

Difference Between `availWidth` and `width`

The difference between `screen.availWidth` and `screen.width` lies in the portion of the screen each property measures.

1. `screen.width`

- Represents the total width of the screen in pixels.
- Includes all parts of the screen, including areas occupied by system UI elements (like vertical taskbars or docks).

2. `screen.availWidth`

- Represents the width of the usable or available area of the screen in pixels.
- Excludes space taken up by system UI elements like vertical toolbars, docks, or reserved areas.

Example Comparison

```
```javascript
console.log("Total Screen Width: " + window.screen.width + "px");
console.log("Available Screen Width: " + window.screen.availWidth + "px");
```
```

Key Differences

| Property | Measures | Includes Taskbars/Docks | Usable Area |
|---------------------------------------|-------------------------------|-------------------------|-------------|
| <code>screen.width</code> | Total screen width in pixels | Yes | No |
| <code>screen.availWidth</code> | Usable screen width in pixels | No | Yes |

Use Case

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

Example in Practice

If the screen width is `1920px` but a vertical dock occupies `200px`, then:

```
```javascript
screen.width // 1920
screen.availWidth // 1720
```
```