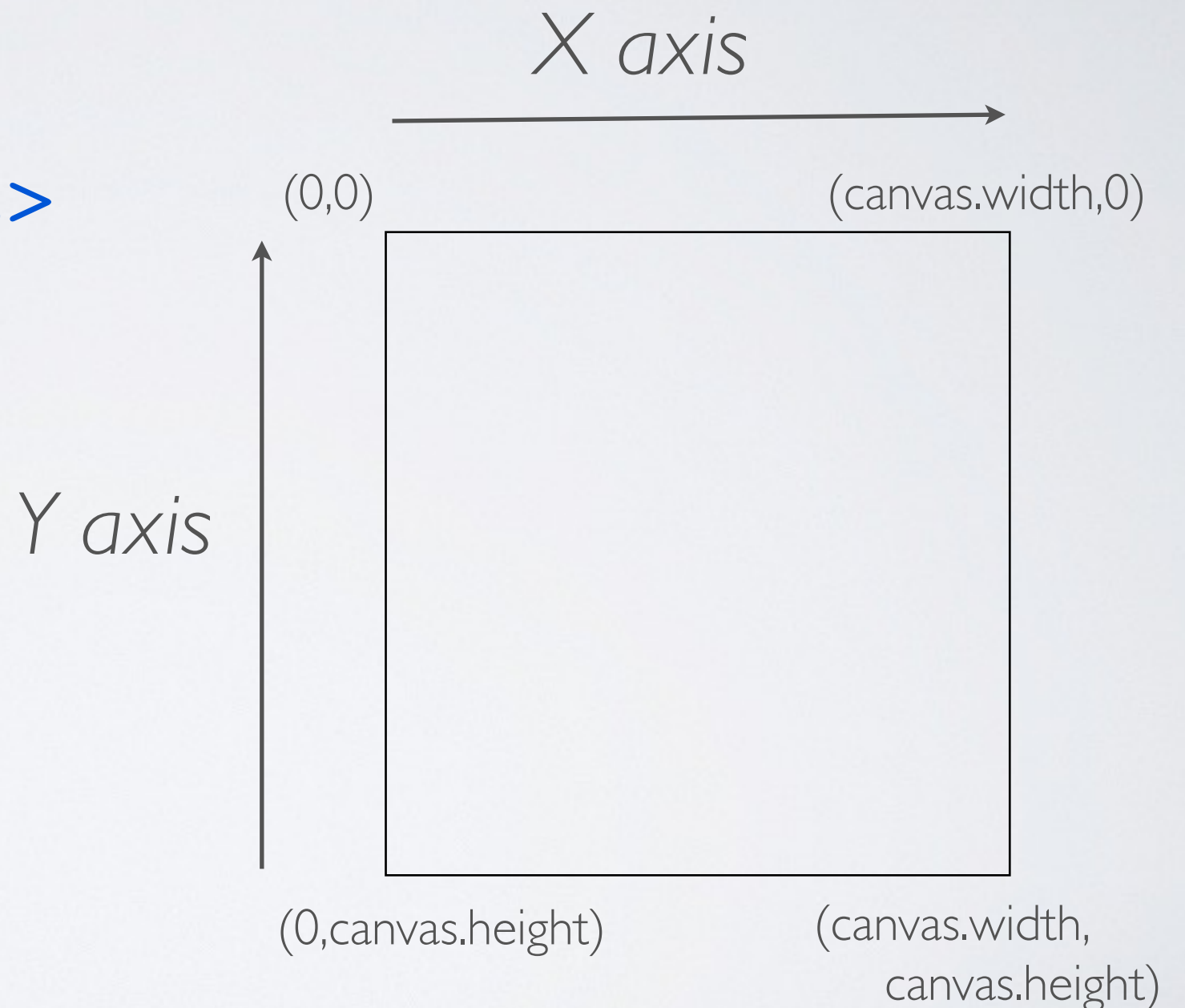# HTML - the **canvas** tag

`<canvas></canvas>`

Specific attributes:

- **`Height`**

- **`Width`**

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

X axis

Y axis

(0,0)　　　　　　　　　　(canvas.width,0)

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

Javascript - the 2D context

The 2D context object is used for drawing

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