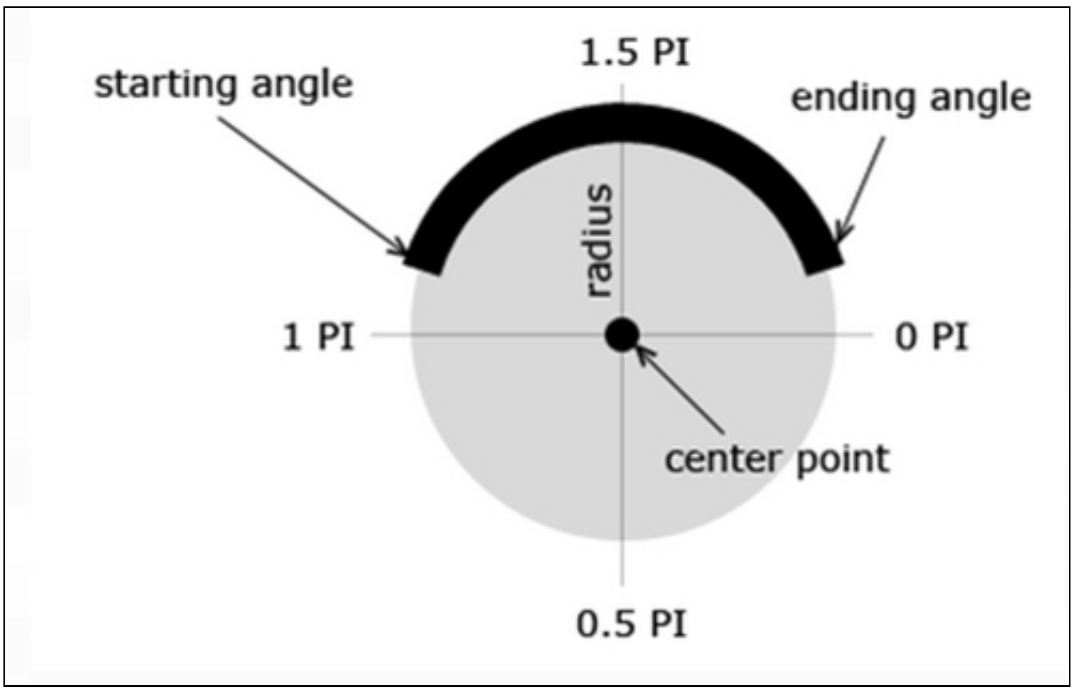
Drawing circles and arcs

The `ctx.arc(cx, cy, radius, startAngle, endAngle, drawInverse)` method is useful for drawing arcs of circles. It takes the center of the circle/arc, its radius, the starting angle of the arc (turning clockwise), the ending angle of the arc, and an optional parameter we will talk about later.

Note: figures borrowed from http://www.html5canvastutorials.com/tutorials/html5-canvas-arcs/



TYPICAL USAGE

Typical usage for drawing an arc/circle/ellipse is:

```
ctx.arc(centerX, centerY, radius,startAngle, endAngle); //
clockwise drawing
ctx.arc(centerX, centerY, radius,startAngle, endAngle, false);
```

The angles are in radians (between `0` and `2*Math.PI`). The arc is drawn clockwise.

Beware that this may not seem natural if you're used to the trigonometric order.

The last parameter is optional and has a value of `false` by default. If `true`, instead of drawing an arc of circle that corresponds to the parameters, it will draw its complementary. See the examples below to see the difference.

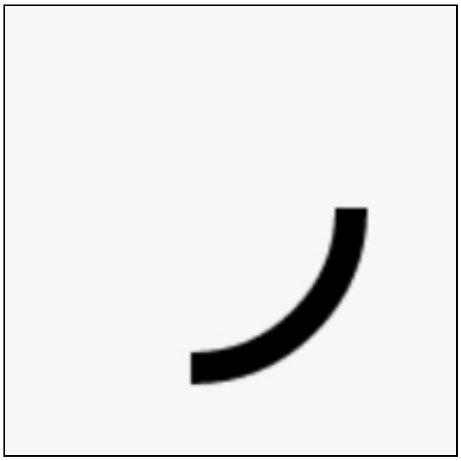
EXAMPLE 1: DRAWING AN ARC WITH RADIUS = 50, STARTING ANGLE = 0, END ANGLE = PI/2

