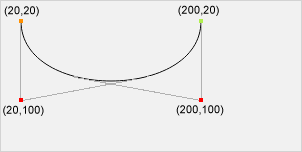
* setTimeout
  + The setTimeout() method calls a function or evaluates an expression after a specified number of milliseconds.
  + **Tip:** 1000 ms = 1 second.
  + **Tip:** The function is only executed once. If you need to repeat execution, use the [setInterval()](https://www.w3schools.com/jsref/met_win_setinterval.asp) method.
  + **Tip:** Use the [clearTimeout()](https://www.w3schools.com/jsref/met_win_cleartimeout.asp) method to prevent the function from running.
* setInterval
  + The setInterval() method calls a function or evaluates an expression at specified intervals (in milliseconds).
  + The setInterval() method will continue calling the function until [clearInterval()](https://www.w3schools.com/jsref/met_win_clearinterval.asp) is called, or the window is closed.
  + The ID value returned by setInterval() is used as the parameter for the clearInterval() method.
  + **Tip:** 1000 ms = 1 second.
  + **Tip:** To execute a function only once, after a specified number of milliseconds, use the [setTimeout()](https://www.w3schools.com/jsref/met_win_settimeout.asp) method.
* setAttribute
  + The setAttribute() method adds the specified attribute to an element, and gives it the specified value.
  + If the specified attribute already exists, only the value is set/changed.
  + **Note:** Although it is possible to add the style attribute with a value to an element with this method, it is recommended that you use [properties of the Style object](https://www.w3schools.com/jsref/dom_obj_style.asp) instead for inline styling, because this will not overwrite other CSS properties that may be specified in the style attribute:
* loadImage
* drawImage
  + The drawImage() method draws an image, canvas, or video onto the canvas.
  + The drawImage() method can also draw parts of an image, and/or increase/reduce the image size.
  + **Note:** You cannot call the drawImage() method before the image has loaded. To ensure that the image has been loaded, you can call drawImage() from window.onload() or from document.getElementById("*imageID*").onload.

appendChild

* + The appendChild() method appends a node as the last child of a node.
  + **Tip:** If you want create a new paragraph, with text, remember to create the text as a Text node which you append to the paragraph, *then* append the paragraph to the document.
  + You can also use this method to move an element from one element to another (See "More Examples").
  + **Tip:** Use the [insertBefore()](https://www.w3schools.com/jsref/met_node_insertbefore.asp) method to insert a new child node before a specified, existing, child node.
* createElement
  + The createElement() method creates an Element Node with the specified name.
  + **Tip:** Use the [createTextNode()](https://www.w3schools.com/jsref/met_document_createtextnode.asp) method to create a text node.
  + **Tip:** After the element is created, use the [*element*.appendChild()](https://www.w3schools.com/jsref/met_node_appendchild.asp) or [*element*.insertBefore()](https://www.w3schools.com/jsref/met_node_insertbefore.asp) method to insert it to the document.
* initElement
  + ???
* getContext
  + 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.
* resourceLoaded
  + ???
* drawEllipse
  + ???
* fillText
  + The fillText() method draws filled text on the canvas. The default color of the text is black.
  + **Tip:** Use the [font](https://www.w3schools.com/tags/canvas_font.asp) property to specify font and font size, and use the [fillStyle](https://www.w3schools.com/tags/canvas_fillstyle.asp) property to render the text in another color/gradient.
* beginPath
  + The beginPath() method begins a path, or resets the current path.
  + **Tip:** Use moveTo(), lineTo(), quadricCurveTo(), bezierCurveTo(), arcTo(), and arc(), to create paths.
  + **Tip:** Use the [stroke()](https://www.w3schools.com/tags/canvas_stroke.asp) method to actually draw the path on the canvas.
* moveTo
  + The moveTo() method moves the path to the specified point in the canvas, without creating a line.
  + **Tip:** Use the [stroke()](https://www.w3schools.com/tags/canvas_stroke.asp) method to actually draw the path on the canvas.
* bezierCurveTo
  + The bezierCurveTo() method adds a point to the current path by using the specified control points that represent a cubic Bézier curve.
  + A cubic bezier curve requires three points. The first two points are control points that are used in the cubic Bézier calculation and the last point is the ending point for the curve.  The starting point for the curve is the last point in the current path. If a path does not exist, use the [beginPath()](https://www.w3schools.com/tags/canvas_beginpath.asp) and [moveTo()](https://www.w3schools.com/tags/canvas_moveto.asp) methods to define a starting point.
  + 
  + Start point
  + moveTo(**20,20**)
  + Control point 1
  + bezierCurveTo(**20,100**,200,100,200,20)
  + Control point 2
  + bezierCurveTo(20,100,**200,100**,200,20)
  + End point
  + bezierCurveTo(20,100,200,100,**200,20**)
  + **Tip:**Check out the [quadraticCurveTo()](https://www.w3schools.com/tags/canvas_quadraticcurveto.asp) method. It has one control point instead of two.
* fill()
  + The fill() method fills the current drawing (path). The default color is black.
  + **Tip:** Use the [fillStyle](https://www.w3schools.com/tags/canvas_fillstyle.asp) property to fill with another color/gradient.
  + **Note:** If the path is not closed, the fill() method will add a line from the last point to the startpoint of the path to close the path (like [closePath()](https://www.w3schools.com/tags/canvas_closepath.asp)), and then fill the path.
* closePath()
  + The closePath() method creates a path from the current point back to the starting point.
  + **Tip:** Use the [stroke()](https://www.w3schools.com/tags/canvas_stroke.asp) method to actually draw the path on the canvas.
  + **Tip:** Use the [fill()](https://www.w3schools.com/tags/canvas_fill.asp) method to fill the drawing (black is default). Use the [fillStyle](https://www.w3schools.com/tags/canvas_fillstyle.asp) property to fill with another color/gradient.