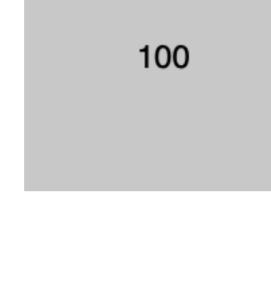


height

A `Number` variable that stores the height of the canvas in pixels.

`height`'s default value is 100. Calling `createCanvas()` or `resizeCanvas()` changes the value of `height`. Calling `noCanvas()` sets its value to 0.

Examples



```
function setup() {
  background(200);

  // Display the canvas' height.
  text(height, 42, 54);

  describe('The number 100 written in black on a gray square.');
}
```



```
function setup() {
  createCanvas(100, 50);

  background(200);

  // Display the canvas' height.
  text(height, 42, 27);

  describe('The number 50 written in black on a gray rectangle.');
}
```



```
function setup() {
  createCanvas(100, 100);

  background(200);

  // Display the canvas' height.
  text(height, 42, 54);

  describe('The number 100 written in black on a gray square. When the mouse is pressed, the square becomes a rectangle and the number becomes 50.');
}

// If the mouse is pressed, resize
// the canvas and display its new
// height.
function mousePressed() {
  if (mouseX > 0 && mouseX < width && mouseY > 0 && mouseY < height) {
    resizeCanvas(100, 50);
    background(200);
    text(height, 42, 27);
  }
}
```

This page is generated from the comments in `src/core/environment.js`. Please feel free to edit it and submit a pull request!

Related References

cursor

Changes the cursor's appearance.

deltaTime

A `Number` variable that tracks the number of milliseconds it took to draw the last frame.

describe

Creates a screen reader-accessible description of the canvas.

describeElement

Creates a screen reader-accessible description of elements in the canvas.

p5.js

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