HTML5 TUTORIAL

HTML Basic Examples

HTML5 Canvas

If you want to draw graphics on a web page, use the HTML5 canvas element. The canvas element is a new element added in HTML 5.

Apple introduced canvas in 2004, initially for using it inside their **Mac OS X WebKit** component.

With canvas, you can draw awesome graphics, decorative images, games, etc.

Here, we will see an example to draw a line, text, etc.

Example

```
<canvas id="newCanvas" width="300" height="200" style="border:3
</canvas>
```

Here's the output,

Above, you can see a canvas with **id**, **height** and **width**. These

attributes are essential to add. We also added style, with border and border color.

Now, we will see how to create a circle with canvas. Here, we're using **arc()** function to create a circle.

```html
<!DOCTYPE html>
<html>
<body>

<canvas id="newCanvas" width="230" height="130" style="border:3
HTML5 canvas isn't supported by your browser.</canvas>

<script>

var v = document.getElementById("newCanvas");
var c = v.getContext("2d");
c.beginPath();

c.arc(120,65,55,0,2*Math.PI);
c.stroke();

</script>

</body>
</html>
```
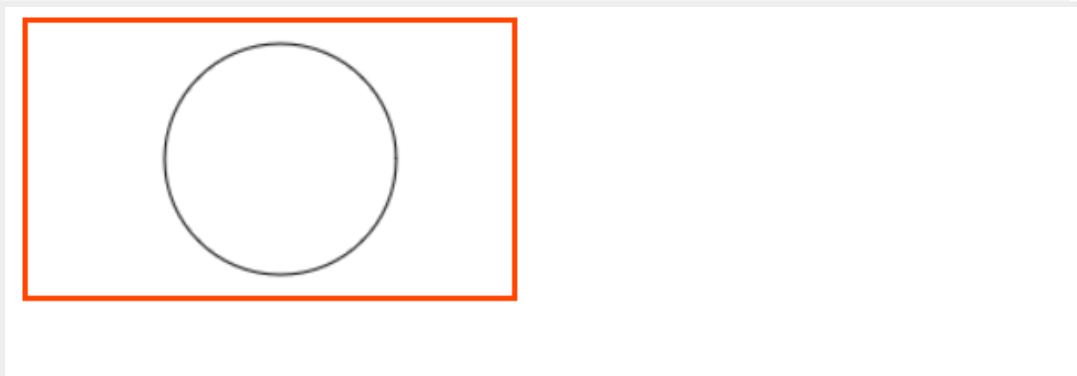
Here's the output,

Now, we will see how to create a line. Here, we're using **lineTo()** function to create a line,

```html
<!DOCTYPE html>
<html>
<body>

<canvas id="newCanvas" width="180" height="130" style="border:3
HTML5 canvas isn't supported by your browser.</canvas>

<script>
```

```
var v = document.getElementById( "newCanvas" );
var c = v.getContext("2d");

c.moveTo(0,0);
c.lineTo(180,130);
c.stroke();

</script>

</body>
</html>
```
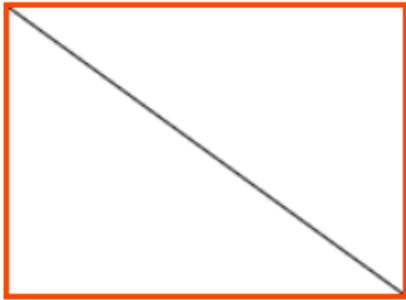
Here's the output, showing line drawn with canvas,

Another example demonstrates how to create a straight line with HTML5 canvas easily. We're using the same method used above, but we edited the values to form it in the form of a line.

```
<!DOCTYPE html>
<html>
<body>

<canvas id="newCanvas" width="180" height="130" style="border:3
HTML5 canvas isn't supported by your browser.</canvas>

<script>

var v = document.getElementById("newCanvas");
var c = v.getContext("2d");

c.moveTo(20,0);
c.lineTo(20,130);
c.stroke();

</script>

</body>
</html>
```

Here's the output, showing straight line drawn with canvas,

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