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| fillRect(x,y,width,height) | 绘制一个填充的矩形 |
| strokeRect(x,y,width,height) | 绘制一个矩形边框 |
| clearRect(x,y,width,height) | 清除指定矩形区域 |
| beginPath() | 新建路径 |
| closePath() | 闭合路径 |
| Stroke() | 绘制 |
| Fill(可带填充规则**evenodd，nonzero(默认值)**) | 通过线条绘制图形轮廓 |
| MoveTo(x,y) | 设置起点 |
| LineTo(x,y) | 规定路径 |
| Arc(x,y,radius,startAngle,endAngle,anticlockwise) | 绘制圆弧 |
| quadraticCurveTo(cp1x, cp1y, x, y) | 二次贝塞尔曲线 |
| bezierCurveTo(cp1x, cp1y, cp2x, cp2y, x, y) | 三次白塞尔曲线 |
| rect(*x*, *y*, *width*, *height*) | 绘制一个矩形 |
| New Path2D() | 实例化一个路径对象 |
| fillStyle | 设置图形填充颜色 |
| strokeStyle | 设置图形轮廓颜色 |
| globalAlpha | 设置透明度rgba |
| LineWidth | 线条宽度 |
| LineCap | 线条末端 |
| LineJoin | 线条与线条间接合处 |
| miterLimit | 两条线交接处的最大长度 |
| GetLineDash() | 返回当前虚线和长度为非负偶数的数组 |
| SetLineDash(segments) | 设置当前虚线样式 |
| lineDashOffset | 设置虚线样式的其实偏移量 |
| [createLinearGradient(x1, y1, x2, y2)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/createLinearGradient) | 创建一个线性渐变 |
| [createRadialGradient(x1, y1, r1, x2, y2, r2)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/createRadialGradient) | 创建一个径向渐变 |
| [addColorStop(position, color)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasGradient/addColorStop) | 操作渐变 |
| [createPattern(image, type)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/createPattern) | 引用img对象 |
| [shadowOffsetX = float](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/shadowOffsetX) | 阴影偏移 |
| [shadowOffsetY = float](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/shadowOffsetY) |  |
| [shadowBlur = float](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/shadowBlur) |  |
| [shadowColor = color](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/shadowColor) |  |
| [fillText(text, x, y [, maxWidth])](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/fillText) | 再指定(x,y)位置绘制文本，绘制的最大宽度 |
| [strokeText(text, x, y [, maxWidth])](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/strokeText) | 绘制文本边框 |
| Font | 通css |
| textAlign:start, end, left, right,center | 文本对齐 |
| textBaseLine: top, hanging, middle, ideographic, bottom | 基线对齐 |
| Direction | 文本方向 |
| measureText() | 返回textMetrics对象 |
| drawImage(image, x, y) | 绘制图片 |
| [drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/drawImage) |  |
| [drawImage(image, x, y, width, height)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/drawImage) |  |
| [save()](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/save) |  |
| [restore()](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/restore) |  |
| translate(x, y) | 平移 |
| rotate(angle) |  |
| **scale(x, y)** |  |
| [transform(a, b, c, d, e, f)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/transform) | 变形 |
| [setTransform(a, b, c, d, e, f)](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/setTransform) | 设置当前变形矩阵 |
| [resetTransform()](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/resetTransform) =setTransform(1, 0, 0, 1, 0, 0) |  |
| [globalCompositeOperation = type](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/globalCompositeOperation) | 遮盖策略 |
| [clip()](https://developer.mozilla.org/zh-CN/docs/Web/API/CanvasRenderingContext2D/clip) | 裁切路径 |
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