

< 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=legacy:vx_i_developer_guide:voicexml_references:elements:assign

Last update: **2017/07/28 23:53**

