

value()

Returns or sets the element's value.

Calling `myElement.value()` returns the element's current value.

The parameter, `value`, is an optional number or string. If provided, as in `myElement.value(123)`, it's used to set the element's value.

Examples



```
let input;

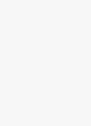
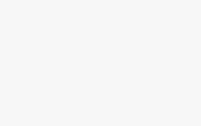
function setup() {
  createCanvas(100, 100);

  // Create a text input and place it beneath the canvas.
  // Set its default value to "hello".
  input = createInput('hello');
  input.position(0, 100);

  describe('The text from an input box is displayed on a gray square.');
}

function draw() {
  background(200);

  // Use the input's value to display a message.
  let msg = input.value();
  text(msg, 0, 55);
}
```



```
let input;

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

  // Create a text input and place it beneath the canvas.
  // Set its default value to "hello".
  input = createInput('hello');
  input.position(0, 100);

  describe('The text from an input box is displayed on a gray square. The text resets to "hello" when the user double-clicks the square.');
}

function draw() {
  background(200);

  // Use the input's value to display a message.
  let msg = input.value();
  text(msg, 0, 55);
}

// Reset the input's value.
function doubleClicked() {
  input.value('hello');
}
```



Syntax

`value()`



`value(value)`



Parameters

`value` String|Number:

Returns

String|Number: value of the element.

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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.

