

**Create HTML page for drawing various geometry shapes using canvas element.**

```
<!DOCTYPE html>
<head>
  <title> CANVAS</title>
  <style>
    #myCanvas{
      width:700px;
      height:600px;

      border:1px solid #000000;
      background-color: darkgray;
      float: right;

    }
    #item1{

      display: inline-block;
      margin: 200px;
      height: 20px;
      size: 30px;
      margin-top: 1px;

    }
    #item3{
      width: 100px;
      height: 100px;
      display: block;
      margin-bottom: 90px;
      background-color:gray;
      font-size: large;

    }

  </style>
</head>
<body>

  <div id="item1">
```

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        <button id="item3" onclick="line()">Line</button>
        <button id="item3" onclick="cercle()">Cercle</button>
    n>
        <button id="item3" onclick="rect()">Rectangle</button>
    onid="item3">
        <button type="submit" id="item3" onclick=location.reload()>Refresh</button>
    </div>

    <canvas id="myCanvas">
        Your browser does not support the HTML canvas tag.
    </canvas>

<script>

    var canvas = document.querySelector('canvas');

    canvas.width = window.innerWidth;

    canvas.height = window.innerHeight;

    var c = canvas.getContext('2d');

    function rect(){
        c.fillStyle = 'red';
        c.beginPath();
        c.lineWidth="2";
        c.strokeStyle="black";

        c.fillRect(1000, 400, 200, 100);

        c.strokeRect(1000, 400, 200, 100);
        c.stroke();
    }

    function cercle(){

        c.beginPath();

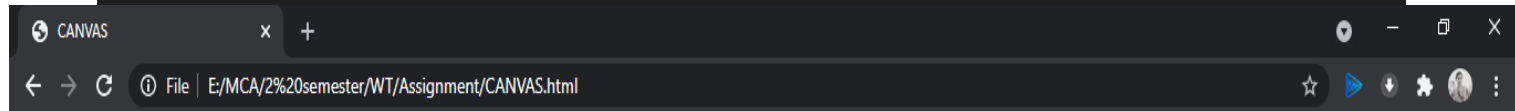
        c.arc(700,250,100,0,2*Math.PI);
        c.strokeStyle="blue";
        c.lineWidth="5";

```

```
        c.stroke();
    }
    function line(){
        c.beginPath();
        c.moveTo(0, 0);
        c.lineTo(500, 150);
        c.lineWidth = "5";
        c.strokeStyle = "green";
        c.stroke();

    }
</script>

</body>
</html>
```



Line

Cercle

Rectangle

Refresh

