```

#### Visual Basic

```vbnet
Public Property CacheOnly As Boolean
    Get
    Set
```

#### Visual C++

```cpp
public:
    property bool CacheOnly {
        bool get ();
        void set (bool value);
    }
```
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.CachePath Property

Gets or Sets the cache path. If null, no caching mechanism will be used.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public string CachePath { get; set; }
```

### Visual Basic

```vbnet
Public Property CachePath As String
    Get
    Set
```

### Visual C++

```cpp
public:
property String^ CachePath {
    String^ get ()
    void set (String^ value);
}
```
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.FromCache Property

Gets a value indicating if the last document was retrieved from the cache.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public bool FromCache { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property FromCache As Boolean Get</code></td>
</tr>
</tbody>
</table>
| **Visual C++** | `public: property bool FromCache {      
                        bool get ();}
                        }` |
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.OverrideEncoding Property

Gets or sets the Encoding used to override the response stream from any web request

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll)  
**Version:** 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public <code>Encoding</code> OverrideEncoding { get; set; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Property OverrideEncoding As <code>Encoding</code> Get Set</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property <code>Encoding</code> OverrideEncoding { Encoding get (); void set (Encoding value); }</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.RequestDuration Property

Gets the last request duration in milliseconds.

**Namespace:** [HtmlAgilityPack](https://github.com/delitostudios/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public int RequestDuration { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public ReadOnly Property RequestDuration As Integer Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: property int RequestDuration { int get (); }</td>
</tr>
</tbody>
</table>
See Also

- HtmlWeb Class
- HtmlWeb Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.ResponseUri Property

Gets the URI of the Internet resource that actually responded to the request.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public Uri ResponseUri { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property ResponseUri As Uri Get</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: property Uri^ ResponseUri { Uri^ get (); }</code></td>
</tr>
</tbody>
</table>
See Also

- HtmlWeb Class
- HtmlWeb Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.StatusCode Property

Gets the last request status.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public HttpStatusCode StatusCode { get; }</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public ReadOnly Property StatusCode As HttpStatusCode Get</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: property HttpStatusCode StatusCode { HttpStatusCode get (); }</code></td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.StreamBufferSize Property

Gets or Sets the size of the buffer used for memory operations.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int StreamBufferSize { get; set; }
```

**Visual Basic**

```vbnet
Public Property StreamBufferSize As Integer
    Get
    Set
```

**Visual C++**

```c++
public:
    property int StreamBufferSize {
        int get ();
        void set (int value);
    }
```
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.UseCookies Property

Gets or Sets a value indicating if cookies will be stored.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public  bool UseCookies { get; set; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public Property UseCookies As Boolean</td>
</tr>
<tr>
<td>Get</td>
</tr>
<tr>
<td>Set</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
<tr>
<td>public: bool UseCookies {</td>
</tr>
<tr>
<td>bool get ();</td>
</tr>
<tr>
<td>void set (bool value);</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.UserAgent Property

Gets or Sets the User Agent HTTP 1.1 header sent on any webrequest

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public string UserAgent { get; set; }</code></td>
</tr>
</tbody>
</table>
| **Visual Basic** | `Public Property UserAgent As String
Get
Set` |
| **Visual C++** | `public:
property String^ UserAgent {
    String^ get ();
    void set (String^ value);
}` |
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.UsingCache Property

Gets or Sets a value indicating whether the caching mechanisms should be used or not.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public <strong>bool</strong> UsingCache { get; set; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Property <strong>UsingCache</strong> As <strong>Boolean</strong></td>
</tr>
<tr>
<td>Get</td>
</tr>
<tr>
<td>Set</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: property <strong>bool</strong> UsingCache {</td>
</tr>
<tr>
<td><strong>bool</strong> get ();</td>
</tr>
<tr>
<td>void set (<strong>bool</strong> value);</td>
</tr>
</tbody>
</table>
| }
See Also

HtmlWeb Class
HtmlWeb Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.PostResponseHandler Delegate

 Represents the method that will handle the PostResponse event.

 **Namespace:** HtmlAgilityPack  
 **Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
# Syntax

**C#**

```csharp
public delegate void PostResponseHandler(
    HttpWebRequest request,
    HttpWebResponse response
)
```

**Visual Basic**

```vbnet
Public Delegate Sub PostResponseHandler ( _
    request As HttpWebRequest, _
    response As HttpWebResponse _
)
```

**Visual C++**

```cpp
public delegate void PostResponseHandler(
    HttpWebRequest^ request,
    HttpWebResponse^ response
)
```

## Parameters

- **request**
  Type: `System.Net.HttpWebRequest`

- **response**
  Type: `System.Net.HttpWebResponse`
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**HtmlWeb.PreHandleDocumentEventHandler Delegate**

*HtmlWeb Class  See Also  Send Feedback*

Represents the method that will handle the PreHandleDocument event.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Delegate Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public delegate void PreHandleDocumentHandler(</code></td>
</tr>
<tr>
<td></td>
<td><code>HtmlDocument document</code>)</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Delegate Sub PreHandleDocumentHandler (_</code></td>
</tr>
<tr>
<td></td>
<td><code>document As HtmlDocument _)</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public delegate void PreHandleDocumentHandler(</code></td>
</tr>
<tr>
<td></td>
<td><code>HtmlDocument document</code>)</td>
</tr>
</tbody>
</table>

### Parameters

- **document**
  - Type: `HtmlAgilityPack.HtmlDocument`
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWeb.PreRequestHandler Delegate

 Represents the method that will handle the PreRequest event.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public delegate bool PreRequestHandler(HttpWebRequest request)</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Delegate Function PreRequestHandler ( _ request As HttpWebRequest _ ) As Boolean</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public delegate bool PreRequestHandler(HttpWebRequest^ request)</code></td>
</tr>
</tbody>
</table>

### Parameters

- **request**
  - Type: `System.Net.HttpWebRequest`
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWebException Class

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Represents an exception thrown by the HtmlWeb utility class.
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class HtmlWebException : Exception</code></td>
</tr>
</tbody>
</table>
| **Visual Basic** | `Public Class HtmlWebException _
Inherits Exception`                                               |
| **Visual C++** | `public ref class HtmlWebException : public Exception`               |
Inheritance Hierarchy

System.Object
System.Exception
HtmlAgilityPack.HtmlWebException
See Also

- HtmlWebException Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `HtmlWebException` type exposes the following members.
## Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HtmlWebException</td>
<td>Creates an instance of the HtmlWebException.</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>GetBaseException</td>
<td>When overridden in a derived class, returns the <a href="#">Exception</a> that is the root cause of one or more subsequent exceptions. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>GetObjectData</td>
<td>When overridden in a derived class, sets the <a href="#">SerializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data</td>
<td>Gets a collection of key/value pairs that provide additional user-defined information about the exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HelpLink</td>
<td>Gets or sets a link to the help file associated with this exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>HResult</td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>InnerException</td>
<td>Gets the <code>Exception</code> instance that caused the current exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>Message</td>
<td>Gets a message that describes the current exception. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>Source</td>
<td>Gets or sets the name of the application or the object that causes the error. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>StackTrace</td>
<td>Gets a string representation of the immediate frames on the call stack. (Inherited from <code>Exception</code>.)</td>
</tr>
<tr>
<td>TargetSite</td>
<td>Gets the method that throws the current exception. (Inherited from <code>Exception</code>.)</td>
</tr>
</tbody>
</table>
## Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SerializeObjectState</td>
<td>Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception.)</td>
</tr>
</tbody>
</table>
See Also

HtmlWebException Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
HtmlWebException Constructor

Creates an instance of the HtmlWebException.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public HtmlWebException(
    string message
)
```

