

createRadio()

Creates a radio button element.

The parameter is optional. If a string is passed, as in `let myRadio = createSelect('food')`, then each radio option will have "food" as its name parameter: `<input name="food">`. If an existing or `` element is passed, as in `let myRadio = createSelect(container)`, it will become the radio button's parent element.

Radio buttons extend the `p5.Element` class with a few helpful methods for managing options:

- `myRadio.option(value, [label])` adds an option to the menu. The first parameter, `value`, is a string that sets the option's value and label. The second parameter, `label`, is optional. If provided, it sets the label displayed for the value. If an option with `value` already exists, its label is changed and its value is returned.
- `myRadio.value()` returns the currently-selected option's value.
- `myRadio.selected()` returns the currently-selected option.
- `myRadio.selected(value)` selects the given option and returns it as an `HTMLInputElement`.
- `myRadio.disable(shouldDisable)` Disables the radio button if `true` is passed, and enables it if `false` is passed.

Examples



```
let style = document.createElement('style');
style.innerHTML =
  '.p5-radio label {
    display: flex;
    align-items: center;
  }
  .p5-radio input {
    margin-right: 5px;
  }
';
document.head.appendChild(style);

let myRadio;

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

  // Create a radio button element and place it
  // in the top-left corner.
  myRadio = createRadio();
  myRadio.position(0, 0);
  myRadio.class('p5-radio');
  myRadio.size(60);

  // Add a few color options.
  myRadio.option('red');
  myRadio.option('yellow');
  myRadio.option('blue');

  // Choose a default option.
  myRadio.selected('yellow');

  describe('A yellow square with three color options listed, "red", "yellow", and "blue". The square changes color when the user selects a new option.');
}
```

```
let myRadio;

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

  // Create a radio button element and place it
  // in the top-left corner.
  myRadio = createRadio();
  myRadio.position(0, 0);
  myRadio.class('p5-radio');
  myRadio.size(50);

  // Add a few color options.
  // Color values are labeled with
  // emotions they evoke.
  myRadio.option('red', 'love');
  myRadio.option('yellow', 'joy');
  myRadio.option('blue', 'trust');

  // Choose a default option.
  myRadio.selected('yellow');

  describe('A yellow square with three options listed, "love", "joy", and "trust". The square changes color when the user selects a new option.');
}

function draw() {
  // Set the background color using the radio button.
```

```
let myRadio;

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

  // Create a radio button element and place it
  // in the top-left corner.
  myRadio = createRadio();
  myRadio.position(0, 0);
  myRadio.class('p5-radio');
  myRadio.size(50);

  // Add a few color options.
  myRadio.option('red');
  myRadio.option('yellow');
  myRadio.option('blue');

  // Choose a default option.
  myRadio.selected('yellow');

  // Create a button and place it beneath the canvas.
  let btn = createButton('disable');
  btn.position(0, 100);

  // Call disableRadio() when btn is pressed.
  btn.mousePressed(disableRadio);

  describe('A yellow square with three options listed, "red", "yellow", and "blue". The square changes color when the user selects a new option. A "disable" button beneath the canvas disables the color options when pressed.');
}
```

Syntax

```
createRadio([containerElement])
```

```
createRadio([name])
```

```
createRadio()
```

Parameters

`containerElement` Object: container HTML Element, either a `<div></div>` or ``.
`name` String: name parameter assigned to each option's `<input></input>` element.

Returns

`p5.Element`: new `p5.Element` object.

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,

`child` Attaches the element as a child of another element.



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