

# size()

Sets the element's width and height.

Calling `myElement.size()` without an argument returns the element's size as an object with the properties `width` and `height`. For example, `{ width: 20, height: 10 }`.

The first parameter, `width`, is optional. It's a number used to set the element's width. Calling `myElement.size(10)`

The second parameter, `'height'`, is also optional. It's a number used to set the element's height. For example, calling `myElement.size(20, 10)` sets the element's width to 20 pixels and height to 10 pixels.

The constant `AUTO` can be used to adjust one dimension at a time while maintaining the aspect ratio, which is `width / height`. For example, consider an element that's 200 pixels wide and 100 pixels tall. Calling `myElement.size(20, AUTO)` sets the width to 20 pixels and height to 10 pixels.

Note: In the case of elements that need to load data, such as images, wait to call `myElement.size()` until after the data loads.

## Examples



```

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

  background(200);

  // Create a pink div element and place it at the top-left corner.
  let div = createDiv();
  div.position(10, 10);
  div.style('background-color', 'deeppink');

  // Set the div's width to 80 pixels and height to 20 pixels.
  div.size(80, 20);

  describe('A gray square with a pink rectangle near its top.');
}


```



```

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

  background(200);

  // Create a pink div element and place it at the top-left corner.
  let div = createDiv();
  div.position(10, 10);
  div.style('background-color', 'deeppink');

  // Set the div's width to 80 pixels and height to 40 pixels.
  div.size(80, 40);

  // Get the div's size as an object.
  let s = div.size();

  // Display the div's dimensions.
  div.html(` ${s.width} x ${s.height}`);

  describe('A gray square with a pink rectangle near its top. The text "80 x 40" is written within the rectangle.');
}


```



```

let img1;
let img2;

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

  background(200);

  // Load an image of an astronaut on the moon
  // and place it at the top-left of the canvas.
  img1 = createImg(
    '/assets/moonwalk.jpg',
    'An astronaut walking on the moon',
    ''
  );
  img1.position(0, 0);

  // Load an image of an astronaut on the moon
  // and place it at the top-left of the canvas.
  // Resize the image once it's loaded.
  img2 = createImg(
    '/assets/moonwalk.jpg',
    'An astronaut walking on the moon',
    '',
    resizeImage
  );
  img2.position(0, 0);

  describe('A gray square two copies of a space image at the top-left. The copy in front is smaller.');
}


```

## Syntax

`size()`

`size([w], [h])`

## Parameters

w Number|Constant: width of the element, either AUTO, or a number.  
h Number|Constant: height of the element, either AUTO, or a number.

## Returns

Object: width and height of the element in an object.

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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.

