<!DOCTYPE html>

<html>

<body>

<canvas id="myCanvas" width="200" height="100" style="border:1px solid red;">

Your browser does not support the HTML5 canvas tag.</canvas>

<script>

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

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

ctx.font = "30px Arial";

ctx.strokeText("RAWAA",50,50);

</script>

</body>

</html>