

# HTML Canvas

## Colors, Styles, and Shadows

Property	Description
<a href="#"><u>fillStyle</u></a>	Sets or returns the color, gradient, or pattern used to fill the drawing
<a href="#"><u>strokeStyle</u></a>	Sets or returns the color, gradient, or pattern used for strokes
<a href="#"><u>shadowColor</u></a>	Sets or returns the color to use for shadows
<a href="#"><u>shadowBlur</u></a>	Sets or returns the blur level for shadows
<a href="#"><u>shadowOffsetX</u></a>	Sets or returns the horizontal distance of the shadow from the shape
<a href="#"><u>shadowOffsetY</u></a>	Sets or returns the vertical distance of the shadow from the shape
Method	Description
<a href="#"><u>createLinearGradient()</u></a>	Creates a linear gradient (to use on canvas content)
<a href="#"><u>createPattern()</u></a>	Repeats a specified element in the specified direction
<a href="#"><u>createRadialGradient()</u></a>	Creates a radial/circular gradient (to use on canvas content)
<a href="#"><u>addColorStop()</u></a>	Specifies the colors and stop positions in a gradient object

## Line Styles

Property	Description
<a href="#"><u>lineCap</u></a>	Sets or returns the style of the end caps for a line
<a href="#"><u>lineJoin</u></a>	Sets or returns the type of corner created, when two lines meet
<a href="#"><u>lineWidth</u></a>	Sets or returns the current line width
<a href="#"><u>miterLimit</u></a>	Sets or returns the maximum miter length

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## Rectangles

Method	Description
<a href="#">rect()</a>	Creates a rectangle
<a href="#">fillRect()</a>	Draws a "filled" rectangle
<a href="#">strokeRect()</a>	Draws a rectangle (no fill)
<a href="#">clearRect()</a>	Clears the specified pixels within a given rectangle

## Paths

Method	Description
<a href="#">fill()</a>	Fills the current drawing (path)
<a href="#">stroke()</a>	Actually draws the path you have defined
<a href="#">beginPath()</a>	Begins a path, or resets the current path
<a href="#">moveTo()</a>	Moves the path to the specified point in the canvas, without creating a line
<a href="#">closePath()</a>	Creates a path from the current point back to the starting point
<a href="#">lineTo()</a>	Adds a new point and creates a line to that point from the last specified point in the canvas
<a href="#">clip()</a>	Clips a region of any shape and size from the original canvas
<a href="#">quadraticCurveTo()</a>	Creates a quadratic Bézier curve
<a href="#">bezierCurveTo()</a>	Creates a cubic Bézier curve
<a href="#">arc()</a>	Creates an arc/curve (used to create circles, or parts of circles)
<a href="#">arcTo()</a>	Creates an arc/curve between two tangents

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## [isPointInPath\(\)](#)

Returns true if the specified point is in the current path, otherwise false

## Transformations

Method	Description
<a href="#">scale()</a>	Scales the current drawing bigger or smaller
<a href="#">rotate()</a>	Rotates the current drawing
<a href="#">translate()</a>	Remaps the (0,0) position on the canvas
<a href="#">transform()</a>	Replaces the current transformation matrix for the drawing
<a href="#">setTransform()</a>	Resets the current transform to the identity matrix. Then runs <a href="#">transform()</a>

## Text

Property	Description
<a href="#">font</a>	Sets or returns the current font properties for text content
<a href="#">textAlign</a>	Sets or returns the current alignment for text content
<a href="#">textBaseline</a>	Sets or returns the current text baseline used when drawing text
Method	Description
<a href="#">fillText()</a>	Draws "filled" text on the canvas
<a href="#">strokeText()</a>	Draws text on the canvas (no fill)
<a href="#">measureText()</a>	Returns an object that contains the width of the specified text

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## Image Drawing

Method	Description
<a href="#">drawImage()</a>	Draws an image, canvas, or video onto the canvas

## Pixel Manipulation

Property	Description
<a href="#">width</a>	Returns the width of an ImageData object
<a href="#">height</a>	Returns the height of an ImageData object
<a href="#">data</a>	Returns an object that contains image data of a specified ImageData object
Method	Description
<a href="#">createImageData()</a>	Creates a new, blank ImageData object
<a href="#">getImageData()</a>	Returns an ImageData object that copies the pixel data for the specified rectangle on a canvas
<a href="#">putImageData()</a>	Puts the image data (from a specified ImageData object) back onto the canvas

## Compositing

Property	Description
<a href="#">globalAlpha</a>	Sets or returns the current alpha or transparency value of the drawing
<a href="#">globalCompositeOperation</a>	Sets or returns how a new image is drawn onto an existing image

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## Other

Method	Description
save()	Saves the state of the current context
restore()	Returns previously saved path state and attributes
createEvent()	
getContext()	
toDataURL()	