

window



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The **window** object is the global object of JavaScript when run within a browser and represents the browser window. All browsers support it. It contains as members all global JavaScript objects, functions, and variables. Such variables become properties of the `window` object, such functions become methods of the `window` object.

Note: If a browser window contains [<iframe>](#) tags, there will be one `window` object for the page containing the `<iframe>` tags, and an additional `window` object for the page in each `<iframe>`.

Syntax

Below shows the use of a `window` method, `.alert()`, to display a message to the user:

```
window.alert('Hello World!');
```

Because the `window` object is global, the “`window.`” portion can also be omitted:

```
alert('Hello World!');
```

The `window` object has a number of properties and methods, some of which are listed below:

clearInterval()

Cancels a timer previously established by `setInterval()`.

`clearTimeout()`

Clears a previously scheduled timeout function.

`confirm()`

Instructs the browser window to show a optional message, the user then must confirm or cancel the message

`prompt()`

Displays a dialog with an optional message asking users to input some text.

`setInterval()`

Executes a function repeatedly at specified intervals.

`setTimeout()`

Allows users to execute callbacks after a period of time expressed in milliseconds.