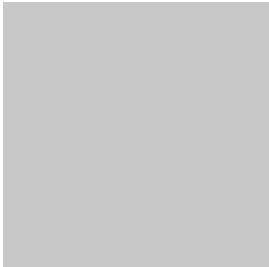


# type

The file **MIME type** as a string.

For example, `'image'` and `'text'` are both MIME types.

## 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 displayType() when the file loads.
  let input = createFileInput(displayType);
  input.position(0, 100);

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

```
}

// Display the p5.File's type once it loads.
function displayType(file) {
  background(200);

  // Display the p5.File's type.
  text(`This is file's type is: ${file.type}`, 10, 10, 80, 80);
}
```

This page is generated from the comments in [src/dom/dom.js](#) . Please feel free to edit it and submit a pull request!

## 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.

### p5.js

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