Canvas

Why to use Canvas ?

- ➢ Draw shapes and to animate images.
- ➢ Using html 5 we can create canvas.
- ➢ using <canvas> tag we can create canvas.
- ➢ Then we use Javascript to work on it.

canvas.html:

_____

<html>

<body>

<canvas id="myCanvas" width="400" height="150">

 <p> Sorry, your browser doesn't use the canvas feature

</canvas>

</body>

</html>

Note: We don't see anything canvas is white by default and no border.

....

```html
<html>
<head>
<title>Canvas</title>
<style>
canvas{
 border:#000000 1px solid;
}
</style>
</head>
<body>
<canvas id="myCanvas" width="400"
height="150">
 <p> Sorry, your browser doesn't use the canvas feature
</canvas>
</body>
</html>
```

border around canvas

....

```html
<html>
<head>
<title>Canvas</title>
<style>
canvas{
 border:#000000 1px solid;
}
</style>
<script>
  var c;
  var ctx;
function init(){
  c= document.getElementById('myCanvas');
ctx = c.getContext('2d');
draw();
```

```
  }
  function draw(){
// ctx.fillStyle = "red";
 ctx.fillStyle = "#ff0000";
 ( This will not show anything).


ctx.fillStyle = "#ff0000" ;
//ctx.fillRect(x axis,y axis,width,height)
ctx.fillRect(30,30,50,50);
}
</script>
</head>
<body onload="init()">
<canvas id="myCanvas" width="400"
height="150">
 <p> Sorry, your browser doesn't use the canvas feature
</canvas>
</body>
</html>
```

Final Code:

```html
<html>

<head>

<title>Canvas</title>

<style>

canvas{

 border:#000000 1px solid;

}

</style>

<script>

  var c;

  var ctx;

  function init(){

 c  = document.getElementById("myCanvas");

ctx = c.getContext('2d');

draw();

  }


  function draw(){

ctx.fillStyle = "#ff0000";
```

```
//ctx.fillRect(x axis,y axis,width,height)

ctx.fillRect(30,30,100,100);

}

</script>

</head>

<body onload="init()">

<canvas id="myCanvas" width="400"height="150">

 <p> Sorry, your browser doesn't use the canvas feature

</canvas>

</body>

</html>
```