### Visual Basic

```vbnet
Public Sub New (_
    message As String _
)
```

### Visual C++

```cpp
public:
HtmlWebException(
    String^ message
)
```

## Parameters

- `message`  
  Type: `System.String`  
  The exception's message.
See Also

(HtmlWebException Class
(HtmlWebException Members
(HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **HtmlWebException** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
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<tr>
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<tr>
<td>GetObjectData</td>
<td>When overridden in a derived class, sets the <a href="#">SocializationInfo</a> with information about the exception. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the runtime type of the current instance. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Creates and returns a string representation of the current exception. (Inherited from <a href="#">Exception</a>.)</td>
</tr>
</tbody>
</table>
See Also

HtmlWebException Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The HtmlWebException type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Inherited from</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Data</strong></td>
<td>Gets a collection of key/value pairs that provide additional user-defined</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>information about the exception.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>HelpLink</strong></td>
<td>Gets or sets a link to the help file associated with this exception.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>HResult</strong></td>
<td>Gets or sets HRESULT, a coded numerical value that is assigned to a specific</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>exception.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>InnerException</strong></td>
<td>Gets the <a href="#">Exception</a> instance that caused the current exception.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>Message</strong></td>
<td>Gets a message that describes the current exception.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>Source</strong></td>
<td>Gets or sets the name of the application or the object that causes the error.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>StackTrace</strong></td>
<td>Gets a string representation of the immediate frames on the call stack.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
<tr>
<td><strong>TargetSite</strong></td>
<td>Gets the method that throws the current exception.</td>
<td>Exception</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">Exception</a>)</td>
<td></td>
</tr>
</tbody>
</table>
See Also

HtmlWebException Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

HtmlWebException Events

See Also  Send Feedback

The HtmlWebException type exposes the following members.
### Events

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SerializeObjectState</td>
<td>Occurs when an exception is serialized to create an exception state object that contains serialized data about the exception. (Inherited from Exception.)</td>
</tr>
</tbody>
</table>
See Also

HtmlWebException Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocument Class

Represents a document with mixed code and text. ASP, ASPX, JSP, are good example of such documents.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class MixedCodeDocument</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class MixedCodeDocument</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class MixedCodeDocument</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

- System.Object
See Also

- MixedCodeDocument Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocument** type exposes the following members.
### Constructors

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CreateCodeFragment</strong></td>
<td>Create a code fragment instances.</td>
</tr>
<tr>
<td><strong>CreateTextFragment</strong></td>
<td>Create a text fragment instances.</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <code>Object</code> is equal to the current <code>Object</code>. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <code>Object</code> to attempt to free resources and perform other cleanup operations before the <code>Object</code> is reclaimed by garbage collection. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <code>Type</code> of the current instance. (Inherited from <code>Object</code>.)</td>
</tr>
<tr>
<td><strong>Load(Stream)</strong></td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td><strong>Load(TextReader)</strong></td>
<td>Loads the mixed code document from the specified <code>TextReader</code>.</td>
</tr>
<tr>
<td><strong>Load(String)</strong></td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Boolean)</strong></td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding)</strong></td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Boolean)</strong></td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding)</strong></td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean)</strong></td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td><strong>Load(String, Encoding, Boolean)</strong></td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td><strong>Load(Stream, Encoding, Boolean)</strong></td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>Encoding, Boolean, Int32)</td>
<td>stream.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean, Int32)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>LoadHtml</td>
<td>Loads a mixed document from a text.</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
<tr>
<td>Save(Stream)</td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td>Save(StreamWriter)</td>
<td>Saves the mixed document to the specified StreamWriter.</td>
</tr>
<tr>
<td>Save(TextWriter)</td>
<td>Saves the mixed document to the specified TextWriter.</td>
</tr>
<tr>
<td>Save(String)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td>Save(Stream, Encoding)</td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td>Save(String, Encoding)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
### Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TokenCodeEnd</td>
<td>Gets or sets the token representing code end.</td>
</tr>
<tr>
<td>TokenCodeStart</td>
<td>Gets or sets the token representing code start.</td>
</tr>
<tr>
<td>TokenDirective</td>
<td>Gets or sets the token representing code directive.</td>
</tr>
<tr>
<td>TokenResponseWrite</td>
<td>Gets or sets the token representing response write directive.</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image] Code</td>
<td>Gets the code represented by the mixed code document seen as a template.</td>
</tr>
<tr>
<td>![Image] CodeFragments</td>
<td>Gets the list of code fragments in the document.</td>
</tr>
<tr>
<td>![Image] Fragments</td>
<td>Gets the list of all fragments in the document.</td>
</tr>
<tr>
<td>![Image] StreamEncoding</td>
<td>Gets the encoding of the stream used to read the document.</td>
</tr>
<tr>
<td>![Image] TextFragments</td>
<td>Gets the list of text fragments in the document.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
Html AgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument Constructor**

[See Also] [Send Feedback]

Creates a mixed code document instance.

