HTML 5

Canvas tag – reference <http://www.w3schools.com/tags/ref_canvas.asp>

The Canvas tag in html5 contains so many methods that will allow someone to draw on it through a JavaScript implementation, some of the most vital methods being:

fillStyle – sets or returns the color, gradient, or pattern used to fill the drawing

StrokeStyle – sets or returns the color, gradient, or pattern used for strokes

lineWidth – Sets por return the width of the line

fill – fills the current drawing or path

stroke – Draws the path that has been defined

beginPath – begins a path or resets the current path

closePath –creates a path from the current point back to the starting point, closes path

moveTo – moves the current path to the specified path without creating a line

lineTo – adds a new point nad creates a line from that point to the last specified point

quadraticCurveTo – creates a quadratic Bezier curve (curved line)

strokeText – draws text onto canvas

drawImage – draw an image to canvas

The canvas tool can have a transparent background, potentially allowing the possibility of layers NEEDS TESTING

A history tool could possibly be made by saving the canvas and adding the version to a collection of canvases, allowing the potential of an undo/redo feature, along with a history tool to show the user a set amounts of past image states NEEDS TESTING

Paint Bucket tool might be achievable by iterating through every pixel on the canvas from where the mouse click took place, looking for a boundary (any colored pixel) proceeding to color the area with the specified color, very inefficient, but a possibility NEEDS TESTING

Javascript

By using the current methods provided with the canvas tag, implementing mouse event listeners with JavaScript to grab current mouse positions allows the possibility to create a drawing

Have not thought of a way to utilize JavaScript in any other way other than reading mouse events and performing some logic