

- **WHAT IS CANVAS TAG IN HTML5?**

The ``<canvas>`` element in HTML5 is a powerful and versatile feature that allows you to draw graphics, create animations, and manipulate images directly in the web browser. It provides a bitmap graphics area where you can use JavaScript to dynamically draw and interact with graphics on a web page.

The ``<canvas>`` element is part of the HTML5 specification and has become a fundamental component for creating interactive web applications and games.

- **HOW TO DRAW LINES IN CANVAS TAG?**

Use the `lineTo()` method to draw a line from the current drawing position to the position specified by `x` and `y`. This method takes two arguments, `x` and `y`, which are the coordinates of the line's end point.

Some methods:-

The `beginPath()` method starts a new path. It does not draw anything, it just defines a new path.

The `moveTo()` defines the starting point of the line. It does not draw anything, it just sets a start point.

The `lineTo()` method defines the end point of the line. It does not draw anything, just sets an end point.

The `stroke()` method draws the line. The default stroke color is black.