

windowWidth

A **Number** variable that stores the width of the browser's viewport.

The **layout viewport** is the area within the browser that's available for drawing.

Examples

function setup() {
 // Set the canvas' width and height
 // using the browser's dimensions.
 createCanvas(windowWidth, windowHeight);

 background(200);

 describe('A gray canvas that takes up the entire browser window.');

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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.
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