

# < assign >

## Description

The <assign> element assigns a value to a variable. It is illegal to make an assignment to a variable that has not been explicitly declared using a <var> element or a <var> statement within a <script>. Attempting to assign an undeclared variable causes an error.semantic event to be thrown.

## Syntax

```
<assign  
name="string"  
expr="ECMAScript_Expression"/>
```

## Attributes

name	The name of the variable being assigned to. This is required.
expr	The value to assign to the variable. This is required.

## Parents

<block>, <catch>, <error>, <filled>, <help>, <if>, <noinput>, <nomatch>

## Children

None.

## Extensions

None.

## Limitations/Restrictions

None.

## Example Code

```
<?xml version="1.0"?>
<vxml version="2.0" xmlns="http://www.w3.org/2001/vxml">
  <var name="tree" expr="'an apple tree'"/>
  <form>
    <block>
      <prompt> The initial value is <value expr="tree"/> </prompt>
      <assign name="tree" expr="'apple orchards'"/>
      <prompt> The new value is <value expr="tree"/> </prompt>
    </block>
  </form>
</vxml>
```

From: <https://wiki.voximal.com/> - **Voximal documentation**

Permanent link: [https://wiki.voximal.com/doku.php?id=developer\\_guide:voicexml\\_references:elements:assign&rev=1444771172](https://wiki.voximal.com/doku.php?id=developer_guide:voicexml_references:elements:assign&rev=1444771172)

Last update: **2015/10/13 21:19**

