

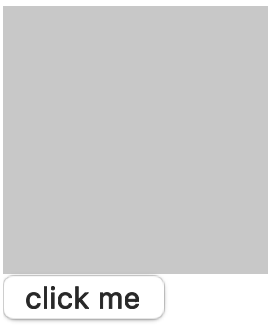
createButton()

Creates a `<button></button>` element.

The first parameter, `label`, is a string that sets the label displayed on the button.

The second parameter, `value`, is optional. It's a string that sets the button's value. See [MDN](#) for more details.

Examples



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

  background(200);

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

  // Call repaint() when the button is pressed.
  button.mousePressed(repaint);

  describe('A gray square with a button that says "click me"
  beneath it. The square changes color when the button is
  clicked.');
```

```
function repaint() {
  let g = random(255);
  background(g);
}
```



```
let button;

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

  background(200);

  // Create a button and set its value to 0.
  // Place the button beneath the canvas.
  button = createButton('click me', 'red');
  button.position(0, 100);

  // Call randomColor() when the button is pressed.
  button.mousePressed(randomColor);

  describe('A red square with a button that says "click me"
  beneath it. The square changes color when the button is
  clicked.');
```

```
function draw() {
  // Use the button's value to set the background color.
  let c = button.value();
  background(c);
}

// Set the button's value to a random color.
function randomColor() {
  let c = random(['red', 'green', 'blue', 'yellow']);
}
```



Syntax

```
createButton(label, [value])
```



Parameters

label	String: label displayed on the button.
value	String: value of the button.

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, horizontally, or both.	child Attaches the element as a child of another element.
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p5.js

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