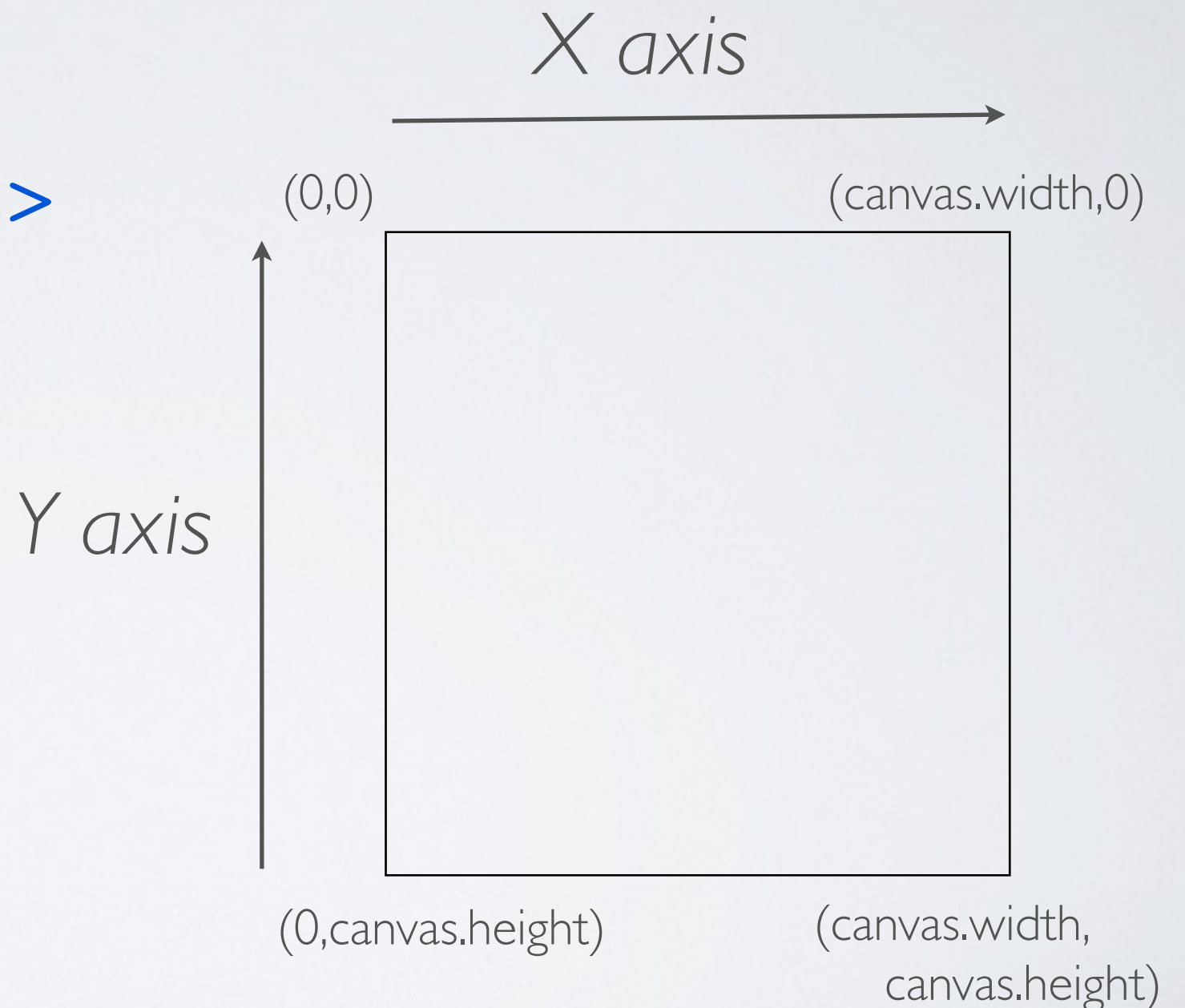# HTML - the **canvas** tag

`<canvas></canvas>`

Specific attributes:

- `Height`

- `Width`

These are **not** the styling attributes
`CSS.height` and `CSS.width`

*X axis*

(0,0)        (canvas.width,0)

*Y axis*

(0,canvas.height)      (canvas.width,
canvas.height)

# Javascript - the 2D context

The 2D context object is used for drawing

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