

# file

Underlying **File** object. All `File` properties and methods are accessible.

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

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

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

<b>addClass</b> Adds a class to the element.	<b>attribute</b> Adds an attribute to the element.	<b>center</b> Centers the element either vertically, horizontally, or both.	<b>child</b> Attaches the element as a child of another element.
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p5.js

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