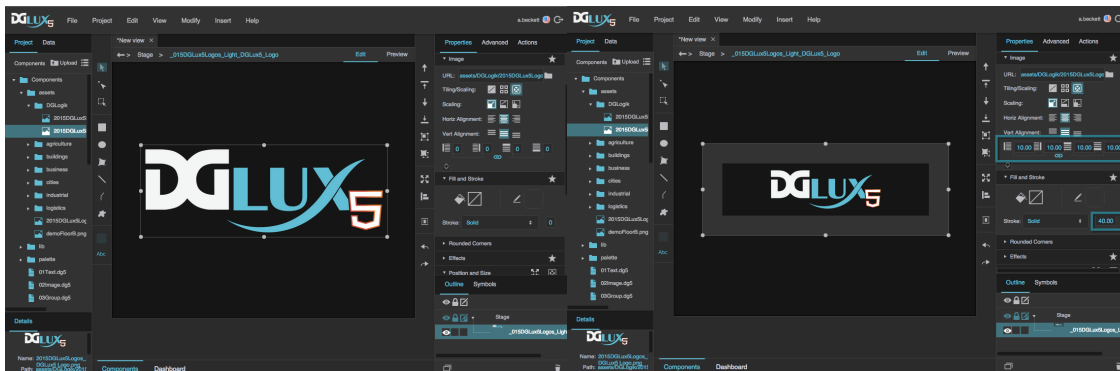# Borders, Padding, and Content Size

DGLux5 uses `border-box` as its HTML5 box model. Therefore, an object's padding and borders are part of its width and height.

For example, these screenshots show an image component with and without a border and paddings:

An image component

An image component with a border and paddings

In both screenshots:

- **width** is 500px.
- **height** is 186px.

In the second screenshot:

- **Stroke Weight** is 40px, and **Stroke Type** and **Stroke Color** are defined.
- All four paddings are set to 10px.

DGLux5 determines the width and height of the second image component's content using the following calculations:

- Content width: `500 — (40*2) — (10*2) = 400px`
- Content height: `186 — (40*2) — (10*2) = 86px`

There is one exception to these calculations. If the padding and border values exceed the **width** and **height** values, the object will appear larger than the **width** and **height** values in order to display the entire padding and border.

You can read more about `box-sizing` and `border-box` in the official W3C documentation, or on online resources like this one.

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