**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:**

