

Predefined shapes

rectangle

```
context.rect(topLeftCornerX, topLeftCornerY, width, height);
```

semi-circle

```
context.arc(centerX, centerY, radius, 0, Math.PI, false);
```

circle

```
context.arc(centerX, centerY, radius, 0, 2 * Math.PI, false);
```

Drawing an existing image into a canvas

```
context.drawImage(imageObj, destX, destY, destWidth, destHeight);
```