

# Javascript - the 2D context

The 2D context object is used for drawing

```
let canvas = $( "#myCanvas" )[0];  
let context =  
canvas.getContext( "2d" );
```

# Drawing lines

```
context.moveTo(10, 10);  
context.lineTo(50, 50);  
context.lineWidth = 2;  
context.strokeStyle = "#00FF00";  
context.stroke();
```

start-point

end-point

line width

line color

line style

Curve lines: see *arcs*, *quadratic curves* and *Beziers curves*