

# WML <SETVAR> TAG

[http://www.tutorialspoint.com/wml/wml\\_setvar\\_tag.htm](http://www.tutorialspoint.com/wml/wml_setvar_tag.htm)

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The <setvar> element is used as a result of the user executing some task. The >setvar> element can be used to set a variable's state within the following elements: <go>, <prev>, and <refresh>.

## Attributes:

This element supports the following attributes:

Attribute	Value	Description
name	string	Sets the name of the variable
value	string	Sets the value of the variable
class	class data	Sets a class name for the element.
id	element ID	A unique ID for the element.

## Example:

The following element would create a variable named *a* with a value of 1000:

```
<setvar name="a" value="1000"/>
```

Following is another example showing usage of this element.

```
<?xml version="1.0"?>
<!DOCTYPE wml PUBLIC "-//WAPFORUM//DTD WML 1.2//EN"
"http://www.wapforum.org/DTD/wml12.dtd">

<wml>
<card>
<p>
<anchor>
Go to next chapter
<go href="#chapter2">
<setvar name="x" value="30"/>
</go>
</anchor>
</p>
</card>

</wml>
```