# byte()

Converts a `Boolean`, `String`, or `Number` to its byte value.

`byte()` converts a value to an integer (whole number) between -128 and 127. Values greater than 127 wrap around while negative values are unchanged. For example, 128 becomes -128 and -129 remains the same.

The parameter, `n`, is the value to convert. If `n` is a Boolean, as in `byte(false)` or `byte(true)`, the number 0 (`false`) or 1 (`true`) will be returned. If `n` is a string or number, as in `byte('256')` or `byte(256)`, then the byte value will be returned. Decimal values are ignored. If an array is passed, as in `byte([true, 123, '456'])`, then an array of byte values will be returned.

Note: If a value can't be converted to a number, as in `byte('giraffe')`, then the value `NaN` (not a number) will be returned.

## Examples

true : 1

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

  background(200);

  // Create a Boolean variable.
  let original = true;

  // Convert the Boolean to its byte value.
  let converted = byte(original);

  // Style the text.
  textAlign(CENTER, CENTER);
  textSize(16);

  // Display the original and converted values.
  text(`${original} : ${converted}`, 50, 50);

  describe('The text "true : 1" written in black on a gray
background.');
}
```

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

  background(200);

  // Create a string variable.
  let original = '256';

  // Convert the string to its byte value.
  let converted = byte(original);

  // Style the text.
  textAlign(CENTER, CENTER);
  textSize(16);

  // Display the original and converted values.
  text(`${original} : ${converted}`, 50, 50);

  describe('The text "256 : 0" written in black on a gray
background.');
}
```

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

  background(200);

  // Create a number variable.
  let original = 256;

  // Convert the number to its byte value.
  let converted = byte(original);

  // Style the text.
  textAlign(CENTER, CENTER);
  textSize(16);

  // Display the original and converted values.
  text(`${original} : ${converted}`, 50, 50);

  describe('The text "256 : 0" written in black on a gray
background.');
}
```

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

  background(200);

  // Create an array of values.
  let original = [false, '64', 383];

  // Convert the array elements to their byte values.
  let converted = byte(original);

  // Iterate over the converted array elements.
  for (let i = 0; i < converted.length; i += 1) {

    // Style the circle.
    fill(converted[i]);

    // Calculate the x-coordinate.
    let x = (i + 1) * 25;

    // Draw the circle.
    circle(x, 50, 20);
  }

  describe(
    'Three gray circles on a gray background. The circles get
lighter from left to right.'
  );
}
```

## Syntax

```
byte(n)
```

```
byte(ns)
```

## Parameters

| | |
|---|---|
| n | String\|Boolean\|Number: value to convert. |
| ns | Array: values to convert. |

## Returns

Number: converted byte value.

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

## Related References

**boolean**
Converts a String or Number to a Boolean.

**byte**
Converts a Boolean, String, or Number to its byte value.

**char**
Converts a Number or String to a single-character String.

**float**
Converts a String to a floating point (decimal) Number.