

# JavaScript Screen

**Summary:** in this tutorial, you will learn how to use the JavaScript `Screen` object to get the screen's information of the current.

## Introduction to the JavaScript Screen object

The `Screen` object provides the attributes of the screen on which the current window is being rendered.

To access the `Screen` object, you use the `screen` property of the `window` object:

```
window.screen
```

The `Screen` object is typically used by the web analytic software like Google Analytics to collect information of the client device on which the web browsers are running.

## JavaScript Screen properties

The `window.screen` object provides the following properties:

Property	Description
<code>availTop</code>	A read-only property that returns the first pixel from the top that is not taken up by system elements.
<code>availWidth</code>	A read-only property that returns the pixel width of the screen minus system elements.
<code>colorDepth</code>	A read-only property that returns the number of bits used to represent colors.
<code>height</code>	Represents the pixel height of the screen.

Property	Description
left	Represents the pixel distance of the current screen's left side.
pixelDepth	A read-only property that returns the bit depth of the screen.
top	Represents the pixel distance of the current screen's top.
width	Represents the pixel width of the screen.
orientation	Returns the screen orientation as specified in the Screen Orientation API
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