

# height

A `Number` variable that stores the height of the canvas in pixels.

`height` 's default value is 100. Calling `createCanvas()` or `resizeCanvas()` changes the value of `height`. Calling `noCanvas()` sets its value to 0.

## Examples

100

▶

■

```
function setup() {  
  background(200);  
  
  // Display the canvas' height.  
  text(height, 42, 54);  
  
  describe('The number 100 written in black on a gray square.');
```

50

▶

■

```
function setup() {  
  createCanvas(100, 50);  
  
  background(200);  
  
  // Display the canvas' height.  
  text(height, 42, 27);  
  
  describe('The number 50 written in black on a gray rectangle.');
```

▶

■

```
function setup() {  
  createCanvas(100, 100);  
  
  background(200);  
  
  // Display the canvas' height.  
  text(height, 42, 54);  
  
  describe('The number 100 written in black on a gray square.  
When the mouse is pressed, the square becomes a rectangle and  
the number becomes 50.');
```

```
  // If the mouse is pressed, reisze  
  // the canvas and display its new  
  // height.  
  function mousePressed() {  
    if (mouseX > 0 && mouseX < width && mouseY > 0 && mouseY <  
height) {  
      resizeCanvas(100, 50);  
      background(200);  
      text(height, 42, 27);  
    }  
  }  
}
```

This page is generated from the comments in `src/core/environment.js`. Please feel free to edit it and submit a pull request!

## Related References

<b>cursor</b> Changes the cursor's appearance.	<b>deltaTime</b> A Number variable that tracks the number of milliseconds it took to draw the last frame.	<b>describe</b> Creates a screen reader-accessible description of the canvas.	<b>describeElement</b> Creates a screen reader-accessible description of elements in the canvas.
---	--	--	---