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# What is HTML Canvas?

The HTML `<canvas>` element is used to draw graphics, on the fly, via JavaScript.

The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.

Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

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# Definition and Usage

The `<canvas>` tag is used to draw graphics, on the fly, via scripting (usually JavaScript).

The `<canvas>` tag is transparent, and is only a container for graphics, you must use a script to actually draw the graphics.

Any text inside the `<canvas>` element will be displayed in browsers with JavaScript disabled and in browsers that do not support `<canvas>`.

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```
<html>
```

```
<body>
```

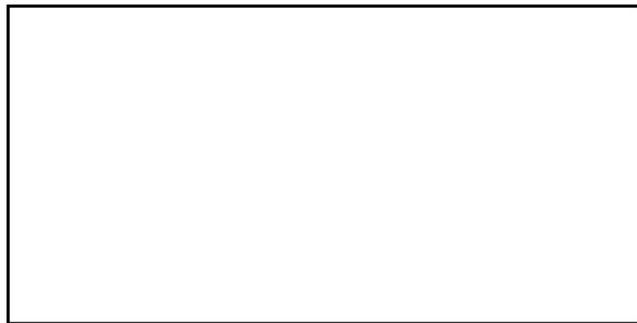
```
<canvas id="myCanvas" width="200" height="100"  
style="border:1px solid #000000;">
```

Your browser does not support the HTML canvas tag.

```
</canvas>
```

```
</body>
```

```
</html>
```



The `beginPath()` method begins a path, or resets the current path.

**Tip:** Use `moveTo()`, `lineTo()`, `quadraticCurveTo()`, `bezierCurveTo()`, `arcTo()`, and `arc()`, to create paths.

**Tip:** Use the `stroke()` method to actually draw the path on the canvas.

**JavaScript syntax:**

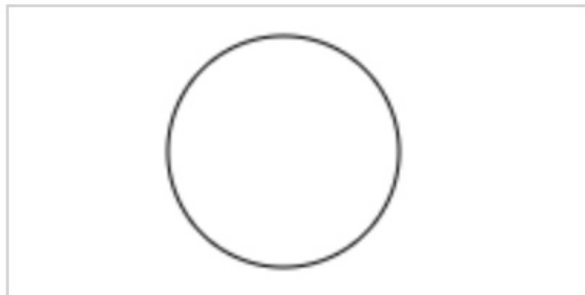
```
context.beginPath();
```

```
<html>
<body>

<canvas id="myCanvas" width="200" height="100"
style="border:1px solid #d3d3d3;">
Your browser does not support the HTML canvas tag.</canvas>

<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.beginPath();
ctx.arc(95,50,40,0,2*Math.PI);
ctx.stroke();
</script>

</body>
</html>
```



```
<html>
<body>

<canvas id="myCanvas" width="200" height="100"
style="border:1px solid #d3d3d3;">
Your browser does not support the HTML canvas tag.</canvas>

<script>
var c = document.getElementById("myCanvas");
var ctx = c.getContext("2d");
ctx.moveTo(0,0);
ctx.lineTo(200,100);
ctx.stroke();
</script>

</body>
</html>
```