**Namespace:** [HtmlAgilityPack]

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public MixedCodeDocument()
```

### Visual Basic

```vbnet
Public Sub New
```

### Visual C++

```cpp
public:
MixedCodeDocument()
```
See Also

**MixedCodeDocument Class**
**MixedCodeDocument Members**
**HtmlAgilityPack Namespace**

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
The `MixedCodeDocument` type exposes the following members.
## Fields

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TokenCodeEnd</td>
<td>Gets or sets the token representing code end.</td>
</tr>
<tr>
<td>TokenCodeStart</td>
<td>Gets or sets the token representing code start.</td>
</tr>
<tr>
<td>TokenDirective</td>
<td>Gets or sets the token representing code directive.</td>
</tr>
<tr>
<td>TokenResponseWrite</td>
<td>Gets or sets the token representing response write directive.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets or sets the token representing code end.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public string TokenCodeEnd</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public TokenCodeEnd As String</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: String^ TokenCodeEnd</code></td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocument.TokenCodeStart Field

Gets or sets the token representing code start.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>C#</td>
<td><code>public string TokenCodeStart</code></td>
</tr>
<tr>
<td>Visual Basic</td>
<td><code>Public TokenCodeStart As String</code></td>
</tr>
<tr>
<td>Visual C++</td>
<td><code>public: String^ TokenCodeStart</code></td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets or sets the token representing code directive.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
<table>
<thead>
<tr>
<th>Syntax</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td></td>
</tr>
<tr>
<td>public <em>string</em> TokenDirective</td>
<td></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td></td>
</tr>
<tr>
<td>Public TokenDirective As <em>String</em></td>
<td></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td></td>
</tr>
<tr>
<td>public: <em>String</em>^ TokenDirective</td>
<td></td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocument Class
- MixedCodeDocument Members
- Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument.TokenResponseWrite Field**

See Also: **Send Feedback**

Gets or sets the token representing response write directive.

**Namespace:** [HtmlAgilityPack](http://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public string TokenResponseWrite
```

### Visual Basic

```vbnet
Public TokenResponseWrite As String
```

### Visual C++

```cpp
public:
String^ TokenResponseWrite
```
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `MixedCodeDocument` type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CreateCodeFragment</td>
<td>Create a code fragment instances.</td>
</tr>
<tr>
<td>CreateTextFragment</td>
<td>Create a text fragment instances.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type.                           (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <a href="#">Type</a> of the current instance.                               (Inherited from <a href="#">Object</a>)</td>
</tr>
<tr>
<td>Load(Stream)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(TextReader)</td>
<td>Loads the mixed code document from the specified TextReader.</td>
</tr>
<tr>
<td>Load(String)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Boolean)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(Stream, Encoding)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(Boolean)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Encoding)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Encoding, Boolean)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(Encoding, Boolean)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Encoding, Boolean)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>Encoding, Boolean, Int32</td>
<td>stream.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean, Int32)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>LoadHtml</td>
<td>Loads a mixed document from a text</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Save(Stream)</td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td>Save(StreamWriter)</td>
<td>Saves the mixed document to the specified StreamWriter.</td>
</tr>
<tr>
<td>Save(TextWriter)</td>
<td>Saves the mixed document to the specified TextWriter.</td>
</tr>
<tr>
<td>Save(String)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td>Save(Stream, Encoding)</td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td>Save(String, Encoding)</td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocument Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Create a code fragment instances.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public MixedCodeDocumentCodeFragment CreateCodeFragment()
```

### Visual Basic

```vbnet
Public Function CreateCodeFragment As MixedCodeDocumentCodeFragment
```

### Visual C++

```cpp
public:
MixedCodeDocumentCodeFragment^ CreateCodeFragment()  
```

### Return Value

The newly created code fragment instance.
See Also

- MixedCodeDocument Class
- MixedCodeDocument Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Create a text fragment instances.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public MixedCodeDocumentTextFragment CreateTextFragment()
```

**Visual Basic**

```vb
Public Function CreateTextFragment As MixedCodeDocumentTextFragment
```

**Visual C++**

```cpp
public:
MixedCodeDocumentTextFragment^ CreateTextFragment()
```

### Return Value

The newly created text fragment instance.
See Also

- MixedCodeDocument Class
- MixedCodeDocument Members
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument.Load Method**

[MixedCodeDocument Class] [See Also] [Send Feedback]
# Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load(Stream)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(TextReader)</td>
<td>Loads the mixed code document from the specified TextReader.</td>
</tr>
<tr>
<td>Load(String)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Boolean)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(Stream, Encoding)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(String, Boolean)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(String, Encoding)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Encoding, Boolean)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
<tr>
<td>Load(Stream, Encoding, Boolean, Int32)</td>
<td>Loads a mixed code document from a stream.</td>
</tr>
<tr>
<td>Load(String, Encoding, Boolean, Int32)</td>
<td>Loads a mixed code document from a file.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a stream.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/html-agilitypack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public void Load(
    Stream stream
)
```

Visual Basic

```vbnet
Public Sub Load (_
    stream As Stream _
)
```

Visual C++

```cpp
public:
void Load(
    Stream^ stream
)
```

Parameters

`stream`
Type: `System.IO.Stream`
The input stream.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads the mixed code document from the specified TextReader.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public void Load(</td>
<td>Public Sub Load ( _</td>
<td>public: void Load(</td>
</tr>
<tr>
<td></td>
<td>reader As TextReader _</td>
<td>void Load(</td>
</tr>
<tr>
<td></td>
<td>)</td>
<td>)</td>
</tr>
</tbody>
</table>

### Parameters

*reader*

Type: System.IO.TextReader

The TextReader used to feed the HTML data into the document.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a file.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public void Load(</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Sub Load ( _</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: void Load(</td>
</tr>
<tr>
<td></td>
<td>)</td>
</tr>
</tbody>
</table>

### Parameters

*path*
Type: `System.String`

The complete file path to be read.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a stream.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void Load(
    Stream stream,  // Stream type
    bool detectEncodingFromByteOrderMarks
)
```

#### Visual Basic

```vbnet
Public Sub Load (  
    stream As Stream,  // Stream type
    detectEncodingFromByteOrderMarks As Boolean
)
```

#### Visual C++

```cpp
public:
    void Load(
        Stream^ stream,  // Stream type
        bool detectEncodingFromByteOrderMarks
    )
```

