

Drawing shapes using the concept of *path*

```
context.beginPath(); // begin custom shape
context.moveTo(170, 80);
context.bezierCurveTo(130, 100, 130, 150, 230, 150);
context.bezierCurveTo(250, 180, 320, 180, 340, 150);
context.bezierCurveTo(420, 150, 420, 120, 390, 100);
context.bezierCurveTo(430, 40, 370, 30, 340, 50);
context.bezierCurveTo(320, 5, 250, 20, 250, 50);
context.bezierCurveTo(200, 5, 150, 20, 170, 80);
context.closePath(); // complete custom shape
context.lineWidth = 5;
context.fillStyle = "#8ED6FF";
context.fill();
context.strokeStyle = "#0000ff";
context.stroke();
```



example from *HTML5CanvasTutorial*

<http://www.html5canvastutorials.com/tutorials/html5-canvas-shape-fill/>

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);
```