

file

Underlying `File` object. All `File` properties and methods are accessible.

Examples



```
// Use the file input to load a
// file and display its info.

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

    background(200);

    // Create a file input and place it beneath the canvas.
    // Call displayInfo() when the file loads.
    let input = createFileInput(displayInfo);
    input.position(0, 100);

    describe('A gray square with a file input beneath it. If the
    user loads a file, its info is written in black.');
}

// Use the p5.File once it loads.
function displayInfo(file) {
    background(200);

    // Display the p5.File's name.
    text(file.name, 10, 10, 80, 40);

    // Display the p5.File's type and subtype.
    text(` ${file.type}/${file.subtype}` , 10, 70);
```


[Reference](#)
[DOM](#)

addClass()
attribute()
center()
child()
class()
doubleClicked()
dragLeave()
dragOver()
draggable()
drop()
elt
hasClass()
height
hide()
html()
id()
mouseClicked()
mouseMoved()
mouseOut()

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Related References

[addClass](#)

Adds a class to the element.

[attribute](#)

Adds an attribute to the element.

[center](#)

Centers the element either vertically, horizontally, or both.

[child](#)

Attaches the element as a child of another element.

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