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Java AWT Canvas

The Canvas control represents a blank rectangular area where the application can draw or trap input events from the user. It inherits the Component class.

AWT Canvas class Declaration

```
public class Canvas extends Com
```

Java AWT Canvas Example
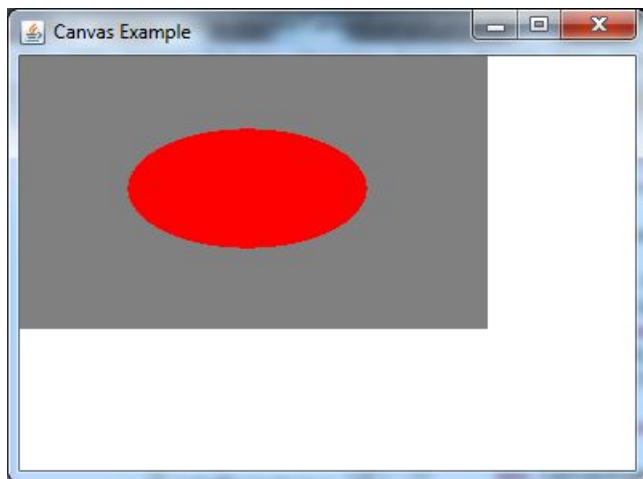
```java
import java.awt.*;
public class CanvasExample
{
  public CanvasExample()
  {
    Frame f= new Frame("Canvas
    f.add(new MyCanvas());
    f.setLayout(null);
    f.setSize(400, 400);
    f.setVisible(true);
  }
  public static void main(String a
  {
    new CanvasExample();
  }
}
class MyCanvas extends Canvas
{
      public MyCanvas() {
      setBackground (Color.GRAY
      setSize(300, 200);
    }
  public void paint(Graphics g)
  {
    g.setColor(Color.red);
    g.fillOval(75, 75, 150, 75);
  }
}
```

Output:

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