

Canvas Element



HTML5 Canvas Element

- A container used to draw graphics using JavaScript
- Sample code:

```
<canvas id="myCanvas" width="200"  
height="100"></canvas>
```

- https://www.w3schools.com/html/html5_canvas.asp

Why Canvas

- Can be animated
- Can be interactive
- Can be used in Games

How to Draw

1. Find the canvas element

```
var canvas = document.querySelector("#myCanvas");
```

1. Create a drawing object

```
var ctx = canvas.getContext("2d");
```

2. Draw on the object

```
ctx.fillRect(0,0,150,75);
```

Other Examples

1. https://www.w3schools.com/graphics/canvas_clock.asp
2. <http://www.blobsallad.se/>
3. <https://davidwalsh.name/canvas-demos>

Adding listeners

- You can augment a Canvas element (or any element) with one or more listeners
 - https://www.w3schools.com/js/js_htmlDOM_eventListener.asp

Acknowledgements

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