**BOM JavaScript Screen:**

The **screen object** in JavaScript is part of the **Browser Object Model (BOM)** and provides information about the user's screen, such as its width, height, color depth, and more. This is useful when you want to get information about the physical screen size of the device where the browser is running.

**Properties of the screen Object:**

1. **screen.width**: Returns the width of the screen in pixels.
2. **screen.height**: Returns the height of the screen in pixels.
3. **screen.availWidth**: Returns the available width of the screen (excluding interface features like taskbars or docks).
4. **screen.availHeight**: Returns the available height of the screen.
5. **screen.colorDepth**: Returns the color depth of the screen in bits per pixel.
6. **screen.pixelDepth**: Returns the pixel depth of the screen.
7. <!DOCTYPE html>
8. <html>
9. <head>
10. <title>Screen object BOM</title>
11. </head>
12. <body>
13. <div style="height:500px;width:500px;border:1px solid black">
14. <p style="font-size:30px;">content1</p>
15. <p style="font-size:30px;">content2</p>
16. <p style="font-size:30px;">content3</p>
17. <p style="font-size:30px;">content4</p>
18. </div>
19. <script>
20. document.write("<p>Screen height: "+screen.height+"</p>")
21. document.write("<p>Screen width: "+screen.width+"</p>")
22. document.write("<p>Screen availHeight: "+screen.availHeight+"</p>")
23. document.write("<p>Screen availWidth: "+screen.availWidth+"</p>")
24. document.write("<p>Screen colorDepth: "+screen.colorDepth+"</p>")
25. document.write("<p>Screen pixelDepth: "+screen.pixelDepth+"</p>")
26. </script>
27. </body>
28. </html>