***CANVAS method***

1. To define canvas in html file

<canvas id="myCanvas" width="480" height="320"></canvas>

1. we have to grab a reference to it in JavaScript. Add the following below your opening <script> tag.

var canvas = document.getElementById("myCanvas");

var ctx = canvas.getContext("2d");

ctx: dih el tool ely barsem beeha.

1. To start any action in canvas:

Ctx.beginpath();

Ctx.closepath();

1. To set a color of any shape:

ctx.fillStyle = "color";

ctx.fill();

1. To draw a rectangle:

ctx.rect(x1, y1, x2, y2);

x1, y1: specify the upper left corner.

X2, y2: specify the lower right corner.

1. To draw a circle (arc):

ctx.arc(x, y, z, 0, Math.PI\*2, false);

x, y: are the center of the arc.

Z: arc radius

0: start angle and end angle (what angle to start and finish drawing the circle, in radians)

False: direction of drawing (false for clockwise, the default, or true for anti-clockwise.) This last parameter is optional.

1. To color a border of shape (rectangle):

ctx.strokeStyle = "rgba(0, 0, 255, 0.5)";

ctx.stroke();