### Parameters

**stream**  
Type: `System.IO.Stream`  
The input stream.

**detectEncodingFromByteOrderMarks**  
Type: `System.Boolean`  
Indicates whether to look for byte order marks at the beginning of the file.
See Also

- MixedCodeDocument Class
- MixedCodeDocument Members
- Load Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

MixedCodeDocument.Load Method (Stream, Encoding)

Loads a mixed code document from a stream.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Load(
    Stream stream,
    Encoding encoding
)
```

**Visual Basic**

```vbnet
Public Sub Load ( _
    stream As Stream, _
    encoding As Encoding _
)
```

**Visual C++**

```cpp
public:
void Load(
    Stream^ stream,
    Encoding^ encoding
)
```

### Parameters

- **stream**
  - Type: `System.IO.Stream`
  - The input stream.

- **encoding**
  - Type: `System.Text.Encoding`
  - The character encoding to use.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a file.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

C#

```csharp
public void Load(
    string path,
    bool detectEncodingFromByteOrderMarks
)
```

Visual Basic

```vbnet
Public Sub Load (_
    path As String, _
    detectEncodingFromByteOrderMarks As Boolean
)
```

Visual C++

```cpp
public:
void Load(
    String^ path,
    bool detectEncodingFromByteOrderMarks
)
```

Parameters

`path`
Type: `System.String`
The complete file path to be read.

`detectEncodingFromByteOrderMarks`
Type: `System.Boolean`
Indicates whether to look for byte order marks at the beginning of the file.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void Load(
    string path,
    Encoding encoding
)
```

#### Visual Basic

```vbnet
Public Sub Load (_
    path As String, _
    encoding As Encoding _
)
```

#### Visual C++

```cpp
public:
void Load(
    String^ path,
    Encoding^ encoding
)
```

### Parameters

- **path**
  - Type: `System.String`
  - The complete file path to be read.

- **encoding**
  - Type: `System.Text.Encoding`
  - The character encoding to use.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a stream.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

#### C#

```csharp
public void Load(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)
```

#### Visual Basic

```vbnet
Public Sub Load (
    stream As Stream,
    encoding As Encoding,
    detectEncodingFromByteOrderMarks As Boolean
)
```

#### Visual C++

```cpp
public:
void Load(
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
)
```

### Parameters

- **stream**
  Type: `System.IO.Stream`
  The input stream.

- **encoding**
  Type: `System.Text.Encoding`
  The character encoding to use.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a file.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Load(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks
)
```

**Visual Basic**

```vbnet
Public Sub Load (_
    path As String,
    encoding As Encoding,
    detectEncodingFromByteOrderMarks As Boolean
)
```

**Visual C++**

```cpp
public:
void Load(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks
)
```

---

**Parameters**

**path**
Type: `System.String`
The complete file path to be read.

**encoding**
Type: `System.Text.Encoding`
The character encoding to use.
detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library


See Also: Send Feedback

Loads a mixed code document from a stream.

**Namespace:** [HtmlAgilityPack](https://htmlagilitypack.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Load(
    Stream stream,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

**Visual Basic**

```vbnet
Public Sub Load ( _
    stream As Stream, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean, _
    buffersize As Integer _
)
```

**Visual C++**

```cpp
public:
void Load(
    Stream^ stream,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

### Parameters

**stream**

Type: `System.IO.Stream`

The input stream.
encoding
Type: System.Text.Encoding
The character encoding to use.

detectEncodingFromClassOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Loads a mixed code document from a file.

**Namespace:** [HtmlAgilityPack](http://htmlagilitypack.net/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Load(
    string path,
    Encoding encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

### Visual Basic

```vbnet
Public Sub Load (_
    path As String, _
    encoding As Encoding, _
    detectEncodingFromByteOrderMarks As Boolean, _
    buffersize As Integer _
)
```

### Visual C++

```cpp
public:
void Load(
    String^ path,
    Encoding^ encoding,
    bool detectEncodingFromByteOrderMarks,
    int buffersize
)
```

## Parameters

### path
Type: `System.String`

The complete file path to be read.
encoding
Type: System.Text.Encoding
The character encoding to use.

detectEncodingFromByteOrderMarks
Type: System.Boolean
Indicates whether to look for byte order marks at the beginning of the file.

buffersize
Type: System.Int32
The minimum buffer size.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Load Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument.LoadHtml Method**

*See Also Send Feedback*

Loads a mixed document from a text

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void LoadHtml(
    string html
)
```

### Visual Basic

```vbnet
Public Sub LoadHtml (_
    html As String _
)
```

### Visual C++

```cpp
public:
void LoadHtml(
    String^ html
)
```

## Parameters

- **html**
  - Type: [System.String](https://docs.microsoft.com/en-us/dotnet/api/system.string)
  - The text to load.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocument.Save Method

MixedCodeDocument Class  See Also  Send Feedback
## Overload List

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Save(Stream)</code></td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td><code>Save(StreamWriter)</code></td>
<td>Saves the mixed document to the specified StreamWriter.</td>
</tr>
<tr>
<td><code>Save(TextWriter)</code></td>
<td>Saves the mixed document to the specified TextWriter.</td>
</tr>
<tr>
<td><code>Save(String)</code></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
<tr>
<td><code>Save(Stream, Encoding)</code></td>
<td>Saves the mixed document to the specified stream.</td>
</tr>
<tr>
<td><code>Save(String, Encoding)</code></td>
<td>Saves the mixed document to the specified file.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Html Agility Pack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified stream.

**Namespace:** [HtmlAgilityPack](https://html-agility-pack.net/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Save(
    Stream outStream
)
```

### Visual Basic

```vbnet
Public Sub Save ( _
    outStream As Stream _
)
```

### Visual C++

```cpp
public:
void Save(
    Stream^ outStream
)
```

## Parameters

*outStream*

Type: `System.IO.Stream`

The stream to which you want to save.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified StreamWriter.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Save(
    StreamWriter writer
)
```

### Visual Basic

```vbnet
Public Sub Save (_
    writer As StreamWriter _
)
```

### Visual C++

```cpp
public:
void Save(
    StreamWriter^ writer
)
```

### Parameters

**writer**

Type: `System.IO.StreamWriter`

The StreamWriter to which you want to save.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified TextWriter.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Save(
    TextWriter writer
)
```

**Visual Basic**

```vbnet
Public Sub Save (_
    writer As TextWriter _
)
```

**Visual C++**

```cpp
public:
void Save(
    TextWriter^ writer
)
```

### Parameters

**writer**

Type: `System.IO.TextWriter`

The TextWriter to which you want to save.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified file.

