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**COLOR** 

# **PICKER**



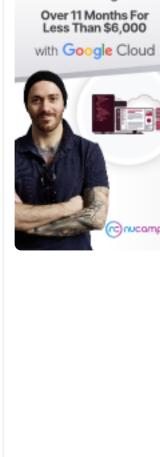
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HTML Canvas Reference

# To learn more about <canvas>, please read our HTML Canvas tutorial.

(usually JavaScript).

**Property** 

<u>fillStyle</u>

HTML Canvas Reference

Colors, Styles, and Shadows

Sets or returns the color, gradient, or pattern used to fill

The HTML <canvas> tag is used to draw graphics, on the fly, via scripting

### the drawing <u>strokeStyle</u> Sets or returns the color, gradient, or pattern used for strokes

**Description** 

shadowColor	Sets	or returns the color to use for shadows
shadowBlur	Sets	or returns the blur level for shadows
<u>shadowOffsetX</u>	_	or returns the horizontal distance of the shadow the shape
shadowOffsetY	Sets the s	or returns the vertical distance of the shadow from nape
Method		Description
createLinearGrad	iont()	Creates a linear gradient (to use on canvas
<u>Ci Caccelii Cai Gi aa</u>	<u>ιεπι(.)</u>	content)

createRadialGradie	nt() Creates a radial/circular gradient (to use on canvas content)	
<u>addColorStop()</u>	Specifies the colors and stop positions in a gradient object	
Line Styles		
	Description	
Property	<b>Description</b> Sets or returns the style of the end caps for a line	

Sets or returns the current line width

Sets or returns the maximum miter length

Sets or returns the type of corner created, when two

direction

lines meet

**Description** 

**Description** 

Rectangles

**Method** 

<u>lineJoin</u>

<u>lineWidth</u>

miterLimit

rect()	Creates a rectangle
<u>fillRect()</u>	Draws a "filled" rectangle
strokeRect()	Draws a rectangle (no fill)
<u>clearRect()</u>	Clears the specified pixels within a given rectangle

Fills the current drawing (path)

Actually draws the path you have defined

Begins a path, or resets the current path

Method

stroke()

beginPath()

<u>fill()</u>

scale()	Scales the current drawing bigger or smaller		
Method	Description		
Transformations			
<u>isPointInPath()</u>	Returns true if the specified point is in the current path, otherwise false		
arcTo()	Creates an arc/curve between two tangents		
<u>arc()</u>	Creates an arc/curve (used to create circles, or parts of circles)		
<u>bezierCurveTo()</u>	Creates a cubic Bézier curve		
<u>quadraticCurveTo()</u>	Creates a quadratic Bézier curve		
<u>clip()</u>	Clips a region of any shape and size from the original canvas		
<u>lineTo()</u>	Adds a new point and creates a line to that point from the last specified point in the canvas		
<u>closePath()</u>	Creates a path from the current point back to the starting point		
moveTo()	Moves the path to the specified point in the canvas, without creating a line		

Rotates the current drawing

Remaps the (0,0) position on the canvas

Replaces the current transformation matrix for the

## setTransform() Resets the current transform to the identity matrix. Then runs <a href="mailto:transform()">transform()</a>

drawing

rotate()

<u>translate()</u>

transform()

strokeText()

<u>width</u>

<u>height</u>

<u>data</u>

**Method** 

createImageData()

getImageData()

measureText()

Text

Property	Description
<u>font</u>	Sets or returns the current font properties for text content
<u>textAlign</u>	Sets or returns the current alignment for text content
<u>textBaseline</u>	Sets or returns the current text baseline used when drawing text
Method	Description
fillText()	Draws "filled" text on the canvas

Draws text on the canvas (no fill)

specified text

Returns an object that contains the width of the

Image Drawing		
Method	Description	
<u>drawImage()</u>	Draws an image, canvas, or video onto the canvas	
Pixel Manipulation		
Property	Description	

Returns the width of an ImageData object

Returns the height of an ImageData object

specified ImageData object

**Description** 

Returns an object that contains image data of a

Creates a new, blank ImageData object

data for the specified rectangle on a canvas

Returns an ImageData object that copies the pixel

Sets or returns how a new image is drawn

<u>putImageData()</u>	Puts the image data (from a specified ImageData object) back onto the canvas
Compositir	ng
Property	Description
globalAlpha	Sets or returns the current alpha or

onto an existing image

## Other Method Description

W3.CSS Tutorial

**Bootstrap Tutorial** 

**PHP Tutorial** 

Java Tutorial

C++ Tutorial

jQuery Tutorial

<u>globalCompositeOperation</u>

Method	Description	
save()	Saves the state of the current context	
restore()	Returns previously saved path state and attrib	outes
createEvent()		
getContext()		
toDataURL()		
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