Try this example online: http://jsbin.com/tikite/1/edit

```
ctx.beginPath();
// we ommited the last parameter
ctx.arc(100, 75, 50, 0, Math.PI/2);

ctx.lineWidth = 10;
ctx.stroke();
```

Here is the result:

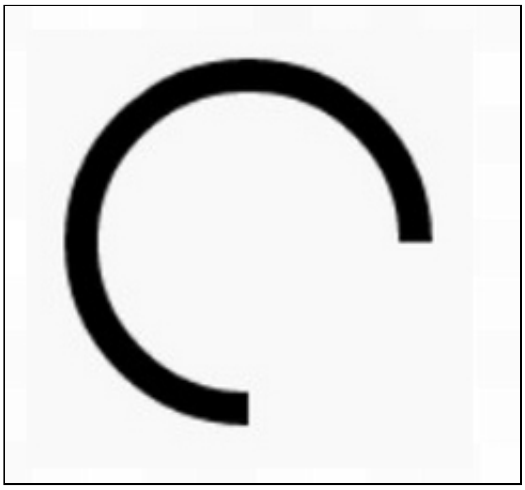


If we change the last parameter (we omitted it, so it took a value of `false` by default):

```
ctx.beginPath();
// we omitted the last parameter
ctx.arc(100, 75, 50, 0, Math.PI/2, true);
```

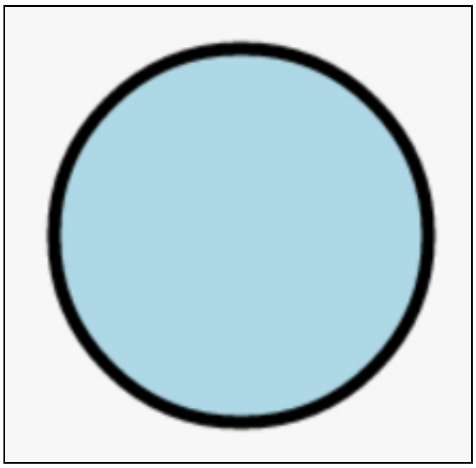
```
ctx.lineWidth = 10;
ctx.stroke();
```

Then, the result is the "complementary" of the previous arc:



EXAMPLE 2: DRAWING A FULL CIRCLE (FILLED + OUTLINED)

Try this example: http://jsbin.com/gazuba/2/edit



Source code:

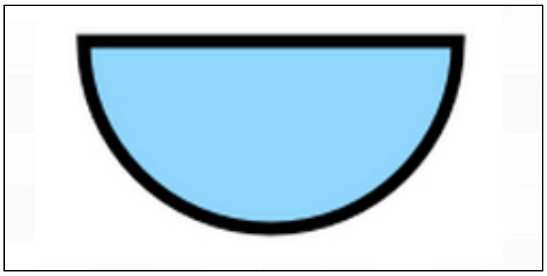
```
var canvas =document.getElementById("myCanvas");
var ctx = canvas.getContext("2d");
var centerX = canvas.width / 2;
```

```
    var centerY = canvas.height / 2;
    var radius = 70;
    ctx.beginPath();
    // Add to the path a full circle (from 0 to 2PI)
10. ctx.arc(centerX, centerY, radius, 0,2*Math.PI, false);
    // With path drawing you can change the context
    // properties until a call to stroke() or fill() is performed
    ctx.fillStyle = "lightBlue";
    // Draws the filled circle in light blue
    ctx.fill();
     // Prepare for the outline
    ctx.lineWidth = 5;
20. ctx.strokeStyle = "black";
    // draws the path (the circle) AGAIN, this
    // time in wireframe
    ctx.stroke();
    // Notice we called ctx.arc() only once ! And drew it twice
    // with different styles
```

Notice that we called `ctx.arc()` only once! And drew it twice, with different styles, with calls to `ctx.stroke()` and`ctx.fill()`. Each call drew the defined path in wireframe and in filled mode!

PROPOSED PROJECTS

Project 1 - modify the previous example on http://jsbin.com/gazuba/2/edit in order to get:



Project 2 - make a small program that draws a smiling head like this (or make something better!)

KNOWLEDGE CHECK 3.4.8 (NOT GRADED)

```
ctx.beginPath();
ctx.moveTo(100, 100);
ctx.lineTo(200, 200);

ctx.arc(500, 500, 100, 0, 2*Math.PI);
ctx.stroke();
```

Will the circle above be "connected" to the last extremity of the line drawn from (100, 100) to (200, 200)?

- Yes
- no