**Namespace:** [HtmlAgilityPack](https://github.com/delphi4net/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public void Save(string filename)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Visual Basic</td>
</tr>
<tr>
<td>Public Sub Save ( filename As String _ )</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Visual C++</td>
</tr>
<tr>
<td>public: void Save( String^ filename )</td>
</tr>
</tbody>
</table>

### Parameters

*filename*

Type: `System.String`

The location of the file where you want to save the document.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified stream.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public void Save(</td>
</tr>
<tr>
<td>Stream outStream,</td>
</tr>
<tr>
<td>Encoding encoding</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Sub Save ( _</td>
</tr>
<tr>
<td>outFileStream As Stream, _</td>
</tr>
<tr>
<td>encoding As Encoding _</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>void Save(</td>
</tr>
<tr>
<td>Stream^ outFileStream,</td>
</tr>
<tr>
<td>Encoding^ encoding</td>
</tr>
<tr>
<td>)</td>
</tr>
</tbody>
</table>

### Parameters

**outStream**
Type: System.IO.Stream
The stream to which you want to save.

**encoding**
Type: System.Text.Encoding
The character encoding to use.
See Also

- MixedCodeDocument Class
- MixedCodeDocument Members
- Save Overload
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Saves the mixed document to the specified file.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Save(
    string filename,
    Encoding encoding
)
```

**Visual Basic**

```vbnet
Public Sub Save (_
    filename As String, _
    encoding As Encoding _
)
```

**Visual C++**

```cpp
public:
void Save(
    String^ filename,
    Encoding^ encoding
)
```

### Parameters

*filename*

Type: `System.String`

The location of the file where you want to save the document.

*encoding*

Type: `System.Text.Encoding`

The character encoding to use.
See Also

MixedCodeDocument Class
MixedCodeDocument Members
Save Overload
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocument** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>![Image] Code</td>
<td>Gets the code represented by the mixed code document seen as a template.</td>
</tr>
<tr>
<td>![Image] CodeFragments</td>
<td>Gets the list of code fragments in the document.</td>
</tr>
<tr>
<td>![Image] Fragments</td>
<td>Gets the list of all fragments in the document.</td>
</tr>
<tr>
<td>![Image] StreamEncoding</td>
<td>Gets the encoding of the stream used to read the document.</td>
</tr>
<tr>
<td>![Image] TextFragments</td>
<td>Gets the list of text fragments in the document.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument.Code Property**

*See Also* Send Feedback

Gets the code represented by the mixed code document seen as a template.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/html-agilitypack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string Code { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public ReadOnly Property Code As String Get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public:
| property String^ Code { String^ get (); |
| }             |
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the list of code fragments in the document.

**Namespace:** [HtmlAgilityPack](https://github.com/dotnet/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public <strong>MixedCodeDocumentFragmentList</strong> CodeFragments {</td>
<td>Public ReadOnly Property <strong>CodeFragments</strong> As <strong>MixedCodeDoc</strong></td>
<td>public: property <strong>MixedCodeDocumentFragmentList</strong>^ CodeFragments:</td>
</tr>
<tr>
<td></td>
<td>Get</td>
<td><strong>MixedCodeDocumentFragmentList</strong>^ get ();</td>
</tr>
</tbody>
</table>
|                                                                  |                                                                  | }
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocument.Fragments Property**

*MixedCodeDocument Class*  *See Also*  *Send Feedback*

---

Gets the list of all fragments in the document.

**Namespace:** [HtmlAgilityPack](https://www.htmlagilitypack.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public MixedCodeDocumentFragmentList Fragments { get; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public ReadOnly Property Fragments As MixedCodeDocumentFragmentList get</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public: property MixedCodeDocumentFragmentList^ Fragments { get; }</td>
</tr>
</tbody>
</table>


See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the encoding of the stream used to read the document.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**   | ```
public **Encoding** StreamEncoding { get; }
``` |
| **Visual Basic** | ```
Public ReadOnly Property StreamEncoding As **Encoding**
Get
``` |
| **Visual C++** | ```
public:
property **Encoding**^ StreamEncoding {
 **Encoding**^ get ();
}
``` |
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the list of text fragments in the document.

**Namespace:** [HtmlAgilityPack](https://github.com/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocument Class
MixedCodeDocument Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Represents a fragment of code in a mixed code document.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class MixedCodeDocumentCodeFragment : MixedCodeDocumentFragment</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class MixedCodeDocumentCodeFragment : public</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

- System.Object
See Also

MixedCodeDocumentCodeFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentCodeFragment** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is equal to the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a> is reclaimed by garbage collection. (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type.  (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="https://docs.microsoft.com/en-us/dotnet/api/system.type">Type</a> of the current instance.  (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.  (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="https://docs.microsoft.com/en-us/dotnet/api/system.string">String</a> that represents the current <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.  (Inherited from <a href="https://docs.microsoft.com/en-us/dotnet/api/system.object">Object</a>.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Code</strong></td>
<td>Gets the fragment code text.</td>
</tr>
<tr>
<td><strong>FragmentText</strong></td>
<td>Gets the fragment text. (Inherited from <a href="#">MixedCodeDocumentFragment</a>)</td>
</tr>
<tr>
<td><strong>FragmentType</strong></td>
<td>Gets the type of fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of the fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the line position (column) of the fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the fragment position in the document's stream. (Inherited from <a href="#">MixedCodeDocumentFragment</a>)</td>
</tr>
</tbody>
</table>
See Also

 MixedCodeDocumentCodeFragment Class
 HtmlAgilityPack Namespace

Send comments on this topic to  http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

MixedCodeDocumentCodeFragment Methods

The **MixedCodeDocumentCodeFragment** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocumentCodeFragment Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentCodeFragment** type exposes the following members.
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Code</strong></td>
<td>Gets the fragment code text.</td>
</tr>
<tr>
<td><strong>FragmentText</strong></td>
<td>Gets the fragement text.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>FragmentType</strong></td>
<td>Gets the type of fragment.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of the fragment.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the line position (column) of the fragment.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the fragment position in the document's stream.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocumentCodeFragment Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library


