

# name

The file name as a string.

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

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

```
}

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

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

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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.

### p5.js

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