

WHAT IS CANVAS TAG IN HTML5?

The `<canvas>` tag in HTML5 is used to draw graphics, animations and other visual content using JavaScript.

It provides drawing surface on which you can use JS to create various graphics such as lines, shapes, text, and images. The canvas element itself is essentially a container for graphics that you can manipulate through a JS API, allowing for dynamic and interactive visualizations on webpage.

HOW TO DRAW LINES USING CANVAS TAG?

The `lineTo` method is used to draw a line on the canvas. Below are the steps to draw a line on the canvas:

- Use the `beginPath()` method to start a new path.
- Use the `moveTo(x,y)` method to move the drawing cursor to a specific coordinate.
- Use the `lineTo(x,y)` method to draw a line from the current position to the provided `x` and `y` point.
- Use the `lineWidth` property to set the width of the line.
- Use the `stroke()` function to add stroke to the given path.