*MixedCodeDocumentCodeFragment Class  See Also  Send Feedback*

Gets the fragment code text.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public string Code { get; set; }
```

**Visual Basic**

```vbnet
Public Property Code As String
    Get
    Set
```

**Visual C++**

```cpp
public:
    property String^ Code {
        String^ get ();
        void set (String^ value);
    }
```
See Also

MixedCodeDocumentCodeFragment Class
MixedCodeDocumentCodeFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocumentFragment Class

A base class for fragments in a mixed code document.

**Namespace:** [HtmlAgilityPack](http://www.htmldom.org)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public abstract class MixedCodeDocumentFragment</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public MustInherit Class MixedCodeDocumentFragment</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class MixedCodeDocumentFragment abstract</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

- System.Object
See Also

MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The \texttt{MixedCodeDocumentFragment} type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FragmentText</td>
<td>Gets the fragment text.</td>
</tr>
<tr>
<td>FragmentType</td>
<td>Gets the type of fragment.</td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of the fragment.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the line position (column) of the fragment.</td>
</tr>
<tr>
<td>StreamPosition</td>
<td>Gets the fragment position in the document's stream.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragment Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `MixedCodeDocumentFragment` type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
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<tr>
<td><strong>GetType</strong></td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocumentFragment Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentFragment** type exposes the following members.
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FragmentText</td>
<td>Gets the fragment text.</td>
</tr>
<tr>
<td>FragmentType</td>
<td>Gets the type of fragment.</td>
</tr>
<tr>
<td>Line</td>
<td>Gets the line number of the fragment.</td>
</tr>
<tr>
<td>LinePosition</td>
<td>Gets the line position (column) of the fragment.</td>
</tr>
<tr>
<td>StreamPosition</td>
<td>Gets the fragment position in the document's stream.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragment Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the fragment text.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
</tr>
</thead>
<tbody>
<tr>
<td>public string FragmentText { get; internal set; }</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual Basic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Public Property FragmentText As String</td>
</tr>
<tr>
<td>Get</td>
</tr>
<tr>
<td>Friend Set</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td>public:</td>
</tr>
<tr>
<td>property String^ FragmentText {</td>
</tr>
<tr>
<td>String^ get ();</td>
</tr>
<tr>
<td>internal: void set (String^ value);</td>
</tr>
<tr>
<td>}</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragment Class
MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the type of fragment.

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| **C#**   | ```
public MixedCodeDocumentFragmentType FragmentType {
    get
}
``` |
| **Visual Basic** | ```
Public ReadOnly Property FragmentType As MixedCodeDocumentFragmentType
Get
``` |
| **Visual C++** | ```
public:

property MixedCodeDocumentFragmentType FragmentType;

MixedCodeDocumentFragmentType get ()
``` |
See Also

MixedCodeDocumentFragment Class
MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

MixedCodeDocumentFragment.Line Property

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets the line number of the fragment.
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
| public int Line { get; internal set; } | Public Property Line As Integer
 Get
 Friend Set | public:
 property int Line {
  int get ();
  internal: void set (int value); 
} |
See Also

MixedCodeDocumentFragment Class
MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocumentFragment.LinePosition Property**

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets the line position (column) of the fragment.
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
</table>
| C#       | ```
public int LinePosition { get; }
``` |
| Visual Basic | ```
Public ReadOnly Property LinePosition As Integer
   Get
``` |
| Visual C++ | ```
public:
property int LinePosition {
   int get ()
}
``` |
See Also

MixedCodeDocumentFragment Class
MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocumentFragment.StreamPosition Property**

**Namespace:** [HtmlAgilityPack](http://www.htmlagilitypack.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)

Gets the fragment position in the document's stream.
<table>
<thead>
<tr>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
</tr>
<tr>
<td>public int StreamPosition { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
</tr>
<tr>
<td>Public ReadOnly Property StreamPosition As Integer Get</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
</tr>
</tbody>
</table>
| public: property int StreamPosition {
  int get ();
} |
See Also

MixedCodeDocumentFragment Class
MixedCodeDocumentFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocumentFragmentList Class

Represents a list of mixed code fragments.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class MixedCodeDocumentFragmentList : IEnumerable</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class MixedCodeDocumentFragmentList _ Implements IEnumerable</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class MixedCodeDocumentFragmentList : IEnumerable</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
See Also

MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocumentFragmentList Members

The MixedCodeDocumentFragmentList type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Append</td>
<td>Appends a fragment to the list of fragments.</td>
</tr>
<tr>
<td>Equals</td>
<td>Determines whether the specified Object is equal to the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an Object to attempt to free resources and perform other cleanup operations before the Object is reclaimed by garbage collection. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetEnumerator</td>
<td>Gets an enumerator that can iterate through the fragment list.</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from Object.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the Type of the current instance. (Inherited from Object.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current Object. (Inherited from Object.)</td>
</tr>
<tr>
<td>Prepend</td>
<td>Prepends a fragment to the list of fragments.</td>
</tr>
<tr>
<td>Remove</td>
<td>Remove a fragment from the list of fragments. If this fragment was not in the list, an exception will be raised.</td>
</tr>
<tr>
<td>RemoveAll</td>
<td>Remove all fragments from the list.</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Remove a fragment from the list of fragments, using its index in the list.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object. (Inherited from Object.)</td>
</tr>
</tbody>
</table>
# Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Gets the number of fragments contained in the list.</td>
</tr>
<tr>
<td>Doc</td>
<td>Gets the Document</td>
</tr>
<tr>
<td>Item</td>
<td>Gets a fragment from the list using its index.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragmentList Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentFragmentList** type exposes the following members.
## Methods

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<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
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<tr>
<td></td>
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</tr>
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<td></td>
<td>operations before the Object is reclaimed by garbage collection.</td>
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<td></td>
<td>(Inherited from Object.)</td>
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<tr>
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</tr>
<tr>
<td></td>
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</tr>
<tr>
<td>RemoveAll</td>
<td>Remove all fragments from the list.</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Remove a fragment from the list of fragments, using its index in the list.</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a String that represents the current Object.</td>
</tr>
<tr>
<td></td>
<td>(Inherited from Object.)</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocumentFragmentList Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Appends a fragment to the list of fragments.

**Namespace:** [HtmlAgilityPack](https://msdn.microsoft.com)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public void Append(MixedCodeDocumentFragment newFragment)
```

### Visual Basic

```vbnet
Public Sub Append(newFragment As MixedCodeDocumentFragment)
```

### Visual C++

```cpp
public:
void Append(MixedCodeDocumentFragment^ newFragment)
```

## Parameters

- **newFragment**
  - The fragment to append. May not be null.
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

MixedCodeDocumentFragmentList.GetEnumerator Method

Gets an enumerator that can iterate through the fragment list.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Prepends a fragment to the list of fragments.

