



## Drawing on a Canvas

*Drag your finger across the screen to draw a curved line along the path of your finger.*

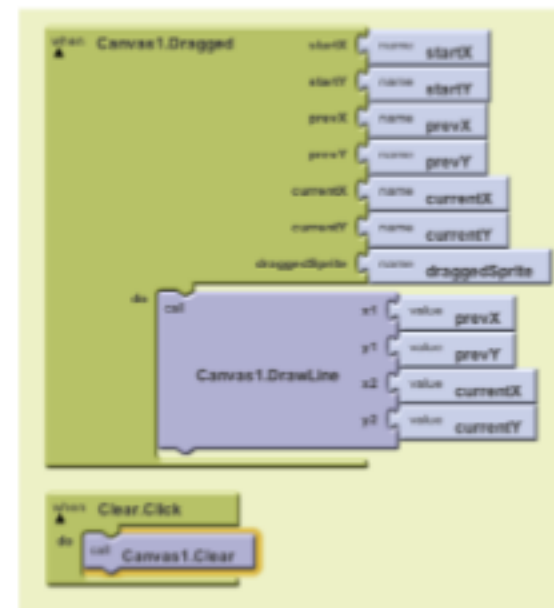


### Get Ready

You will need these components in your design screen:

- Canvas
- Button
- Label

### Try These Blocks



### What Does it Mean?

When the **Canvas1.Dragged** event is triggered, a curved line will be drawn from where you finger started on the screen to where it was dragged.

When the **Clear.Click** button is touched the canvas will be cleared.

