

type

The file **MIME type** as a string.

For example, `'image'` and `'text'` are both MIME types.

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

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

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

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

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

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

Resources

- [Reference](#)
- [Tutorials](#)
- [Examples](#)
- [Contribute](#)
- [Community](#)
- [About](#)
- [Start Coding](#)
- [Donate](#)

Information

- [Download](#)
- [Contact](#)
- [Copyright](#)
- [Privacy Policy](#)
- [Terms of Use](#)

Socials

- [GitHub ↗](#)
- [Instagram ↗](#)
- [X ↗](#)
- [YouTube ↗](#)
- [Discord ↗](#)
- [Forum ↗](#)

