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Introduction to 'JavaScript' Language

Browser Object Model

Module 6 - BOM - Screen Object in JavaScript



CBSE

Screen Object in JavaScript (BOM)

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.



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Features of Screen Object

The screen object has several properties to get screen details:



NTSE

Property	Description
screen.width	Returns the total width of the screen (in pixels).
screen.height	Returns the total height of the screen (in pixels).
screen.availWidth	Returns the width of the screen available for the browser (excluding OS toolbars, etc.).
screen.availHeight	Returns the height of the screen available for the browser.
screen.colorDepth	Returns the number of bits used to display one color (e.g., 24 or 32).
screen.pixelDepth	Returns the color resolution of the screen in bits per pixel.



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Syntax:

```
console.log(screen.width); // Total screen width
console.log(screen.height); // Total screen height
console.log(screen.availWidth); // Available screen width
console.log(screen.availHeight); // Available screen height
console.log(screen.colorDepth); // Color depth
console.log(screen.pixelDepth); // Pixel depth
```



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Applications of screen Object

- Checking the user's screen size for responsive design.
- Adjusting layout dynamically based on screen width & height.
- Detecting the screen's color depth for media applications.
- Displaying warnings if the screen resolution is too low for an app



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Solved Example: Display Screen Information Using document.write()

```
<!DOCTYPE html>
<html lang="en">
<head>
  <title>Screen Object Example</title>
</head>
<body>

<script>
  document.write("Screen Width: " + screen.width + "px<br>");
  document.write("Screen Height: " + screen.height + "px<br>");
  document.write("Available Width: " + screen.availWidth + "px<br>");
  document.write("Available Height: " + screen.availHeight + "px<br>");
  document.write("Color Depth: " + screen.colorDepth + " bits<br>");
  document.write("Pixel Depth: " + screen.pixelDepth + " bits<br>");
</script>

</body>
</html>
```

Solved Example: Use Screen Object in Console

Steps:

1. Open Google Chrome, Firefox, or Edge.
2. Press F12 or Right-click → Inspect.
3. Go to the Console tab.
4. Write this code:

```
console.log("Screen Width: " + screen.width + "px");
console.log("Screen Height: " + screen.height + "px");
console.log("Available Width: " + screen.availWidth + "px");
console.log("Available Height: " + screen.availHeight + "px");
console.log("Color Depth: " + screen.colorDepth + " bits");
console.log("Pixel Depth: " + screen.pixelDepth + " bits");
```

5. Press Enter to see the screen details.

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