# p5*.js

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Reference ⌄

## Environment

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# focused

A `Boolean` variable that's `true` if the browser is focused and `false` if not.

Note: The browser window can only receive input if it's focused.

## Examples

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```
// Open this example in two separate browser
// windows placed side-by-side to demonstrate.

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

  describe('A square changes color from green to red when the browser window is out of focus.');
}

function draw() {
  // Change the background color
  // when the browser window
  // goes in/out of focus.
  if (focused === true) {
    background(0, 255, 0);
  } else {
    background(255, 0, 0);
  }
}
```

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

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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.

p5.js

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