HTML5 TUTORIAL

HTML5 Introduction

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Tags in HTML5

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Examples

HTML Basic Examples

HTML5 canvas tag

Use the HTML5 **canvas** tag to add graphics to the web page or document. Use a script to draw the graphics, since the **<canvas>** tag is only a container for graphics. The canvas is also used in developing games applications and can be animated.

For a canvas to work, you need to add the following attributes,

- **height**– Height of the canvas in pixels.
- **width**– Width of the canvas in pixels.

You can easily add more than one canvas element on a web page.

```
<!DOCTYPE html>
<html>
<head>
<title>Understanding HTML5 Canvas tag</title>
</head>
<body>

<canvas id="newCanvas" width="300" height="150" style="border:2
HTML5 canvas isn't supported by your browser.</canvas>

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

c.arc(150,75,65,0,2*Math.PI);
c.stroke();
</script>

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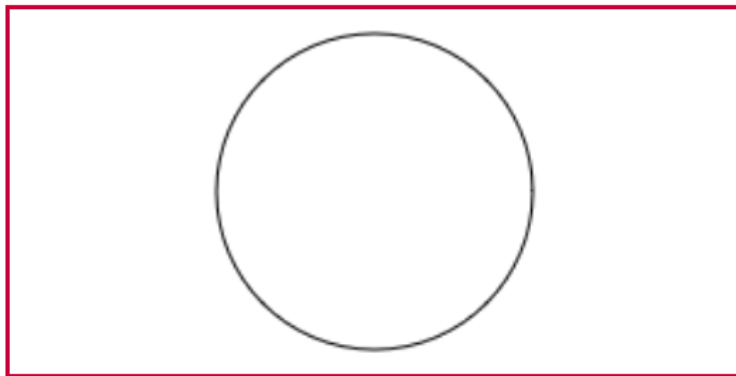
Here' the output,

We added a canvas with width 300 pixels and height 150 pixels. We have drawn a circle with arc method. To draw a circle, you need to set a starting angle of 0 and ending angle of 2 x Pi and the rest of the values are shown below. We also added the radius as 65, X co-ordinate as 150 and y co-ordinate as 75.

Here's the syntax of the arc method we used,

```
arc(x, y, radius, starting angle, ending angle)
```

Here,

- **x** – The x co-ordinate
- **y** – The y co-ordinate
- **radius** – radius
- **Starting angle** – The starting angle, in radians
- **Ending angle** – The starting angle, in radians

« **HTML5 bdi tag**

HTML5 datalist Tag »

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