

Examples

```
let myInput;

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

  // Create an input element and place it
  // beneath the canvas.
  myInput = createElement();
  myInput.position(0, 100);

  describe('A gray square with a text box beneath it. The text
in the square changes when the user types something new in the
input bar.');
```

```
let myInput;

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

  // Create an input element and place it
  // beneath the canvas. Set its default
  // text to "hello!".
  myInput = createElement('hello!');
  myInput.position(0, 100);

  describe('The text "hello!" written at the center of a gray
square. A text box beneath the square also says "hello!". The
text in the square changes when the user types something new
in the input bar.');
```

Syntax

```
createElement([value], [type])
```

```
createElement([value])
```

Parameters

value	String: default value of the input box. Defaults to an empty string <code>''</code> .
type	String: type of input. Defaults to <code>'text'</code> .

Returns

p5.Element: new [p5.Element](#) object.

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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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