# WHAT IS CANVAS TAG IN HTML5?

The `<canvas>` element in HTML5 is a powerful and versatile feature that allows you to draw graphics, create animations, and manipulate images directly in the web browser. It provides a bitmap graphics area where you can use JavaScript to dynamically draw and interact with graphics on a web page.

The `<canvas>` element is part of the HTML5 specification and has become a fundamental component for creating interactive web applications and games.

# HOW TO DRAW LINES IN CANVAS  TAG?

Use the lineTo() method to draws a line from the current drawing position to the position specified by x and y . This method takes two arguments, x and y , which are the coordinates of the line's end point.

Some methods:-

The beginPath() method starts a new path. It does not draw anything, it just defines a new path.

The moveTo() defines the starting point of the line. It does not draw anything, it just sets a start point.

The lineTo() method defines the end point of the line. It does not draw anything, just sets an end point.

The stroke() method draws to line. The default stroke color is black.