

**EXPERIMENT NO. 4**

**Problem Statement:** Write a program to implement the drawing on CANVAS like Triangle, Rectangle, Circle and fill the color and add the text into shape. And setting the background color of canvas.

**Program:**

**index.html**

```
<!DOCTYPE html>
<html>

<head>
  <title>Canvas Shapes and Text Example</title>
  <style>
    canvas {
      border: 2px solid black;
      background-color: #FFEB3B !important;
    }
  </style>
</head>

<body>
  <canvas id="myCanvas" width="800" height="300"></canvas>

  <script>
    // Get the canvas element and its 2D context
    var canvas = document.getElementById("myCanvas");
    var ctx = canvas.getContext("2d");

    // Draw a rectangle
    ctx.fillStyle = "red";
    ctx.fillRect(50, 100, 200, 100);

    // Draw a triangle
    ctx.fillStyle = "green";
    ctx.beginPath();
    ctx.moveTo(400, 100);
    ctx.lineTo(550, 250);
    ctx.lineTo(250, 250);
    ctx.fill();

    // Draw a circle
    ctx.fillStyle = "blue";
    ctx.beginPath();
    ctx.arc(700, 200, 75, 0, 2 * Math.PI);
```

```
ctx.fill();

// Add text to the shapes
ctx.font = "bold 30px Arial";
ctx.fillStyle = "white";
ctx.fillText("Rectangle", 70, 160);
ctx.fillText("Triangle", 340, 200);
ctx.fillText("Circle", 650, 210);

// Set the background color of canvas
canvas.style.backgroundColor = "#f0f0f0";
</script>
</body>

</html>
```

**Output:**