**Namespace:** [HtmlAgilityPack](#)  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void Prepend(MixedCodeDocumentFragment newFragment)
```

**Visual Basic**

```vbnet
Public Sub Prepend(newFragment As MixedCodeDocumentFragment)
```

**Visual C++**

```cpp
public:
void Prepend(MixedCodeDocumentFragment^ newFragment);
```

---

**Parameters**

- **newFragment**
  - The fragment to append. May not be null.
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove a fragment from the list of fragments. If this fragment was not in the list, an exception will be raised.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
Syntax

### C#

```csharp
public void Remove(
    MixedCodeDocumentFragment fragment
)
```

### Visual Basic

```vbnet
Public Sub Remove ( _
    fragment As MixedCodeDocumentFragment _
)
```

### Visual C++

```c++
public:
void Remove(
    MixedCodeDocumentFragment^ fragment
)
```

Parameters

`fragment`

Type: `HtmlAgilityPack.MixedCodeDocumentFragment`

The fragment to remove. May not be null.
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove all fragments from the list.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public void RemoveAll()</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public Sub RemoveAll</td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td>public: void RemoveAll()</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Remove a fragment from the list of fragments, using its index in the list.

**Namespace:** [HtmlAgilityPack](#)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public void RemoveAt(
    int index
)
```

**Visual Basic**

```vbnet
Public Sub RemoveAt ( _
    index As Integer _
)
```

**Visual C++**

```cpp
public:
void RemoveAt(
    int index
)
```

### Parameters

**index**  
Type: [System.Int32](https://docs.microsoft.com/en-us/dotnet/api/system.int32)

The index of the fragment to remove.
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentFragmentList** type exposes the following members.
<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Count</td>
<td>Gets the number of fragments contained in the list.</td>
</tr>
<tr>
<td>Doc</td>
<td>Gets the Document</td>
</tr>
<tr>
<td>Item</td>
<td>Gets a fragment from the list using its index.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragmentList Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the number of fragments contained in the list.

**Namespace:** [HtmlAgilityPack](https://github.com/desse/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

**C#**

```csharp
public int Count { get; }
```

**Visual Basic**

```vbnet
Public ReadOnly Property Count As Integer
    Get
```

**Visual C++**

```cpp
public:
    property int Count {
        int get ();
    }
```
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the Document

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public MixedCodeDocument Doc { get; }</code></td>
<td>C# code for accessing a <code>MixedCodeDocument</code> property.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets a fragment from the list using its index.

**Namespace:** [HtmlAgilityPack](https://www.nuget.org/packages/HtmlAgilityPack/)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

### C#

```csharp
public MixedCodeDocumentFragment this[int index] { get; }
```

### Visual Basic

```vbnet
Public ReadOnly Default Property Item ( _
    index As Integer _
) As MixedCodeDocumentFragment
    Get
```

### Visual C++

```cpp
public:
    property MixedCodeDocumentFragment^ default[int index];
    MixedCodeDocumentFragment^ get (int index);
```

## Parameters

*index*

Type: `System.Int32`
See Also

MixedCodeDocumentFragmentList Class
MixedCodeDocumentFragmentList Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
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MixedCodeDocumentFragmentList Class Members See Also Send Feedback

Represents a fragment enumerator.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public class MixedCodeDocumentFragmentEnumerator : IEnumerator</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Class MixedCodeDocumentFragmentEnumerator _ Implements IEnumerator</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public ref class MixedCodeDocumentFragmentEnumerator</code></td>
</tr>
</tbody>
</table>
Inheritance Hierarchy

System.Object
See Also

MixedCodeDocumentFragmentList, MixedCodeDocumentFragmentEnumerator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library


- [Class Methods](#)
- [Properties](#)
- [See Also](#)
- [Send Feedback](#)

The **MixedCodeDocumentFragmentList.MixedCodeDocumentFragmentEnumerator** type exposes the following members.
### Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Equals</strong></td>
<td>Determines whether the specified <a href="#">Object</a> is equal to the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>Finalize</strong></td>
<td>Allows an <a href="#">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="#">Object</a> is reclaimed by garbage collection. (Inherited from <a href="#">Object</a>.)</td>
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<tr>
<td><strong>GetHashCode</strong></td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>GetType</strong></td>
<td>Gets the <a href="#">Type</a> of the current instance. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MemberwiseClone</strong></td>
<td>Creates a shallow copy of the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
<tr>
<td><strong>MoveNext</strong></td>
<td>Advances the enumerator to the next element of the collection.</td>
</tr>
<tr>
<td><strong>Reset</strong></td>
<td>Sets the enumerator to its initial position, which is before the first element in the collection.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>.)</td>
</tr>
</tbody>
</table>
## Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current</td>
<td>Gets the current element in the collection.</td>
</tr>
</tbody>
</table>
See Also

- MixedCodeDocumentFragmentList, MixedCodeDocumentFragmentEnumerator Class
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
### Methods

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<tr>
<td><strong>MoveNext</strong></td>
<td>Advances the enumerator to the next element of the collection.</td>
</tr>
<tr>
<td><strong>Reset</strong></td>
<td>Sets the enumerator to its initial position, which is before the first element in the collection.</td>
</tr>
<tr>
<td><strong>ToString</strong></td>
<td>Returns a <a href="#">String</a> that represents the current <a href="#">Object</a>. (Inherited from <a href="#">Object</a>)</td>
</tr>
</tbody>
</table>
£ See Also

- MixedCodeDocumentFragmentList
- MixedCodeDocumentFragmentEnumerator
- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Advances the enumerator to the next element of the collection.

**Namespace:** HtmlAgilityPack

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>public bool MoveNext()</code></td>
<td><code>Public Function MoveNext As Boolean</code></td>
<td><code>public: virtual bool MoveNext() sealed</code></td>
</tr>
</tbody>
</table>

### Return Value

true if the enumerator was successfully advanced to the next element; false if the enumerator has passed the end of the collection.

