Getting Started with the Canvas

In the previous article, we got a high-level overview of the mysterious canvas by comparing it to the more-familiar DOM. That article was missing something crucial, though. It was missing the part where you get your hands wet writing markup and code. We are going to fix that up in this article.

We are going to put some of that conceptual knowledge you gained to good use by creating a simple example using the `canvas` element. I know that sounds a little scary, but you'll have a lot of help along the way. As you will find out soon enough, getting bizarre lines of JavaScript to draw something on the screen is a whole lot of fun.

Onwards!