**Canvas tag and getContext() method:**

The HTML5 <canvas> tag is used to draw graphics, on the fly, via scripting (usually JavaScript).

However, the <canvas> element has no drawing abilities of its own (it is only a container for graphics) - you must use a script to actually draw the graphics.

The getContext() method returns an object that provides methods and properties for drawing on the canvas.

This reference will cover the properties and methods of the getContext("2d") object, which can be used to draw text, lines, boxes, circles, and more - on the canvas.

**requestAnimationFrame:**

The **window.requestAnimationFrame()** method tells the browser that you wish to perform an animation and requests that the browser call a specified function to update an animation before the next repaint. The method takes a callback as an argument to be invoked before the repaint.

Note: Your callback routine must itself call requestAnimationFrame() if you want to animate another frame at the next repaint.