Event-Driven Programming

Using HTML5 Canvas



New HTML5 Element

- Have been using <div> elements
- Change to using a <canvas> element
 - Used as part of DLTP and JavaScript image processing
 - Used in many other applications to display graphical context
- We'll only explore basic <canvas> functionality



<div> to <canvas>



Toward a Canvas

Hello

make lime make yellow



<div> to <canvas>



Toward a Canvas

Hello

make lime make yellow



<canvas> for Graphics

- <anvas> element used to draw graphics
 - Usually with JavaScript!
- Container for graphics
- Script draws the graphics
- Methods for drawing paths, boxes, circles, text, and adding images



Simple Example

 Show how to introduce simple shapes and text in a <canvas> element