### Implements

`IEnumerator.MoveNext()`
See Also

- HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Sets the enumerator to its initial position, which is before the first element in the collection.

**Namespace:** HtmlAgilityPack  
**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
## Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Syntax</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public void Reset()</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Sub Reset</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public: virtual void Reset() sealed</code></td>
</tr>
</tbody>
</table>

### Implements

- `IEnumerator.Reset()`
See Also

- [Members](#)
- [HtmlAgilityPack Namespace](#)

Send comments on this topic to [http://htmlagilitypack.codeplex.com](http://htmlagilitypack.codeplex.com)
A Sandcastle Documented Class Library


MixedCodeDocumentFragmentList.MixedCodeDocumentFragmentEnumerator Class See Also Send Feedback

### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current</td>
<td>Gets the current element in the collection.</td>
</tr>
</tbody>
</table>
See Also

MajorCodeDocumentFragmentList, MixedCodeDocumentFragmentEnumerator

Class

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the current element in the collection.

**Namespace:** [HtmlAgilityPack](http://example.com/HtmlAgilityPack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td>public MixedCodeDocumentFragment Current { get; }</td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td>Public ReadOnly Property Current As MixedCodeDocumentFragment Get</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentFragmentList, MixedCodeDocumentFragmentEnumerator Class
MixedCodeDocumentFragmentList, MixedCodeDocumentFragmentEnumerator Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
MixedCodeDocumentFragmentType Enumeration

Represents the type of fragment in a mixed code document.

**Namespace**: HtmlAgilityPack

**Assembly**: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th>Language</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>C#</strong></td>
<td><code>public enum MixedCodeDocumentFragmentType</code></td>
</tr>
<tr>
<td><strong>Visual Basic</strong></td>
<td><code>Public Enumeration MixedCodeDocumentFragmentType</code></td>
</tr>
<tr>
<td><strong>Visual C++</strong></td>
<td><code>public enum class MixedCodeDocumentFragmentType</code></td>
</tr>
</tbody>
</table>
## Members

<table>
<thead>
<tr>
<th>Member name</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code</td>
<td>0</td>
<td>The fragment contains code.</td>
</tr>
<tr>
<td>Text</td>
<td>1</td>
<td>The fragment contains text.</td>
</tr>
</tbody>
</table>
See Also

HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

MixedCodeDocumentTextFragment Class

Members  See Also  Send Feedback

Represents a fragment of text in a mixed code document.

Namespace: HtmlAgilityPack
Assembly: HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### Syntax

<table>
<thead>
<tr>
<th></th>
<th>C#</th>
<th>Visual Basic</th>
<th>Visual C++</th>
</tr>
</thead>
</table>
Inheritance Hierarchy

System.Object
See Also

MixedCodeDocumentTextFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
A Sandcastle Documented Class Library

**MixedCodeDocumentTextFragment Members**

[Link to MixedCodeDocumentTextFragment Class](#) [Methods](#) [Properties](#) [See Also](#) [Send Feedback](#)

The **MixedCodeDocumentTextFragment** type exposes the following members.
## Methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Determines whether the specified <a href="System.Object">Object</a> is equal to the current <a href="System.Object">Object</a>. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
<tr>
<td>Finalize</td>
<td>Allows an <a href="System.Object">Object</a> to attempt to free resources and perform other cleanup operations before the <a href="System.Object">Object</a> is reclaimed by garbage collection. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Serves as a hash function for a particular type. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
<tr>
<td>GetType</td>
<td>Gets the <a href="System.Type">Type</a> of the current instance. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
<tr>
<td>MemberwiseClone</td>
<td>Creates a shallow copy of the current <a href="System.Object">Object</a>. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
<tr>
<td>ToString</td>
<td>Returns a <a href="System.String">String</a> that represents the current <a href="System.Object">Object</a>. (Inherited from <a href="System.Object">Object</a>.)</td>
</tr>
</tbody>
</table>
### Properties

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
</table>
| **FragmentText**   | Gets the fragment text.  
(Inherited from [MixedCodeDocumentFragment](#).)          |
| **FragmentType**   | Gets the type of fragment.  
(Inherited from [MixedCodeDocumentFragment](#).)          |
| **Line**           | Gets the line number of the fragment.  
(Inherited from [MixedCodeDocumentFragment](#).)          |
| **LinePosition**   | Gets the line position (column) of the fragment.  
(Inherited from [MixedCodeDocumentFragment](#).)          |
| **StreamPosition** | Gets the fragment position in the document's stream.  
(Inherited from [MixedCodeDocumentFragment](#).)          |
| **Text**           | Gets the fragment text.                                                     |
See Also

MixedCodeDocumentTextFragment Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The `MixedCodeDocumentTextFragment` type exposes the following members.
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See Also

MixedCodeDocumentTextFragment Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
The **MixedCodeDocumentTextFragment** type exposes the following members.
### Properties

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<tr>
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<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FragmentText</strong></td>
<td>Gets the fragment text. (Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>FragmentType</strong></td>
<td>Gets the type of fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Gets the line number of the fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>LinePosition</strong></td>
<td>Gets the line position (column) of the fragment. (Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>StreamPosition</strong></td>
<td>Gets the fragment position in the document's stream. (Inherited from <a href="#">MixedCodeDocumentFragment</a>.)</td>
</tr>
<tr>
<td><strong>Text</strong></td>
<td>Gets the fragment text.</td>
</tr>
</tbody>
</table>
See Also

MixedCodeDocumentTextFragment Class
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com
Gets the fragment text.

**Namespace:** [HtmlAgilityPack](https://www.asp.net/html-agility-pack)

**Assembly:** HtmlAgilityPack (in HtmlAgilityPack.dll) Version: 1.4.0.0 (1.4.0.0)
### C#

```csharp
public string Text { get; set; }
```

### Visual Basic

```vbnet
Public Property Text As String
    Get
    Set
```  

### Visual C++

```cpp
public:
    property String^ Text {
        String^ get ();
        void set (String^ value);
    }
```
See Also

MixedCodeDocumentTextFragment Class
MixedCodeDocumentTextFragment Members
HtmlAgilityPack Namespace

Send comments on this topic to http://htmlagilitypack.codeplex.com