

Difference Between availHeight and height

The difference between `screen.availHeight` and `screen.height` lies in the portion of the screen each property measures.

1. screen.height

- Represents the total height of the screen in pixels.
- Includes all parts of the screen, including areas occupied by system UI elements (like the taskbar, dock, or other overlays).

2. screen.availHeight

- Represents the height of the usable or available area of the screen in pixels.
- Excludes space taken up by system UI elements like the operating system's taskbar, dock, or menu bars.

Example Comparison

```
```javascript
console.log("Total Screen Height: " + window.screen.height + "px");
console.log("Available Screen Height: " + window.screen.availHeight + "px");
```
```

Key Differences

| Property | Measures | Includes Taskbar/Dock | Usable Area |
|---------------------------|--------------------------------|-----------------------|-------------|
| screen.height | Total screen height in pixels | Yes | No |
| screen.availHeight | Usable screen height in pixels | No | Yes |

Use Case

- Use `screen.height` when you need the full screen dimensions.
- Use `screen.availHeight` when designing elements or layouts that need to fit within the visible/usable area of the screen.

Example in Practice

If the screen height is `1080px` but a taskbar occupies `100px`, then:

```
```javascript
screen.height // 1080
screen.availHeight // 980
```
```