

What is SVG?

- SVG stands for Scalable Vector Graphics
- SVG is used to define graphics for the Web
- SVG is a W3C(world wide web consortium: संघ) recommendation

• The HTML <svg> Element

- The HTML <svg> element is a container for SVG graphics.
- SVG has several methods for drawing paths, boxes, circles,

```
<body>

    <svg width="500" height="500" style="border:2px solid black" >
        <rect width='80' height="80" x="200" y="200" fill="skyblue" stroke="blue"
stroke-width=10 rx="10"
        />
    </svg>

    <svg width="500" height="500" style="border:2px solid black" >
        <circle cx="250" cy="250" r="100" fill="skyblue" stroke="blue" stroke-
width=10
        />
    </svg>

    <svg width="500" height="500" style="border:2px solid black" >
        <polygon points="242,33 298,172 477,197 333,264 388,411 240,326 96,408
148,263 5,176 187,172  "
        style= "fill:rgb(7, 118, 7);
        stroke:rgb(1, 34, 17);
        stroke-width:5;
        " />
    </svg>
```

Canvas :

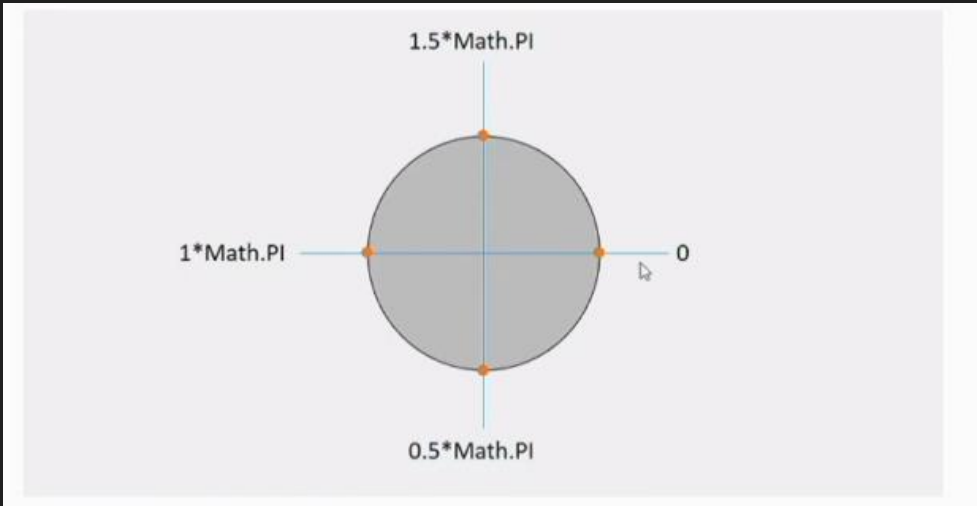
The HTML `<canvas>` element is used to draw graphics on a web page.

What is canvas?

- The HTML `<canvas>` element is used to draw graphics via JavaScript
- The `<canvas>` element is only a container for graphics. You must use JavaScript to actually draw the graphics.
- Canvas has several methods for drawing paths, boxes, circles, text, and adding images.

```
- <body>
-   <canvas id="thecanvas" width="500" height="500" style="border:3px
-   solid red">
-
-   </canvas>
-   <canvas id="thecanvas2" width="500" height="500" style="border:3px
-   solid rgb(6, 2, 42)">
-
-   </canvas>
-
-   <canvas id="thecanvas3" width="500" height="500" style="border:3px
-   solid rgb(6, 2, 42)">
-
-   </canvas>
-
-   <script>
-       var canvas=document.getElementById('thecanvas');
-       var cntext=canvas.getContext("2d");
-       cntext.fillStyle='red'
-       cntext.fillRect(150,200, 170,100)
-       cntext.strokeStyle='blue'
-       cntext.strokeRect(150,200, 170,100)
-
-       var c = document.getElementById("thecanvas2");
-       var ctx = c.getContext("2d");
-       ctx.moveTo(0, 0);
-       ctx.lineTo(200, 100);
-       ctx.stroke();
-
-       var a=document.getElementById("thecanvas3");
-       var b=a.getContext("2d");
```

```
- b.strokeStyle="red"  
-     b.moveTo(150,250); //where from the line start  
-     b.strokeStyle="red"  
-     b.lineTo( 250,50); //ending point  
-     b.lineTo(350,250);  
-     b.lineTo(150,250);  
-     b.stroke();  
  
-  
-  
-  
- var circle = document.getElementById("thecanvas3");  
- var cntx = circle.getContext("2d");  
- cntx.strokeStyle="red"  
- cntx.beginPath();  
- cntx.arc( 250, 250,100,0,2*Math.PI );  
- cntx.stroke();
```



```
- var text = document.getElementById("thecanvas2");
- var cntx = text.getContext("2d");
- cntx.font="20px arial";
- cntx.fillStyle='red'
- cntx.fillText("Aman",200,2000);
```

```
- </script>
```

- `</body>`